

Sea Salt & Paper

Roger's Rules: Firedrake/BGG

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Goal

Reach 50-5×Ⓢ points first.

Setup (each round)

Shuffle all cards.

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

“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.

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

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.

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”.