

MANUAL



Age: 5+

Number of players: 2-8 players

Game duration: approx. 25 minutes

Contents: 24 cards, each with a marine animal

1 card with a water vortex (optional)

18 bonus cards

67 task cards with **varying difficulty levels:**

25 task cards with 3 marine animals (1 shell point)

20 task cards with 4 marine animals (2 shell points)

12 task cards with 5 marine animals (3 shell points)

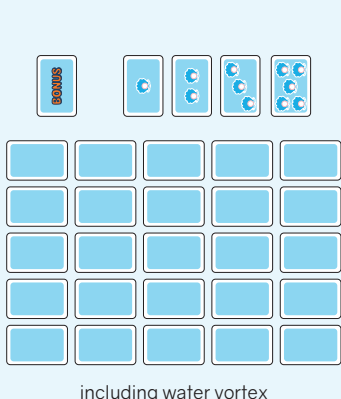
10 task cards with 7 marine animals (5 shell points)

OBJECTIVE

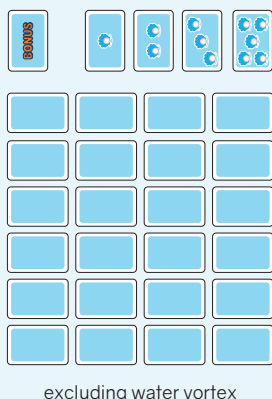
Be the first to reach at least 15 shell points by correctly revealing the marine animals on your task card using your memory skills.

SETUP

At the start, divide the cards into the following categories: marine animals (including the water vortex), bonus cards, and task cards. Sort the different task cards by their shell points, which are indicated on the back of the cards. Then, shuffle the four piles as well as the bonus cards separately and place them face down on the table. The marine animal cards, including the water vortex, are placed face down in a rectangle of 5x5 cards (excluding the water vortex, 6x4 cards) on the table. After setup, the game board should look like the image shown below.



including water vortex



excluding water vortex

HOW TO PLAY

Before the game begins, each player may draw one bonus card, look at it, and then place it face down in front of them (with the shell point card visible). Next, each player draws a task card from the stack of their choice. The more shell points shown on the back of the card, the higher the number of marine animals that need to be revealed.

The different difficulty levels are described at the beginning of the game instructions. The oldest player goes first. They must reveal the marine animals shown on their task card and leave them visible. The order does not matter. If they manage to find all the animals depicted, the player keeps the task card with the shell points and draws a new one. The marine animal cards are then placed face down again in the same position, and the next player takes their turn (clockwise). However, if an incorrect animal is revealed, the turn ends immediately, and all cards are turned face down again.



The player can then decide whether to attempt the same task again in the next round or draw a new task card (repeated swapping within a turn is not allowed!). They do not have to choose the same difficulty level. If the player decides on a new task, the old task card is placed face down under the corresponding pile.

The number of shells shown on the back of the task cards indicates how many shell points have been earned.



If a task requires a marine animal to be found multiple times, the correct number must be found (e.g., 3 clownfish = reveal 3 marine animal cards with a clownfish).

BONUS: When a player reaches more than 5 or 10 shell points, they may draw a bonus card and look at it. The card is then placed face down (with the shell point card visible) in front of them and can be used in their next turn. Multiple bonus cards can be used.

CAUTION: If the water vortex is revealed, the turn ends immediately! All marine animal cards, as well as the water vortex, are reshuffled and placed face down on the table again as described in the setup. (This card can be omitted, as mentioned above.)



END OF THE GAME

The game ends as soon as a player reaches at least 15 shell points. (The target score can also be freely chosen.) The current round is completed so that all players have had an equal number of turns.

ADVANCED VARIANT

In this variant, the task is only considered complete if the marine animals are revealed **in the correct order**. The animals are numbered accordingly.

1

3

2

BONUS CARDS



The **rainbow fish** can be used as any marine animal. (5 cards)



The player may **re-cover** a marine animal or the water vortex (as if the turn had never happened). (5 cards)



This card is worth one **shell point** (place visibly in front of you). (5 cards)



With the **seagull**, the respective player may choose who must remove their already completed task cards with the lowest shell points from the game. (3 cards)

Do you have any questions, comments or advices for improvement we would like to hear your feedback:

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