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Sea Salt & Paper

Setup

1. Shuffle the cards and place face down to create the draw pile
2. Take the first two cards and form 2 discard piles
(Players start with no cards in their hand)

Game End

If a player places all 4 mermaids, they immediately win the game.

Or total victory points are achieved

<u>Players</u>	<u>Points Needed</u>
2	30
3	35
4	40

In case of a tie, the one who went last in the last round wins.

Turn Overview

1. Draw 2 cards from the draw pile and discard 1 to either pile. (If there is an empty discard pile the card must go there.)

OR

Take 1 card from the top of a discard pile

(You are not permitted to look through discard piles)

2. Play as many “Duo” cards as you wish
3. If a player has 7 or more points (on the table and in their hand combined) they may end the round by doing ONE of the following
 - a. Say “STOP” – All players immediately score the points both in their hand and on the table.

OR
 - b. Say “LAST CHANCE” to gamble – The OTHER players each take a final turn which they end by revealing their hand, which is now protected from attacks.
 - i. Then, all players count the points on their cards (in their hand and in front of them).
 - ii. If the triggering player’s hand is higher or equal to that of their opponents. They score the points for their cards + the colour bonus (1

point per card of the colour they have the most of). Their opponents only score their colour bonus.

- iii. If their score is less than that of at least one opponent, bet lost! They score only the colour bonus. Their opponents score points for their cards.

Special case: If the deck is empty at the end of a player's turn, the round ends immediately without scoring.

Glossary

END OF GAME

If a player places all 4 mermaids, they immediately win the game. Otherwise, the game ends as soon as one player reaches or exceeds the required number of victory points:

► 2 / 3 / 4 players: 40 / 35 / 30 points

The player with the most points wins the game. In case of a tie, the one who went last in the last round wins.

CARD DETAILS

Important: When it is said that the player counts or scores the points on their cards, it means both those in their hand and those in front of them.

Duo cards



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.



1 point for each pair of boat cards. **Effect:** The player immediately takes another turn.



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 combination of swimmer and shark cards. **Effect:** The player steals a random card from another player and adds it to their hand.

Note: The points for duo cards count whether the cards have been played or not. However, the effect is only applied when the player places the two cards in front of them.

Mermaid cards



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.



With their two mermaids, the player wins 6 pts:

► 4 pts for their greatest color, light blue.

► 2 pts for their second greatest color, green.

Collector cards



0, 2, 4, 6, 8, or 10 points depending on whether the player has 1, 2, 3, 4, 5, or 6 shell cards. **x6**



0, 3, 6, 9, or 12 points depending on whether the player has 1, 2, 3, 4, or 5 octopus cards. **x5**



1, 3, or 5 points depending on whether the player has 1, 2, or 3 penguin cards. **x3**



0 or 5 points depending on whether the player has 1 or 2 sailor cards. **x2**



Point Multiplier cards



The lighthouse 1 point per boat card. This card does not count as a boat card. **x1**



The shoal of fish 1 point per fish card. This card does not count as a fish card. **x1**



The penguin colony 2 points per penguin card. This card does not count as a penguin card. **x1**



The captain 3 points for each sailor card. This card does not count as a sailor card. **x1**

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.

Point Multiplier cards



The cast of crabs 1 point per crab card. This card does not count as a crab card. **x1**