

Game designer:
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Aqualiens

GAME RULES

INTRODUCTION

Meet these adorable creatures that live on the bottom of a deep blue ocean. They really like seashells and, as everyone knows, you can never have too many seashells. So they have learned to grow new arms and tentacles so they can always grab just one more seashell!

AIM OF THE GAME

Layer the transparent cards to complete the challenge on the goal card faster than the other players. The first player to score 5 victory points becomes the winner!

COMPONENTS

- 🐚 48 transparent cards
- 🐚 50 goal cards:
 - 🌀 25 cards with 2 variables for the basic mode
 - 🌀 25 cards with 3 variables for the expert mode
- 🐚 4 creature cards
- 🐚 17 crystals (each worth 1 victory point)



SET-UP

- 1 Each player takes a creature card and places it in front of them on the table.
- 2 Take the 25 cards with 2 variables (arms and tentacles), shuffle them and form a face-down deck on the table.
- 3 Place the crystals near the deck.
- 4 Spread out the 48 transparent cards in the middle of the table within the players' reach. In this mode, ignore the seashells on the transparent cards.



GAME ROUND

Turn over the top goal card of the deck and place it on the table so everyone could see it. Now all players attempt to “build” a creature with the exact number of arms and tentacles as pointed out on the goal card using the transparent cards in the middle of the table.

Note: When layering the transparent cards, make sure to match the arrows in the top left corner of the cards.

Identical limbs, while layered one on another, count as one.

If a card doesn't fit, the player can put it back in the middle of the table and carry on with their task.

As soon as one of the players completes the challenge, all players stop working on their creatures and check the proposed solution.

❖ If the number of arms and tentacles is correct, the player takes 1 crystal as a prize.

❖ If not, the players resume the game until one of them completes the challenge.

Turn over the next goal card to start a new round.

Note: If nobody completes the challenge after a while, simply turn over the next goal card.



END OF THE GAME

As soon as one of the players collects 5 crystals in front of them, the game ends and they become the winner!

EXPERT MODE

Follow the basic rules with the following exceptions:

- ♣ During set-up, take the 25 cards with 3 variables (arms, tentacles and seashells), shuffle them and form a face-down deck on the table.
- ♣ During the round, the players attempt to “build” a creature with the exact number of arms, tentacles and seashells as pointed out on the goal card.
- ♣ Identical seashells, while layered one on another, count as one.
- ♣ If a player stops the round, but the number of arms, tentacles or seashells on their creature card is wrong, they discard one of their crystals. If they haven't got any crystals, nothing happens.



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