

Sea Salt & Paper - Rules of the Game – Expansion – Extra Salt; Event – Extra Pepper

1. **Game ends** when a player satisfies any one of these conditions:
 - a. Obtaining all 4 Mermaids (**Event** – Last Place: Dance of the Mermaids – 3 Mermaids) – That player wins. – Note this condition is only checked at the End of your Turn (i.e. during **Step 3**)
 - b. Any player **exceeding** the total accumulated points across **Rounds** required below: (Players: Points)
(2: 40 | 3: 35 | 4: 30) – In which case the player with the most points after the last **Round** wins. In case of a tie, the player earning the most points in the last **Round** wins.
2. **Start of Each Round** – **Shuffle** the Draw Deck and draw the top 2 cards forming the 2 discard piles. The **First** player of the **Round** is the player next in turn order to the player who ended the previous **Round**.

Events – Draw the **top** card of the event deck, that event is active for all players this **Round** in addition to any events owned by a player. Events do not count to colour sets.

3. On your **Turn**
 - i. **Step 1:** Add a card to your hand either by:
 - a. Drawing 2 cards from the top of the Deck, choose 1 to keep and 1 to discard to 1 of the 2 discard piles, noting if a discard pile is empty, you must discard it to that pile.
Event – Last Place: The Dolphins – if the card you discarded was a collection card (see below), you may add the top card of the Deck to your hand.
 - b. Draw the top card from 1 of the 2 discard piles. (**Note** – you cannot check the discard piles for its contents.)
 - c. If you were attacked by a **Jellyfish Duo** (**Expansion**) and are not protected by The Coral Reef (**Event**) Draw a card and go straight to Step 4, ignore The Angelfish (**Event**).
 - ii. **Step 2:** Play Duos (Pair of cards with effects – See below) or Trios (Starfish only) face up in front of you, you may play more than one Duo or Trio.
Event – Last Place: The Coral Reef – You may play a Shell in front of you facedown to which you are protected from all attacks (Shark, Swimmers or Jellyfish Duos) for the whole **Round**. The Shell played is worth 0 points and does not count to Colour Bonus.
 - iii. **Step 3:** End of turn, if you have reached at least 7 points for the **Round** (**Event** – First Place: The Treasure Chest – 10 points) or more and no one else has called, you **may** call one of the following, if you choose not to call, move to **Step 4**.
 - a. **Stop** – All players reveal their hand and score their cards (both in hand and played).
Event – First Place: The Diodon Fish – You cannot call a Stop, only a Last Chance.
 - b. **Last Chance** – Calculate the score of your cards (both in hand and played), each other player takes 1 last turn (You cannot attack a player that ended before you in turn order) and calculates the score. If the player who called Last Chance:
 - i. Has or is tied for the most points in the **Round**. – They score their points + **Colour Bonus** (1 point per card of your largest colour group). Everyone else scores only their own Colour Bonus.
 - ii. Does not have the most points in the **Round** – They score only their own Colour Bonus. Everyone else scores their own points.

Check if Game End is triggered. If not, the active **Event** card goes to the player that meets the First or Last place requirement of the **Event** card. Each player can only have 1 event card in front of them, choosing 1 to keep and discarding the other where needed. That **Event** card is active only for them. **Event** cards are discarded if the player no longer meets the place requirement or if they are tied for the place requirement. (i.e. There can be a maximum of 2 personal **Event** cards on the table at any time.)

- iv. **Step 4:** Check if the Deck is empty:
 - a. Yes – **Round** ends immediately, no scoring takes place this **Round**.
 - b. No – Play moves on to the next player.
Event – Last Place: The Angelfish – Prior to moving to the next player, if the top card of both discard piles is the same colour, you may choose 1 of the 2 top cards and add it to your hand. (**Note** – If after taking the top card and the new top cards match in colour. Do not trigger again)

Card clarifications

Collection Cards – These cards are never played in front of you during your turn other than scoring – **Except Shells if the Coral Reef is Active**. You receive points equal to the respective score depending on the number of cards you have at the end of the **Round** in a Stop or Last Chance. Cards are denoted first by number of cards and then Points per card you own. (i.e. 2 Cards, (0 points, 5 points)) There are only as many cards in the deck as they are points – i.e. it is impossible to get 5 points for Sailors if you don't have both (Seahorse notwithstanding)

1. **Sailor** – 2 Cards (0 | 5)
2. **Penguin** – 3 Cards (1 | 3 | 5)
3. **Shells** – 6 Cards (0 | 2 | 4 | 6 | 8 | 10)
Event – Last Place: The Dance of the Shells – Each Shell card is worth 2 points, overrides original point table) – (2 | 4 | 6 | 8 | 10 | 12)
4. **Octopus** – 5 Cards (0 | 3 | 6 | 9 | 12)
Event – First Place: The Kraken – Each Octopus card is worth 1 point, overrides original point table) – (1 | 2 | 3 | 4 | 5)
5. **Seahorse** – 1 Card – Treat this card as a Wild Collection card when forming a set, note you must have at least 1 Card of the Set you are trying to form. You may not exceed the total number of points of the set. (**Note** – for colour purposes this card is White – Same colour as Mermaids.) – **Expansion**

Point Multiplier Cards – These cards are never played in front of you during your turn other than scoring. You get the number of points per card you own at the end of the **Round**. This is then added to any Duo, Trio or Set points it already has. There is only 1 of each Point Multiplier Card.

1. **Lighthouse** – 1 point per Boat (Max – 8)
2. **Shoal of Fish** – 1 point per Fish (Max – 7)
3. **Penguin Colony** – 2 points per Penguin (Max – 6)
4. **Captain** – 3 points per Sailor (Max – 6)
5. **Cast of Crabs** – 1 point per Crab (Max – 9) – **Expansion**

Mermaid Cards – These cards are never played in front of you during your turn other than scoring or if you meet the Game End requirement. There are 4 Cards. It is possible for Mermaids to be your biggest Colour Group.

Scoring Mermaids – Sort your cards into Colour Groups (Same Colour Cards) and score the Colour Bonus as follows.

Event – First Place: The Tornado – Mermaid Cards do not score points, but still count towards Game End requirements.

1 Mermaid – Score your Colour Bonus.

2 Mermaids – Score your Colour Bonus, remove that Group and Score the next Colour Bonus.

3 Mermaids – Perform the scoring of 2 Mermaids and remove that Group and Score the next Colour Bonus.

Duo Cards – These cards are played in front of you during your turn, you receive the effect of the Duo and each Duo (Valid pair of cards) is worth 1 point (i.e. 2 Crabs = 1 point). Any unplayed Duos also score at the end of the **Round** following Stop or Last Chance Scoring. Where the number of interactions is not specified, assume only a pair of the same cards act as a Duo.

1. **Crabs** – 9 Cards, 2 types of interactions
 - a. **Crab** – Choose a discard pile, and take a card from the discard pile and add it to your hand. Do not shuffle the discard pile.
Event – Last Place: The Hermit Crab – Choose 1 card from each discard pile
 - b. **Lobster** – 1 Card – Take the top 5 cards from the Deck, choose 1 to keep, return the rest and shuffle the deck. – **Expansion**
2. **Boat** – 8 Cards – The player immediately takes another turn. **Trigger Angelfish if met.**
3. **Fish** – 7 Cards – Add the top card of the deck to your hand.
Event – Last Place: The Sunfish – Add the top 2 cards of the deck to your hand.
4. **Swimmer** – 5 Cards – 3 types of interactions
 - a. **Shark** – 5 Cards – Steal a random card from another player's hand and add it to your own – Attack
 - b. **Jellyfish** – 2 Cards – Everyone after you draws the top card from the deck, play cycles back to you. Note – If you call Last Chance after playing this Duo, nobody else (**The Coral Reef** – Protected players excluded) gets to play any Duos or Trios – **Expansion**
 - c. **Swimmer** – **Event** – Last Place: The Water Rodeo – Look at an opponent's hand. You may swap a card with your opponent from your hand.
5. **Shark** – 5 Cards – 2 types of interactions
 - a. **Swimmer** – 5 Cards – See above (4a)
 - b. **Shark** – **Event** – Last Place: The Water Rodeo – Steal a Duo that has been played by another player and place it in front of you, do not trigger the Duo's effect. Does not affect played Trios.

Trio Cards – There is currently only 1 type of Trio Card which is the Starfish – 3 Cards. A Trio comprises of 1 Starfish and a valid Duo – (*The Water Rodeo*) and depending on the whether the card is played, the interaction changes.

1. Starfish is not played during your turn and is instead scored at **Round** end as per Stop or Last Chance – Pair the Starfish with a valid Duo, the Duo loses the 1-point value as a pair and is instead worth 3 points in total as a Trio. Any unpaired Starfish is worth 0 points.
2. Starfish is played during your turn with a Duo – The Duo does not have any effect, loses the 1-point value as a pair and is instead worth 3 points in total as a Trio, cannot be stolen by a Shark + Shark Duo –

Expansion

Variants – Events

You can spice up your game by trying out the various variants below:

1. See all Events – At the Start of the Game, divide the event deck into 3 random groups of 4 Cards, using a group for each **Round**.

On the 4th **Round** onwards, shuffle the deck and draw 4 Event Cards.

2. Permanent Events – At the Start of the Game, choose between 1 to 12 event cards. These events remain active for everyone. There are no personal events except for Catch Up.

What each Event Changes

Change up the game – These cards spice up the rules of the game and add complexity when combined together.

- a. The Dolphins – Adds a new way to draw additional cards that you can then play on the same turn.
- b. The Coral Reef – Adds a new use to Shell Collection Cards and gives a Blocking Mechanic. You can also change it from **Round** to Turn.
- c. The Angelfish – Adds new tactical ways that allow you to keep both cards when Drawing from the Deck or a chance to gain 1 card from the Deck and Discard.
- d. The Water Rodeo – Adds new Duos

Speed of the Round – These cards change the speed of the **Round** and sometimes make certain cards more favourable.

- a. The Treasure Chest – Makes the limit to end a **Round** higher, lengthening the **Round**
- b. The Sunfish – Doubles the power of Fish Duos, speeds up the depletion of the Deck
- c. The Hermit Crab – Doubles the power of Crab Duos, allows you to plan ahead and set up a future Duo for a combo turn.

Collection Card Points – These cards change the value of certain collection sets and increase the value of a single collection card in their set which was previously valued at 0. They don't increase complexity, just change up the point values

- a. The Dance of the Shells – Overall increase in potential points. When paired with The Coral Reef, it gives an interesting weighing of the options of a single Shell card.
- b. The Kraken – Overall decrease in potential points but boosting the viability of a single Octopus card.

Unpredictability – These cards make the **Round** or game much swingier.

- a. The Diodon Fish – Calling Last Chances only will cause each **Round** to have massive swings in points.
- b. Dance of the Mermaids – Given that this reduces the win requirement of Mermaids by 25%. This event gives potential for more opportunities of a Hail Mary play – Mermaid Victory.

Catch Up – We recommend dealing this event out as a personal event solely to a single (not tied) First Place as a Catch Up.

- a. The Tornado – The loss of Mermaid Scoring would potentially slow the leading player but allowing others to catch up.