

# 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