

54 fish cards: 3 types
and 3 colours
(18 of each)

32 special cards
8 of each type

Diving

Submerging. Place a card in any corner, creating a new row and column. Place the next cards in a column (max. 4).

Interrupting the dive. If the fish you place is in **the same color** as the neighboring fish or the net/harpoon/shrimp/wave you place is in a row or column with the same card.

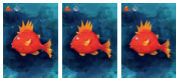
Interrupting the dive causes all placed cards to be discarded. If interrupt occurs due to the placement of the second card, the diver collects the first card that was placed in his round. The second is discarded.

Emerging. After placing a card that does not interrupt the dive, you can collect cards from either a column or a row. Number of cards you can collect is equal to the number of cards played in the diver's turn.

Scoring

From each collected scoring set, turn one card face down (10 points), then add any two cards to each set, creating card pools. The remaining divers select card from each pool in a clockwise manner. Then they place this card in front of themselves.

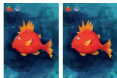
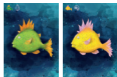
Scoring sets



3 x the same type and colour



4 x the same colour



4 x the same type

Special cards



take a fish from any place on the board

take fish or shrimp from another diver



each diver chooses one card and discards all cards of that color and type



Replaces any fish in a scoring set (max. 1 shrimp per set)