

RULES

► **During game setup**, shuffle the 12 event cards facedown to form the event deck.

► **At the start of each round**, reveal the top card in the event deck to find out which special rule applies to everyone in that round.

► **At the end of the round**, count the points scored and add them to those from the previous rounds. Then award the event card according to the pictogram shown:



The player with the most points places the card in front of them.



The player with the fewest points places the card in front of them.

In case of a tie, the event card is discarded.

► **When a player has an event card in front of them**, its special rule now applies only to them. The card is kept by the player as long as its conditions are met. For example, if the player received it because they had the fewest points, it is discarded if they are no longer in last position.

A player cannot have more than one event card in front of them at a time. If they need to pick up a second card, they choose between the new and the old one for the one they keep.

CHANGE THE EFFECTS OF DUO

The effect of certain Duo cards changes. The Duo is still worth 1 point.

The Hermit crab



Effect : When a pair of **crabs** is played, the player takes one card from each discard pile.

The Sunfish



Effect: When a pair of **fish** is played, the player adds the first two cards from the deck to their hand.

The Water Rodeo

Adds new effects. Each duo scores 1 point.



Effect: When a pair of **swimmers** is placed, the player can look at an opponent's hand. They

can then swap one of their cards with one of their opponent's.



Effect: When a pair of **sharks** is played, the player steals a pair placed in front of an

opponent. They place it in front of themselves without triggering its effect.

Note: The usual combinations of a **swimmer card + shark card** and a **swimmer card + jellyfish card** (with Extra Salt cards) are still valid.

CHANGE THE POINT VALUE

The Dance of the Shells



Each **shell card** scores 2 points.

The kraken



Each **octopus card** scores 1 point.

The Tornado



Mermaid cards do not score points, but a player still wins immediately if they have all 4 mermaid cards.

CHANGE A RULE

The Dance of the Mermaids



If 3 **mermaids** are played (instead of 4), the player immediately wins the game.

The Treasure Chest



A player must reach 10 points (instead of 7) to end the round.

The Diodon Fish



A player cannot end the round by saying **STOP**; they have to say **LAST CHANCE**.

ADD A NEW RULE

The Angelfish



At the end of a player's turn, if the two visible cards on the discard piles are the same color, the player chooses one of them to add to their hand.

The Dolphins



When a player discards a collection card (shell, octopus, penguin, sailor, or seahorse), the top card from the draw pile is added to their hand.

The Coral Reef



A player may place a **shell** face down in front of them. If they do, they are immune to all attacks. But, that shell is worth no points.