

Colorblind friendly game



yellow green red

# UNDERWATER HUNTERS

Rulebook  
(video and help cards)

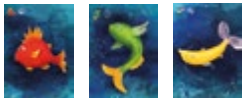


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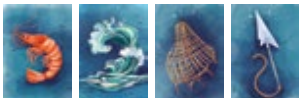
A group of divers have decided to organize a fish collecting tournament. Let's start underwater hunt! The deeper you dive, the more fish you can catch... but watch out! You can also emerge with nothing! A net and a harpoon will help you create unique collections. Shrimp can replace any fish. Watch out for the wave, or you will lose part of your collection.

In each round, the diver will try to catch fish or score points for sets of previously caught fish. Diving at a greater depth allows you to catch more fish, but it is associated with the risk that you will not catch anything. The winner of the game is the diver who scored the most points.

## Components



**54 fish cards**  
(three types and three colors)  
red (18)  
green (18)  
yellow (18)



**8 Shrimp Cards**  
**8 Wave Cards**  
**8 Net Cards**  
**8 Harpoon Cards**

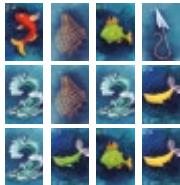
Expansion  
5 Flashlight  
cards



(see p. 8)

## Setting up the game

Shuffle the 86-card deck thoroughly. Create the game field by placing 12 cards in 4 columns and 3 rows (see ex. 1). The diver who went fishing most recently, starts the game. If there are no anglers in the group, the youngest diver becomes the first diver.



*Example 1. Example of initial card layout*

## Game Turn

At the beginning of the turn, the diver must make sure that there are 12 cards on the table. If any gaps have arisen (after the previous diver's turn), they must be filled by adding new cards from the deck.

**In each turn, the diver must perform one of two actions: Diving or Scoring.**

Diving is divided into two phases:

- 1) Submerging - drawing and placing cards
- 2) Emerging - collecting cards if the dive is not interrupted.

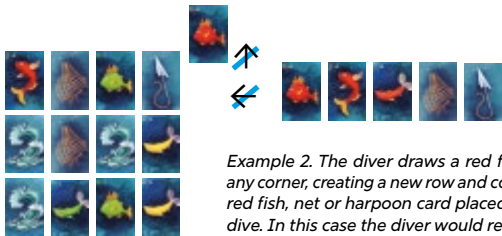
### Submerging:

1. The diver draws a card from the deck. The card has to be placed in any corner of the game field to create new column and new row. Then diver draws a second card from the deck.
2. It has to be placed below or above the first card placed in the new column so that it is adjacent to a row of four cards on the table. The diver checks whether the dive is interrupted.

**The dive is interrupted if:**

- The directly adjacent fish card is the same color as the fish card being placed (both vertically and horizontally). Fish don't want neighbors of the same color.
- A card of the same type is already in the row or column to which the shrimp, net, harpoon or wave card is added.

If the dive is interrupted after playing a second card, the diver receives the first card added (as consolation) and places it face up in front of him. The second card is discarded to the discard pile. The next diver's turn begins (see Example 2).



*Example 2. The diver draws a red fish, places it in any corner, creating a new row and column. The next red fish, net or harpoon card placed interrupts the dive. In this case the diver would receive a red fish (1st card placed) as a consolation prize.*

3. If the dive is not interrupted, the diver chooses one of two options:

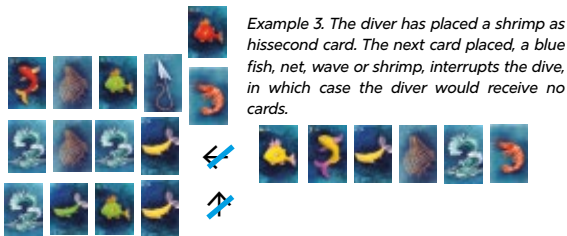
**Dive deeper.** Player draws a third card from the deck and places it under/above the previous two. Then player checks whether the dive has not been interrupted in the same way as in point 2:

**Emerging.** The description of collecting cards can be found in the Emerging section.

4. If the dive is not interrupted after the third card is placed, the diver must decide again whether to dive deeper (draw a the fourth card) or to emerge.

5. If the dive is not interrupted after the fourth card is placed, the diver must emerge.

6. If the dive is interrupted after the third or fourth card is placed, the diver does not collect any cards, all drawn cards are discarded to the discard pile.



**The maximum number of cards revealed per turn: 4.**

If the draw pile runs out, the discard pile must be thoroughly shuffled and a new draw pile must be created.

### Emerging – collecting cards

After placing the 2nd/3rd/4th card, the diver can decide to emerge and collect cards. The number of cards to collect is equal to the number of cards placed by the diver during their turn. Cards can be collected from either the column created while diving deeper, or from the row next to the last card played.

- Collected fish/shrimp cards are placed face up in front of the active diver.
- The collected wave card is immediately discarded to the discard pile, without any effect. When you use flashlight card, you can load it if it was unload.
- Collecting net and/or harpoon cards immediately triggers actions and these cards get discarded to the discard pile.



**Net** - a diver can take a face-up fish or shrimp card from in front of another diver.



**Harpoon** - the diver can take a fish card from the table that is in any row or column. The diver cannot take a shrimp card. They are too small to catch with the harpoon.

If no cards are collected in a new column, they replenish the pool of 12 cards in 3 rows,



**Example 4.** After deciding to finish diving after placing the third card, the player can take all three placed cards in the new column or any three cards from the second row.



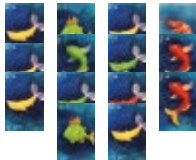
**Wave** - If a diver were to place another wave card in a row or column where there is already a wave card, some of the collected fish are washed away from all divers. Each diver must choose one fish and discard all the fish of the same type and color as the chosen fish. One can also choose a shrimp. In this case they must discard all the shrimps from their collection. Finally, all wave cards in the row and column where the diver placed the wave card are discarded. If the wave card was the second card placed in this turn, the diver receives the first card placed. Otherwise, all cards placed are discarded. The next diver's turn begins.

## Scoring

Instead of taking a diving action, a diver may score points. They can create any number sets from the face-up fish cards in front of them.

There are three possible types of fish sets (see Example 5)

- **3 fish of one type in one color**
- **4 fish of one type in any colors**
- **4 fish of any type in one color**



Each set can have a maximum of one shrimp, which replaces any fish required to create a set.

*Example 5.* Sets that can be created from fish collected by a diver

### Scoring a set

Flip one card from the set face down and place it in front of the active diver. This card indicates a scored set (10 points). It cannot be stolen by using a net card or washed away by a wave.

Add two cards from your fish/shrimp cards to the remaining two or three set cards, creating a discard pool.

Then, in playing order, each remaining diver selects one fish/shrimp card from the discard pool created.

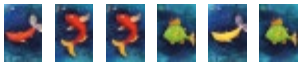
If there are any cards left in the discard pool, they are discarded to the discard pile.

**If there are any cards left in the discard pool, they are discarded to the discard pile. A diver can score multiple sets in one turn. A separate discard pool is created for each set, from which each remaining diver draws one card before discarding the rest. After the set scoring action is complete. The next diver's turn starts.**

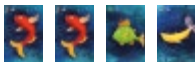
**IMPORTANT NOTE!** To score a set, a diver must have at least two fish/shrimp cards in addition to the cards that make up the set.

*Example 6. A diver in a 3-player game scores the collected sets during his/her turn. He/ She turns over one card from three red cards. He/She adds a green and a yellow fish to the remaining two face-up red cards from this set. From the resulting pool of cards, the next diver selects a yellow fish, the next diver a red fish. The remaining cards are discarded to the discard pile.*

*Cards in the hand of the scoring diver We see that he/she can score with red and has at least 2 cards on top of the cards that make up the set.*



*Reversed card  
=10 points*



*A pool of cards for the remaining  
divers to choose from.*



*this card stays in the  
hand of the scoring  
diver*

## Game end

When any diver, at the end of their turn, reaches the number of points required to end the game, each remaining divers play one final turn.

**Game length variants:** **short** – 15 points, **standard** – 25 points, **long** – 35 points.

### Final scoring:

Each diver scores 10 points for each face-down card they have (scored set).

Additionally, each face-up fish/shrimp card in front of the diver is worth 1 point.

The diver with the highest number of points is the winner. In the event of a tie, the diver with the fewest face-up shrimp cards wins

## Gameplay example

We place the cards in 4 columns and 3 rows. The diver can perform one of the two actions: diving or scoring.

At the beginning of the game, there are no cards to score yet, so the diver performs a dive. The player draws a card from the pile, looks at it and places it in one of the 4 corners of the playing field, so that a new column and a new row are created. He draws another card (you can put a small icon of this card here) and places it below the first card played.

1<sup>st</sup> played card



2<sup>nd</sup> played card



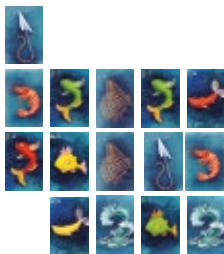
The diver checks if the adjacent fish cards are the same color. In this case, we have two green fish next to each other. The dive is interrupted, the diver keeps the red fish card (as a consolation prize) and the green fish lands on the discard pile.

**Important note.** The consolation prize is only received if the dive is interrupted after the second card has been played. When we dive deeper, we risk losing all the cards, but we can also gain more)

Now, the next player takes their turn. He/She draws the first card and places the subsequent ones below, checking the color of the neighboring fish. The second fish drawn is yellow. He/She can continue diving or emerge and keep the two cards that he played. The diver continues diving. He/She places a special card with a harpoon. In the case of special cards (harpoon, wave, net), a check is made if a second identical card appears in the column or row. In this example, it appears in the third row. The dive is interrupted. The diver doesn't collect any cards and the played cards are discarded



The next player (or the first player again) starts diving. He/She starts with the harpoon and then the shrimp. He/She can continue and does so. He adds a red fish. The diver can now decide whether to take 3 cards from the column or row or continue diving. Let's assume he decides to emerge. As the result, the diver takes the yellow fish and two special cards: the net and the harpoon. The net card activates immediately. The diver can take any card from another player's collection. After taking the action, He/She discards the net card to the discard pile. The harpoon also activates immediately. The player can take any fish from those that are on the playing field.



After completing this action, the playing field is populated with the cards drawn, and if there is an empty space, a card is drawn from the deck and placed in that empty space. Cards are placed in the empty spaces starting from the top-left corner for the playing field. The game continues. After a few rounds, one of the divers can decide that he wants to score his sets of fish. The scoring is described on p. 4

## Flashlight card (expansion)



### Components:

5 double-sided (charged and discharged) flashlight cards, one for each player.

### Rules:

At the beginning of the game, each player receives a flashlight card.

They place it in front of them with the active side up. This means that the flashlight is charged and can be used.

During the diving action, before submerging (drawing another card), the player can use the charged flashlight card. They turn the flashlight card to its inactive side (discharging the flashlight), and then draw two cards from the pile. What can they do with them?

**Place them in any order (according to the rules for placing cards) or discard one or both of the drawn cards.**



After playing the harpoon card, the diver uses the flashlight card and takes a red fish and a shrimp from the pile. He can now

- 1) play both cards (first the shrimp, then the fish). If he plays first fish, then the shrimp the diving is interrupted.
- 2) play the red fish only
- 3) play the shrimp only

Then, play continues by choosing to surface or continue to submerge.

If the flashlight was used to draw a fourth card, the second card drawn using the flashlight is discarded.

### How do I charge the flashlight?

An inactive, depleted flashlight can be charged (flipped to its active side) by drawing and discarding a wave card during the emerging phase.

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