



SHALLOW SEA

NESTING SEASON EXPANSION



BAD COMET

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NESTING SEASON

STORY For Sea Turtles that mainly reside out at sea, making their way ashore to nest is a difficult and risky task. These turtles usually come ashore under the cover of night, finding just the right spot to dig a pit with their flippers, carefully laying their eggs inside the prepared nest. After nesting, they cover the nest with sand and, leaving the eggs behind, return to the sea.

To play the Nesting Season Expansion, you'll need a copy of the Shallow Sea Base Game. This expansion features the Turtle Island Module with new Coral Tiles, Sealife Tiles, and Ecosystem Cards.

TURTLE ISLAND MODULE

NEW SEALIFE TILES

NEW CORAL TILES

NEW ECOSYSTEM CARDS

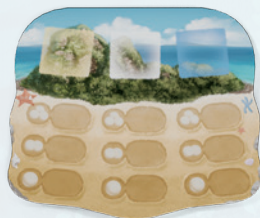
The 4 new features can be added to the Base Game individually or in any combination.

We recommend starting by adding the Turtle Island Module and the new Coral Tiles to the Base Game for your first play-through. Once familiar with the Turtle Island Module, try including the new Sealife Tiles and Ecosystem Cards for an even richer experience!

COMPONENTS



8 Turtles
2 Turtles per color



1 Turtle Island Board



15 Nesting Tiles
5 Yellow Tiles, 5 White Tiles,
5 Blue Tiles



9 Turtle Eggs



4 Turtle Markers
1 Marker per color



16 Coral Tiles



80 Sealife Tiles



4 Ecosystem Cards
2 Orange Cards, 2 Blue Cards



42 Randomizer Cards



1 Score Pad



4 Tile Restriction Markers
Solo/Scenario Mode



TURTLE ISLAND MODULE

This module adds a competitive twist with first-come, first-served goals. Players need to fulfill their turtles' nesting conditions before anyone else, and those who achieve their goals first will earn a substantial score boost at the end of the game.

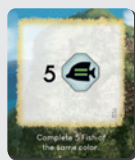
STORY A thriving and vibrant ocean is essential for mother turtles embarking on their nesting journeys. Since suitable nesting spots are scarce, you must quickly establish a healthy ecosystem to secure safe hatching grounds for your turtles before your opponents do.

TURTLE ISLAND MODULE SETUP

- 1 Set up the Base Game as outlined in the Base Game rulebook (pages 2-3), with the following exceptions:
 - During step 5 of the Base Game setup, **select 1 card from all the Ecosystem Cards** (both Orange and Blue) to use in the game, and place it face-up next to the Pools. When playing with the Turtle Island Module, use only 1 Ecosystem Card instead of 2.

NOTE For your first game, we recommend playing without any Ecosystem Cards. For seasoned players, consider using 2 Ecosystem Cards as you would in the Base Game. It'll be more challenging but can lead to exciting scoring opportunities.
- 2 Place the **Turtle Island Board** with the side that corresponds to the number of players, face-up, in the center of the table.
- 3 Select 1 Tile each from Yellow, White and Blue **Nesting Tiles**. Place the selected Tiles on the matching spaces on the Turtle Island Board.

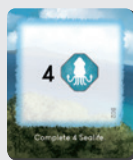
NOTE For your first game, use the Nesting Tiles below.



Y02



W01



B02

- 4 Depending on the number of players, place the corresponding **Turtle Eggs** on the Turtle Island Board so that the scores are visible.

1-2 Players	3-4 Players
- Place 3 random Large Turtle Eggs in the top row. - Place 3 random Small Turtle Eggs in the bottom row.	
Medium Turtle Eggs will not be used, so return them to the box.	Place 3 random Medium Turtle Eggs in the middle row.

- 5 Each player selects a color and takes the corresponding **Turtle Marker** and **2 Turtles**, placing them in front of their Ocean Board.

NOTE The Turtle Marker is used to indicate the color of the Turtle each player is using.

- 6 In a game with 3-4 players, 3rd and 4th players start with **3 Seashells** instead of 2.

RULES

If you have met the conditions of a Nesting Tile, you may place one of your Turtles underneath that Tile as a free action on your turn. The sooner you fulfill this condition, the higher the score obtained.



E.g., Nesting Tile **A** can be achieved by completing 5 Fish of the same color. If you complete Coral Tile **B** this turn and place a yellow Fish on top of it, you will have completed a total of 5 Yellow Fish in your Ocean, fulfilling the condition of Nesting Tile **A**. You can then place 1 of your Turtles in the uppermost slot **a** under Nesting Tile **A**. At the end of the game, this will earn you **b** 9 VPs.

- Players may only place 1 Turtle per turn. Therefore, even if you fulfill multiple conditions at once, you cannot place 2 Turtles in a single turn.
- Even if you have met the conditions, you can choose strategically to delay or forgo achieving the Nesting Tile.
- You cannot place a Turtle in an already occupied space.
- A player can only achieve a given Nesting Tile once.

NOTE The Turtle Island Module rewards players on a first-come, first-served basis, making the order of play very important. After your turn, be sure to clearly indicate to the next player when it's their turn.

SCORING

Additional VPs are awarded based on the location of Turtles on the Turtle Island. Turtles that are not placed on the Island will not provide any VPs.



NEW CORAL TILES

GAME SETUP

Shuffle all the Coral Tiles from this expansion with those from the Base Game and place them in the Coral Pouch.

NOTE The new Coral Tiles do not require the Turtle Island Module. They can be enjoyed with just the Base Game or combined with any of the new features added with this expansion. Similarly, they can also be applied to the Base Game's Solo Mode or Achievement Mode.

RULES

New Coral Tiles have a special White color that pairs with all colors of Fish: red, yellow, green, and purple.

E.g., you place Fish **a** and meet the completion conditions for Coral Tiles **A** and **B** simultaneously.

NOTE When completing Tiles, any Fish paired with White is also part of the puzzle and can be placed on the Tile.



NEW CORAL TILES



If the new Coral Tiles are completed, they will provide VPs at the end of the game, valued at 6 or 8 VPs.



NEW SEALIFE TILES

GAME SETUP

Follow the "Sealife Tiles Setup Guide" on page 12 to select 10 types of Sealife Tiles from both the Base Game and this expansion to use in the game.

NOTE The new Sealife Tiles do not require the Turtle Island Module. They can be enjoyed with just the Base Game or combined with any of the new features added with this expansion.

COMPLETION CONDITIONS FOR NEW SEALIFE TILES

Completed if the colors of the Completed Coral Tiles and the Fish placed on top of those Coral Tiles are the SAME. The colors of all the Coral Tiles do not need to match, nor do the colors of the all the Fish.



A5

Completed if each of the designated spaces is filled with a Completed Coral Tile that has a Fish of the same color as the corresponding Coral Tile.



E7

Completed once there are 3 or more Completed Coral Tiles in the indicated direction, each with a Fish of the same color as the corresponding Coral Tile.



NOTE As long as the conditions are met in the indicated direction, it does not matter if there are other Tiles in between that do not meet the conditions.

- Completed if the colors of the Completed Coral Tiles and the Fish placed on top of those Coral Tiles are DIFFERENT. It's not required for the Coral colors to differ from one another, nor for the Fish colors to vary.



A6

Completed if each of the designated spaces is filled with a Completed Coral Tile that has a Fish of a different color than the corresponding Coral Tile.



E8

Completed once there are 3 or more Completed Coral Tiles in the indicated direction, each with Fish of a different color than the corresponding Coral Tile.



B8

Completed once all 4 colors of Fish are completed in any of the 8 indicated spaces.



C5

Completed once there are 2 or more Completed Fish of the same color in any of the 3 indicated spaces.



C6

Completed once there are 2 or more Completed Fish of different colors in any of the 3 indicated spaces.



- Completed if indicated spaces contain the Completed Coral Tiles or Fish that meet the condition. There is no requirement to fill every indicated space and it doesn't matter which indicated spaces contain Tiles.



B5

Completed once there are 4 or more Completed Coral Tiles of the same color in any of the 8 indicated spaces.



B6

Completed once there are 4 or more Completed Fish of the same color in any of the 8 indicated spaces.



B7

Completed once all 4 colors of Coral Tiles are completed in any of the 8 indicated spaces.



C7

D5

Completed once there are 4 or more of the same color in the indicated spaces. It doesn't matter which of the 3 spaces the color occupies, and there is no requirement to fill every indicated space.

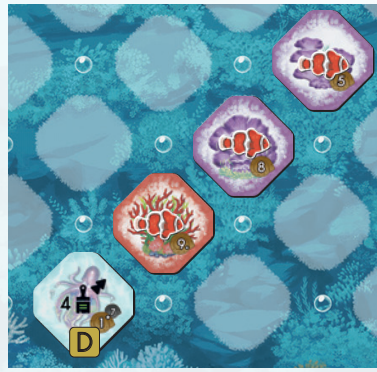


E5

Completed once there are 4 or more of the same color in the indicated direction. As long as the conditions are met in the indicated direction, it does not matter if there are other Tiles in between that do not meet the conditions.



E.g., in the indicated spaces, there are 4 yellows (2 yellow Coral Tiles and 2 yellow Fish), so Tile **C** is completed.



E.g., in the indicated direction, there are 4 reds (1 red Coral Tile and 3 red Fish), so Tile **D** is completed.

- Completed if the indicated directions contain the Completed Coral Tiles or Fish that meet the condition. As long as the conditions are met in the indicated directions, it does not matter if there are other Tiles in between that do not meet the conditions.

NOTE The condition can be satisfied entirely in one direction or shared between both directions.



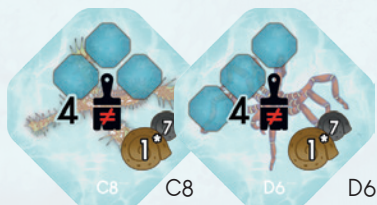
E9

Completed once there are 3 or more Completed Coral Tiles of different colors in one or both of the indicated directions.



E10

Completed once there are 3 or more Completed Fish of different colors in one or both of the indicated directions.



C8

D6

Completed once all 4 colors are present in indicated spaces. It doesn't matter which of the 3 spaces the colors occupy, and there is no requirement to fill every indicated space.



E6

Completed once all 4 colors are present in the indicated direction. As long as the conditions are met in the indicated direction, it does not matter if there are other Tiles in between that do not meet the conditions.



E.g., In the indicated spaces, red (Fish), yellow (Fish), green (Fish), and purple (Coral) are all present, so Tile **E** is completed.



E.g., In the indicated direction, red (Coral), yellow (Fish), green (Fish), and purple (Coral) are all present, so Tile **F** is completed.

- Completed if the Completed Fish meeting the condition are present **anywhere in your Ocean**. The positions of the Completed Fish do not matter.



F3

Completed once there are 4 or more Completed Fish of the same color anywhere in your Ocean.



F4

Completed once there is at least 1 Completed Fish of each color: red, yellow, green, and purple anywhere in your Ocean.



SOLO MODE

In Solo Mode, you can experience all the content the expansion offers. The Turtle Island Module, new Coral Tiles, Sealife Tiles, and Ecosystem Cards can be added to the Base Game individually or in any combination. For a richer experience, consider using Scenario Mode to enrich your solo play! (See page 8)

- All Solo Mode rules from the Base Game apply, excluding the Ranking. (See page 12 of the Base Game rulebook.)
- When using the new Coral Tiles and new Sealife Tiles, follow the same rules as in multi-player games. (See pages 4–6.)
- To play the Turtle Island Module, follow the rules outlined below.

“TURTLE ISLAND MODULE” SOLO PLAY GAME SETUP

- 1 Set up a Turtle Island Module. (See page 3.)
- 2 Place the 11-Tile Restriction Marker **a** to the left of the top row on Turtle Island. Place the 14-Tile Restriction Marker **b** to the left of the bottom row on Turtle Island.



NOTE Tile Restriction Markers 13 and 18 are used only in Scenario Mode. Return them to the game box.

- 3 Place the Lionfish Card next to your Ocean Board.

“TURTLE ISLAND MODULE” SOLO/SCENARIO MODE GAMEPLAY

- When the condition for a Nesting Tile is fulfilled, if the number of Tiles placed in your Ocean is equal to or fewer than the value of the Tile Restriction Marker, you may place a Turtle in the corresponding slot. The type of Tiles (Coral Tile, Sealife Tile) and whether they are completed do not matter. All Tiles are counted.
- When the condition of a Nesting Tile is met, if the number of Tiles in your Ocean is **a** or fewer, place a Turtle in the Top Row below the corresponding Nesting Tile. If the number of Tiles is greater than **a** but **b** or fewer, place a Turtle in the Bottom Row below the corresponding Nesting Tile. If the number of Tiles in your Ocean exceeds **b**, you can no longer place Turtle(s) on Turtle Island.



E.g., Nesting Tile **A** can be achieved by having Corals in 4 different colors. If you complete Coral Tile **B** during this turn, you will have 4 different colors of Corals in your Ocean, fulfilling the condition for Nesting Tile **A**. Currently, there are 12 Tiles in your Ocean. Since this number exceeds the 11-Tile Restriction Marker **a**, you cannot place a Turtle in the Top Row. However, since 12 Tiles are fewer than the 14-Tile Restriction Marker **b**, you can place 1 of your Turtles in the bottom slot **c** under Nesting Tile **A**. At the end of the game, this will earn you 3 VPs **d**.

- Placing a Turtle on the Turtle Island is a free action that you can perform at any time during your turn.
- Players may only place 1 Turtle per turn. Therefore, even if you fulfill multiple conditions at once, you cannot place 2 Turtles in a single turn.
- Even if you have met the conditions, you can choose strategically to delay or forgo achieving the Nesting Tile.
- A player can only achieve a given Nesting Tile once.

SCORING

Earn additional VPs based on the spaces occupied by your Turtle(s) on Turtle Island. Turtles that are not placed on the Island will not provide any VPs.

RANKING

145+ VPs	New Hatchling	180+ VPs	Wave Rider
160+ VPs	Sandy Crawler	190+ VPs	Ocean Voyager
170+ VPs	Shore Seeker	200+ VPs	Wise Elder



SCENARIO MODE

Each scenario offers players unique game settings. To successfully complete a scenario, you must achieve the minimum score for that scenario. If you do not meet the score, the scenario is considered failed. You may choose to play scenarios in any order, but it is recommended to start with Scenario 1 and progress sequentially, as each subsequent scenario increases in difficulty.

NOTE In the Scenario Mode of this expansion, unlike the Base Game, there are no specific objectives, and the success of the scenario is based solely on meeting the minimum score.

GAME SETUP

- 1 Use all the new Coral Tiles (see page 4).
- 2 Set up the Turtle Island Module as follows:
 - Place the Turtle Island Board with the 1-2 player side face-up in the center of the table regardless of the number of players.
 - Place the Tile Restriction Markers required for the scenario to the left of Turtle Island (refer to the image on page 7).
 - Place the required Nesting Tiles and Turtle Eggs on Turtle Island as specified by the scenario.

NOTE In Scenario Mode, instead of 3 Nesting Tiles, only 1 or 2 are used.

- Each player selects a color and takes the corresponding **Turtle Marker** and **2 Turtles**, placing them in front of their Ocean Board.

NOTE For 3-4 player games in Scenario Mode, the 3rd and 4th players each start with 2 Seashells instead of 3, meaning all players begin with 2 Seashells.

GAMEPLAY CHANGES

Apply the "Turtle Island Module" Solo/Scenario Mode Gameplay (see page 7). The same rule applies when multiple players are participating in the scenario. In this case, as an exception, players are allowed to place a Turtle in a space already occupied by another Turtle.

NO	DIFFICULTY	SEALIFE TILES	ORANGE ECOSYSTEM CARDS	BLUE ECOSYSTEM CARDS	TILE RESTRICTION MARKERS	NESTING TILES	TURTLE EGGS	MINIMUM SCORE	COMPLETED
1	Normal	B3, B4, B7, B8, C2, C6, E2, E4, E9, E10	O4 Mismatched	-	13 18	Y04 9 4	W03 10 6	160	
2	Normal	B4, B8, C2, C6, D1, D4, D5, E1, E4, E5	-	O9 Ocean Current	13 18	Y03 9 4	B01 10 6	165	
3	Normal	A6, B1, B4, B5, B8, D1, D4, E4, E8, F1	O8 Unwelcome Species	-	13 18	Y01 9 4	W04 10 6	170	
4	Normal	A5, B7, B8, C2, C6, C7, D5, E5, E7, F4	O2 Coral Duo	O4 Spotlight	11 14	W05 10 4	-	175	
5	Hard	A2, A6, B3, B6, C8, D2, D6, E2, E8, F3	O3 Symphony of Fins, O9 Wandering Fish	-	11 14	Y02 9 3	W01 9 3	180	
6	Hard	A5, A6, C3, C4, C7, C8, D5, D6, E7, E8	O6 Colossal Coral Reef	O8 Upstairs Neighbor	11 14	B02 10 3	-	185	
7	Hard	B1, B4, B5, B8, C8, D6, E1, E4, E6, F2	O9 Wandering Fish	O7 Borders of Diversity	11 14	W01 9 3	B03 9 3	185	
8	Extreme	A6, B6, B7, C7, C8, D5, D6, E5, E6, F3	O7 Trios	O8 Upstairs Neighbor	11 13	W04 9 3	B05 9 3	190	
9	Extreme	A5, A4, B7, B8, C3, C8, E2, E4, E6, E7	O5 Depths Alike	O1 Rich Depths	11 13	Y05 9 3	B03 9 3	190	
10	Extreme	A4, A6, B5, B8, C2, C4, D3, D6, E2, E7	O7 Trios	O6 Radiant Caves	11 13	W05 9 3	B04 9 3	195	

APPENDIX

ORANGE ECOSYSTEM CARDS

#08. Unwelcome Species: At the start of the game, draw a random Fish from the Fish Pouch and place it on the Ecosystem Card. You will earn 2 VPs for each Completed Fish in your Ocean that is a different color from the Fish placed on this card.

E.g., if the Fish placed on this card at the start of the game was yellow, you will earn 2 VPs for each completed red, green, or purple Fish in your Ocean.

#09. Wandering Fish: At the start of the game, draw a random Fish from the Fish Pouch and place it on the Ecosystem Card. You will earn 2 VPs for each **Incomplete Fish** in your Ocean that is a different color from the Fish placed on this card.

E.g., if the Fish placed on this card at the start of the game was yellow, you will earn 2 VPs for each **incomplete** red, green, or purple Fish in your Ocean.

NOTE This Ecosystem Card only counts Incomplete Fish—Fish placed on bubbles.

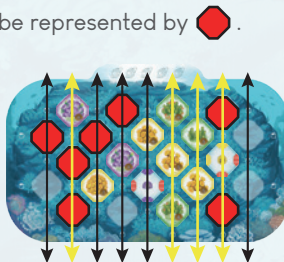
BLUE ECOSYSTEM CARDS

NOTE For clarity, Completed Sealife Tiles will be represented by .

#08. Upstairs Neighbor: Gain 3 VPs for each column that contains 2 or more Completed Coral Tiles or Completed Sealife Tiles.

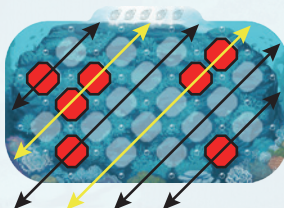
NOTE The Coral Tiles do not need to be the same color.

E.g., if 2 columns each contain 2 or more Completed Coral Tiles and another 2 columns each contain 2 or more Completed Sealife Tiles, you would score 4 columns × 3 VPs = 12 VPs.



#09. Ocean Current: Gain 4 VPs for each right upward diagonal row that contains 2 or more Completed Sealife Tiles.

E.g., if 2 out of the 6 rising diagonal rows contain 2 or more Completed Sealife Tiles, you would earn 2 rows × 4 VPs = 8 VPs.



YELLOW NESTING TILES

#Y01: Complete 5 Coral Tiles of the same color in your Ocean.

#Y02: Complete 5 Fish of the same color in your Ocean.

#Y03: Complete 3 Coral Tiles of the same color, each with different VP values. E.g., if you complete a 5 VP red Coral, a 6 VP red Coral, and an 8 VP red Coral, you will satisfy this Nesting Tile's condition.

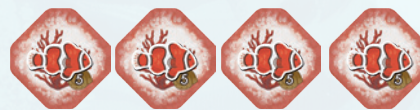
#Y04: Complete 4 adjacent Coral Tiles along a diagonal line. The colors of the Coral Tiles are not relevant.

#Y05: Complete 4 Fish-Coral combinations where all 4 Fish are the same color and all 4 Coral Tiles are the same color. The color of the Coral Tiles does not need to match the color of the Fish placed on them.

E.g.,



E.g.,



WHITE NESTING TILES

#W01: Complete 4 Coral Tiles of different colors in your Ocean.

#W02: Complete 4 Fish of different colors in your Ocean.

#W03: Complete 4 Coral Tiles in different colors as well as 4 Fish in different colors in your Ocean. Duplicates are allowed, so you can meet this requirement with a minimum of 4 Completed Coral Tiles.

E.g.,



#W04: Complete Fish of the same color on 3 Coral Tiles, each of a different color.

E.g.,



#W05: Complete 2 Coral Tiles for each of 3 different colors.

E.g.,



BLUE NESTING TILES

#B01: Complete 3 DIFFERENT Sealife Tiles in your Ocean.

#B02: Complete 4 Sealife Tiles in your Ocean. Identical Sealife Tiles also count.

#B03: Complete 1 Sealife Tile on both the top and bottom rows of your Ocean.

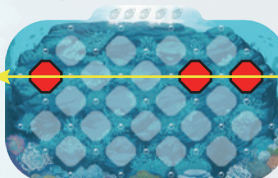
#B04: Complete 3 adjacent Sealife Tiles.

E.g.,



B05: Complete 3 Sealife Tiles in a single horizontal row.

E.g.,



THE INCREDIBLE JOURNEY OF SEA TURTLES

Sea turtles in the Great Barrier Reef return to the beaches where they were born to lay their eggs. This behavior, called "natal homing", is guided by a remarkable navigation system. Even decades after they are born, they can find their way back to their birthplace with precision. Female sea turtles lay 50 to 200 eggs at a time, repeating the process several times during a single nesting season, averaging 3 to 7 clutches per season.

The sex of sea turtles is determined by the temperature of the sand during incubation: higher temperatures produce females, while lower temperatures produce males. The eggs typically hatch in 6 to 8 weeks, though the timing can vary depending on temperature, humidity, and weather conditions.

Once hatched, baby turtles instinctively follow light to reach the ocean, guided by moonlight and starlight. Hatchlings face a low survival rate, with only about 1 in 1,000 hatchlings surviving to adulthood. During their race for survival, they must evade predators such as crabs, birds, and fish.



GREEN SEA TURTLE

Green Sea Turtles are omnivorous when they are young. Hatchlings feed on small marine animals like jellyfish, and tiny fish as they grow. As they mature, they gradually shift to a herbivorous diet, feeding primarily on seagrass and algae. Their herbivorous habits play a critical ecological role that benefits the overall health of ocean habitats.



LOGGERHEAD SEA TURTLE

The Loggerhead Sea Turtle mates while migrating from feeding to nesting sites. This is a unique behavior compared to most other sea turtles, which typically mate near nesting sites. Female Loggerheads do not waste additional time mating at the nesting sites and can start laying eggs as soon as they arrive.



HAWKSBILL SEA TURTLE

The Hawksbill Sea Turtle is a fascinating ancient creature that has been around for over 100 million years, coexisting with dinosaurs. It survived the mass extinction that wiped out dinosaurs and continues to thrive today. They help maintain healthy coral reefs by feeding on sponges, preventing them from overgrowing.



LEATHERBACK SEA TURTLE

The Leatherback Sea Turtle is the largest turtle on Earth, growing up to 2.7 meters long and weighing up to 500 kg. Unlike other sea turtles, they have a soft, leathery shell, which helps them survive in deep and cold ocean waters. They primarily feed on jellyfish, consuming large quantities to meet their energy needs.



SAWFISH

A5

The Sawfish is known for its long, saw-like rostrum, which has sharp teeth along its sides. A predator of fish and crustaceans, it uses its "saw" to strike its prey. The serrations on its snout are tooth-like structures that regenerate if damaged. Sawfish may look like sharks, but they are actually a type of ray.



WOBBERGONG

A6

The Wobbegong is a shark that typically lives on the sea floor. Its body color and pattern closely resemble the ocean floor and coral reefs, making it a master of camouflage. It hides among rocks and sea floors, waiting to ambush fish that come close. Its ability to blend in is so impressive that even divers are often fooled.



ORCA (KILLER WHALE)

B5

The Orca is a carnivorous dolphin with sharp teeth and the ocean's apex predator. It preys on various marine animals, including fish, sharks, and rays, with no natural enemies. Known for its high intelligence, the Orca has complex social structures and communicates using sound. They also hunt in groups to capture larger prey.



BROWN FUR SEAL

B6

As social animals, Brown Fur Seals live in groups and communicate with vocal sounds. They use distinct vocalizations for individual recognition, which helps mothers find their pups after being apart during foraging trips. Brown Fur Seals can dive up to 200 meters to hunt squid, octopus, and fish.



COMMON DOLPHIN

B7

The Common Dolphin is the most abundant species of dolphin worldwide, though it is rarely seen in the Great Barrier Reef. It can swim at speeds up to 50 km/h and often forms large groups of hundreds, or even thousands, of dolphins. These groups employ collective hunting strategies to catch fish.



RISSE'S DOLPHIN

B8

Risso's Dolphin is recognized for its gray body and distinctive white scars, which are typically the result of social conflicts. They live in groups, typically consisting of 10 to 50 individuals. Within these groups, there may be a loose social hierarchy. Older individuals, particularly those with more scars, are believed to have higher social status.



BLUESPOTTED RIBBONTAIL RAY

C5

A relatively small ray, measuring about 35 cm, the Bluespotted Ribbontail Ray has a venomous spine on its tail that can be dangerous if stung. It spends most of the day hiding in caves and comes out at night in small groups to hunt for food, such as sea bugs, shrimp, crabs, and small fish.



YELLOW-BELLIED SEA SNAKE

C6

This highly venomous sea snake is known for its distinctive appearance: brown on its back and yellow on its belly. It floats on the ocean's surface while hunting for fish, but it requires fresh water to survive, obtaining fresh water from rainwater on the sea's surface. It can hold its breath for up to three hours while diving or floating in the ocean.



COMMON SEADRAGON

C7

Although the Common Seadragon moves slowly, its remarkable camouflage skills, which mimic seaweed, greatly enhance its survival rate. The female lays her eggs in the male's brood pouch, and the male cares for them until they hatch. Adult seadragons can grow up to 45 cm in length.



GHOST PIPEFISH

C8

These fish are typically under 17 cm long and remain almost motionless, floating through the sea with their mouths facing downward. Masters of camouflage, they can change their body color to blend in with their environment, often resembling coral or plants, making them difficult to spot. They primarily feed on tiny crustaceans.



HORNED GHOST CRAB

D5

The Horned Ghost Crab is distinguished by unique horns above its eyes. The horns grow larger as the crab matures. Despite being small, measuring only 6 to 8 cm, it is known for its speed, able to run at a rate of 2.1 meters per second. They are primarily active at night, emerging from their burrows to feed and explore under the cover of darkness.



SEA SPIDER

D6

There are over 1,300 species of Sea Spiders. While most are tiny, ranging from 1 to 10 mm, some can grow as large as 70 cm. Most Sea Spiders have long, spindly legs that are much larger than their tiny body. These legs are very important because they house many of their internal organs, such as parts of their digestive system.



BLANKET OCTOPUS

E5

The Blanket Octopus is known for the extreme size difference between males and females, making it one of the most unique animals in the world. The female can grow up to 2 meters in length, while the male is only about 2.4 cm long. The weight disparity is even more dramatic, with the female being over 10,000 times heavier.



MIMIC OCTOPUS

E6

The Mimic Octopus is a master of disguise, able to change its body color, limb positions, and mimic other animals. To evade predators, it transforms into dangerous creatures like venomous sea snakes or lionfish. It imitates over 15 different species and adapts its movements to perfectly mimic the swimming patterns of the species it imitates.



SCYPHOZOA

E7

A living fossil, the Scyphozoa has survived since the earliest Cambrian period. Lacking bones or a solid head, over 95% of its body is made of water. Typically ranging from 2 to 40 cm in size, some species can grow over 2 meters long. Despite its simplicity, it plays a crucial role in the ocean's ecosystem as both predator and prey.



BLUE SEA DRAGON

E8

The Blue Sea Dragon, a type of sea slug, is known for its vibrant color and unique appearance. Although it is only 3 cm long, it preys on larger creatures, primarily feeding on venomous jellyfish. It stores the venom from its prey within its body and uses it as a defense mechanism against predators.



SEA BUNNY

E9

The Sea Bunny is a small sea slug, measuring just 1 cm, and is popular for its cute appearance, with rabbit-like ears. Typically yellow or white, it can occasionally be found in green. It feeds on toxic sponges, storing the toxins in its body as a form of defense.



JELLY BLUBBER

E10

The Jelly Blubber is a type of jellyfish that lacks tentacles and has 8 arms attached to its head. It is one of the most common jellyfish species in Australia. The Jelly Blubber forms a symbiotic relationship with algae living inside its body, which provides energy through photosynthesis for both the algae and the jellyfish.



ELECTRIC FLAME SCALLOP

F3

This scallop is bright red and is famous for emitting light similar to a disco ball, earning it the nickname "Disco Clam." The light, however, is not generated by the scallop itself but is a reflection of sunlight, creating a glowing effect. It uses this dazzling display to deter predators and confuse potential threats.



SEA SNAIL

F4

Sea snails are slow-moving creatures, most of which have a spirally coiled shell. Although similar to sea slugs, they can be easily identified by their shells. They primarily live in saltwater and possess gills for respiration.

SEALIFE TILES SETUP GUIDE

The Base Game and Nesting Season Expansion include a total of 42 types of Sealife Tiles, from which players select 10 to use in the game. Players can freely choose their desired combination of Sealife Tiles, but for a more balanced gameplay experience, we recommend following the guide below. Use this guide to create a unique puzzle set for yourself!

- 1 Select the Tiles based on the recommended quantities for each Class. Ensure at least one Type from Class F is included.
- 2 Include a balanced mix of Sealife Tiles that require Coral Tiles and those that require Fish.

CLASS	SEALIFE TILES	MIN	MAX
A	A1 A2 A3 A4 A5 A6	-	2 Types
B	B1 B2 B3 B4 B5 B6 B7 B8	-	2 Types
C	C1 C2 C3 C4 C5 C6 C7 C8	-	3 Types
D	D1 D2 D3 D4 D5 D6	-	2 Types
E	E1 E2 E3 E4 E5 E6 E7 E8 E9 E10	-	3 Types
F	F1 F2 F3 F4	1 Type	1 Type

NOTE Randomizer Cards provide a convenient way to select Sealife for the game. The recommended quantities for each Class can also be found in the upper left corner of the Randomizer Cards.

NOTE This guide is just a recommendation and does not have to be strictly followed. If you have created your own unique puzzle set, feel free to share it on our BGG forum!