

# Sea Salt & Paper

Roger's Rules: Firedrake/BGG

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## Goal

Reach  $50-5 \times \textcircled{P}$  points first.

## Setup (each round)

Shuffle all cards.

Turn over the top two cards to start the two discard piles.

Choose a random first player or continue from previous player.

## **Play**

On your turn, add a card to your hand:

**either** take two cards from the deck, put one in your hand, and discard the other to either discard pile (if one pile is empty you must discard there);

**or** take a card from the top of a discard pile.

Then you may play any number of pairs of Duo cards, face up in

front of you. Activate their effects as you play them:

**Crab + Crab:** look through a discard pile and add a card from it to your hand.

**Boat + Boat:** take another turn.

**Fish + Fish:** add the top card from the deck to your hand.

**Swimmer + Shark:** steal a random card from another player's hand and add it to your own.

**Swimmer + Jellyfish:** on their next turn, opponents may only draw one card from the deck and may not play any or end the round.

**Lobster + Crab:** take the top five cards from the deck, choose one and add it to your hand, return the others to the deck and shuffle it.

If you have reached 7 or more points (counting both cards on the table and cards in hand) the round ends.

If the deck is empty, the round ends without scoring.

## **End of Round**

When you end the round, call “Stop” or “Last Chance”.

“Stop”: the round ends immediately and all players score their cards.

“Last Chance”: each other player takes one last turn, and at the end of it reveals their hand, which from that point may not be attacked. If your round score is *highest or joint highest*, you score your cards + colour bonus (1 per card of the colour you have most of); other players only score a colour bonus. If it is not, you score only a colour bonus, other players score cards. If a player has reached the target score, they win.

## Card Scores

Mermaid: colour bonus. If you have more than one mermaid, pick the colour you have second most of. If you have four mermaids, you instantly win the entire game.

Collector cards: points based on the number of cards of that type.

Seahorse: counts as a second or later Collector card of any type.

Starfish: adds 2 points when *played* with a Duo, but cancels its Effect. Nothing if in hand.

Point Multiplier cards: bonus points per card of that type.