

RULES

During setup, shuffle the new cards together with those from the standard game.

They can be easily identified by the following symbol ★.

CARD DETAILS

Point Multiplier cards



The cast of crabs

1 point per crab card.

This card does not count as a crab card.



Duo cards



1 point for each combination of **swimmer** and **jellyfish** cards.

Effect: On their next turn, opposing players can only draw the first card from the deck. They cannot play any cards nor end the round.



1 point for each combination of **lobster** and **crab** cards.

Effect: The player takes the first five cards from the deck, adds one of them to their hand, then returns the other four to the deck and shuffles it.



Special cards

X points



Effect: The player can use the **seahorse** to replace a missing Collector card (octopus, shell, penguin or sailor). They must have at least one card for that collection in their hand. They cannot gain more points than the maximum indicated on the matching Collector card.



If a player has a **duo** and a **starfish** card in their hand, they can form a trio and place these three cards in front of them. The starfish adds 2 points to the duo (so the trio is worth 3 points).

Effect: Cancels the effect of the duo cards placed with the starfish.



x 10

**DARK
BLUE**



x 10

**LIGHT
BLUE**



x 9

BLACK



x 9

YELLOW



x 7

**LIGHT
GREEN**



x 5

WHITE



x 5

PURPLE



x 4

**LIGHT
GREY**



x 3

**LIGHT
ORANGE**



x 3

**LIGHT
PINK**



x 1

ORANGE



ColorADD
The Color Alphabet

CARDS DETAILS BASE GAME

Duo cards



1 point for each pair of **fish** cards.



Effect: The player adds the top card from the deck to their hand.



1 point for each pair of **boat** cards.



Effect: The player immediately takes another turn.



1 point for each combination of **swimmer** and **shark** cards.



Effect: The player steals a random card from another player and adds it to their hand.



1 point for each pair of **crab** cards.



Effect: The player chooses a discard pile, consults it without shuffling it, and chooses a card from it to add to their hand. They do not have to show it to the other players.

Mermaids card



1 point for each card of the color the player has the most of. If they have more **mermaid** cards, they must look at which of the other colors they have more of. The same color cannot be counted for more than one mermaid card.

Effect: If they place 4 mermaid cards, the player immediately wins the game.

CARDS DETAILS BASE GAME

Collector cards



0, 3, 6, 9, or 12 points depending on whether the player has 1, 2, 3, 4, or 5 **octopus** cards.



0, 2, 4, 6, 8, or 10 points depending on whether the player has 1, 2, 3, 4, 5, or 6 **shell** cards.



1, 3, or 5 points depending on whether the player has 1, 2, or 3 **penguin** cards.



0 or 5 points depending on whether the player has 1 or 2 **sailor** cards.

Point Multiplier cards



The lighthouse

1 point per boat card.

This card does not count as a boat card.



The shoal of fish

1 point per fish card.

This card does not count as a fish card.



The penguin colony

2 points per penguin card.

This card does not count as a penguin card.



The captain

3 points for each sailor card.

This card does not count as a sailor card.