

GAME OBJECTIVE

Match the marine animals with their own colour, be the first to place your hand on the correct animal token and collect the most cards to win ... but beware of the shark!

SET UP

Place the shark in the middle of the table (within reach of all players) with the 6 marine animal tiles around it.

Shuffle and deal all 84 cards equally to all players. It is no problem if some players have 1 card more. Cards must be placed face down in a deck in front of each player. Do not look at the cards!

PLAY & ADAPT

Starting with the youngest, the players take turns to flip their top card outwards open on the table, so all players can clearly see the card and no card covers any of the previously exposed cards. Play moves clockwise.



The regular playing cards show 1 of the 6 marine animals (all except the shark) in 1 of 6 possible colours. The animal tiles show the animal in its correct colour. If you see a valid combination between the animal shape and its correct colour among the cards that are open on the table, be the first to tap the relevant animal token.

EXAMPLE



NOTES

- If you see a card with an animal in its correct colour, you can immediately tap the relevant marine animal tile and win the card.
- When a valid combination between an animal and its correct colour occurs and several cards with that animal shape are visible, you win all open cards with that animal shape.
- It is possible that after flipping a card, 2 different yet correct shape-colour combinations are formed. In this case, 2 marine animal tiles can be correctly tapped (also by the same player), so potentially 2 different players can win cards at the same time.

SHARK CARDS



There are also 12 special shark cards in the game. When these appear on the table, all players must try to 'squish' the shark in the middle by slamming their hand on top of it.

The fastest player wins the shark card and the slowest one must give 1 of their won cards (if they have any) to another player of their choice.



END OF THE GAME

The game ends when all cards have been flipped open and no more valid combinations can be found. Now every player counts their won cards.

THE WINNER!

The player who collected the most cards, wins the game!



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