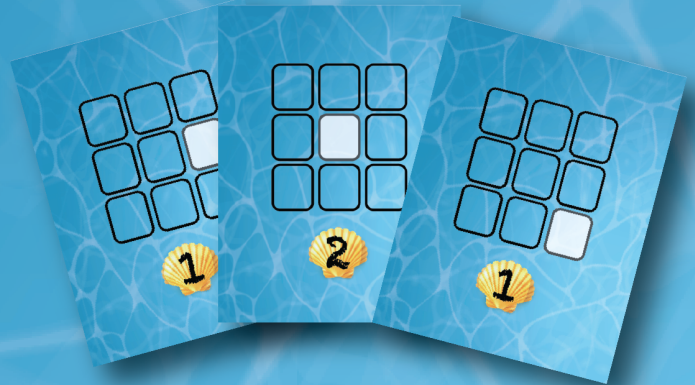


# Contents:



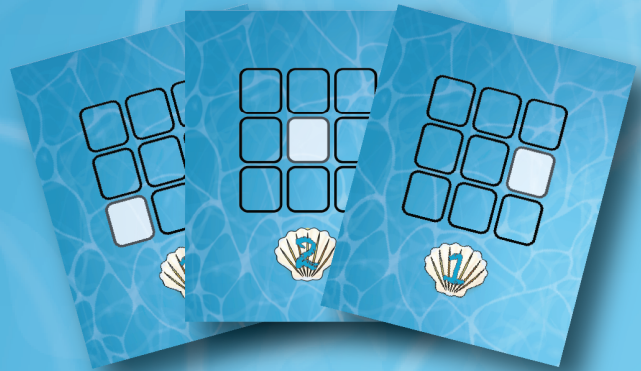
14 island tiles



9 yellow shell cards



2 player aids



9 white shell cards



6 scuba diver cards



14 tide cards

# Setting Up The Game:



Each player should sit directly across from each other so that one sees the board opposite of the other.

1. Shuffle the 14 islands and create a 3x3 grid. Return the others to the box. They will not be used in this game.
2. Shuffle the 24 seahorse cards and deal out 3 cards to form a row beside the islands.
3. Shuffle the 14 tide cards and reveal 1 of them.
4. Give each player a player aid and 28 gems in their color. 1 gem will be placed on the 0 of the scoring track on the player aid and the rest will form their gem supply.

Choose a starting player.

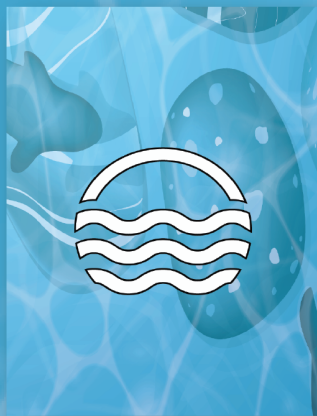
## The Changing Tide:

At the start of the game, the tide card that you revealed indicates one of two things:

1. Which island is flooded for the next 3 turns. A flooded island cannot be visited so if a player is sent there, they may play their gem anywhere.

2. When to play a diamond.

A new tide card is revealed every 3 turns for the duration of the game. 9 total tide cards will be revealed during the game.

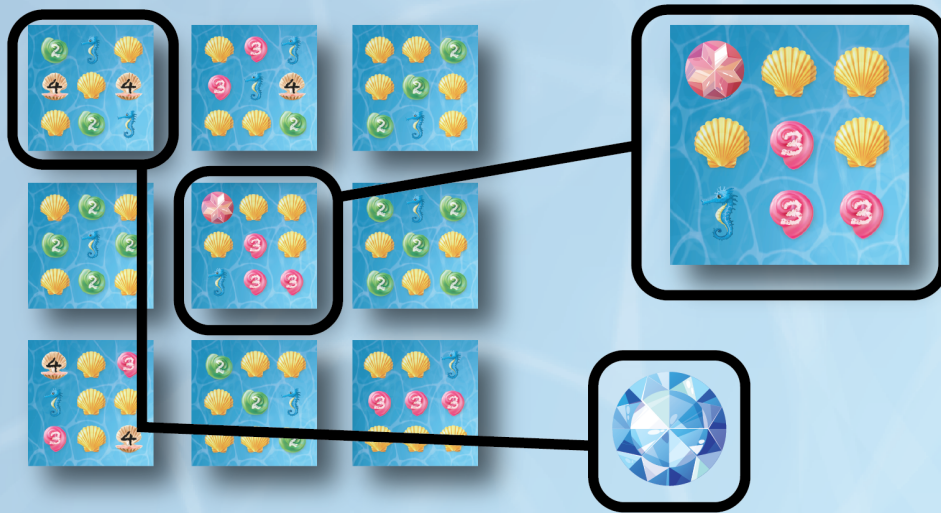


Any time a diamond is revealed, each player will take turns placing 1 diamond on any 1 open space on any island. The player who has the least points will choose first. Then, resume the game in turn order.

# Playing The Game:

The first player will place one of their gems on any space on the 3x3 grid of islands.

Then, the second player will place their first gem on any of the nine spaces on the island corresponding to the shell selected by player 1.



In the above example, Player 1 (pink) places the first gem on the top left space of the center island. Then, Player 2 (blue) will choose any 1 space on the top left island.

Picture each island as a smaller representation of the overall board. When placing a gem, the space you choose matches up with a specific island. This is the island that the next player will visit. You can place a gem on any open space on that island. If there are no open spaces, you may choose any space on the board to complete your move.

Players will alternate turns this way until neither player has any gems left in their supply.

# The Motorboat Token:

The Motorboat Token is an optional piece to help you track which island is currently being visited.

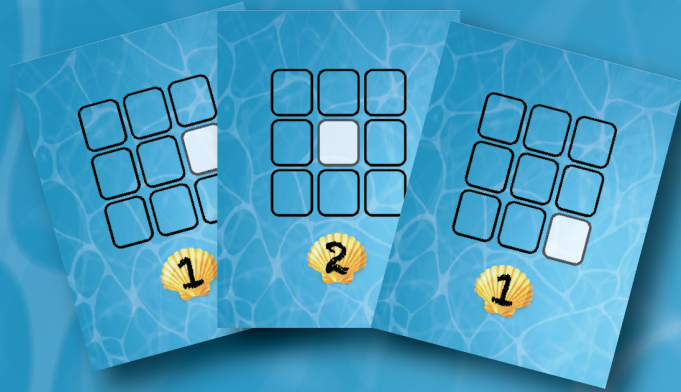
Move it when you complete your turn to indicate to the other player where they must play their next gem.

Place the boat on the corner of the island.

This is very helpful to use if there is an interruption in play-- such as a diamond card being drawn or other distraction.



# Seahorse Cards:



If you place a gem on a seahorse space, you have the choice of picking a card from the row or the top card of the Seahorse deck.

You score nothing for this space, however cards may give you immediate or future points.

Cards with a yellow shell score 1 or 2 points for each gem of your color in the highlighted island.

Cards with a white shell score 1 or 2 points for each gem of your opponents' color in the highlighted island.

These cards score at the end of the game.

Any card held by a player will score based on their orientation.

If Player 1 has a card showing the top right island on the board, Player 2 would see that as the bottom left.

# Scuba Divers:



There are 6 cards in the Seahorse Deck that show a scuba diver symbol. If you select or draw a scuba diver you must play it immediately. You cannot save this card for later.

A scuba diver allows you to move any gem of any color 1 space in any direction, even across islands. Then, you also score 2 points.

## Patterns/Scoring:



Any numbered shell is part of a pattern. To complete a pattern, you must cover all numbered shells on any one island with your color gem only. If your opponent also covers a numbered shell on the same island, the pattern is considered broken.

When you place a gem on a shell, you immediately receive the points listed on the shell. If you cover a yellow shell, it is worth 1 point.

If you use a scuba diver, you **MUST** apply the change in points, positive or negative. If you move from a shell to a seahorse space, you lose the points to gain the card. If you move from a seahorse space to a shell, you **DO NOT** lose the card to gain points, you only gain the points.



# End Game Scoring:



## Patterns



Count the number of patterns completed. Score 5 points for the first, 9 points for the second and 14 points for the third.



## Most



Score 3 points for covering the most . Ties do not score.



## Most



Score 6 points for covering the most . Ties do not score.

## Majorities



(Most gems on each island-- ties do not count as a win.)

Count the number of majorities. A majority is an island where you have more gems than your opponent. If there is a tie, a majority is not present. Example: Player 1 has a majority on 3 islands for 10 points. Player 2 has a majority on 4 islands for 15 points.



## Diamonds

Gain 2 points for each diamond on an island where you have the majority. If no player has a majority on an island, neither player gains points for diamonds.

## Seahorses



1 or 2  
for each  
gem in  
your color





1 or 2 for  
each gem  
in your  
opponent's  
color

Add all of this to the points acquired by placing gems throughout the game. Highest score wins!

## Tiebreakers:

If there is a tie, use the following list to determine the winner:

- 1) Most patterns
- 2) Most majorities
- 2) Most 
- 3) Most 
- 4) Most seahorse cards (this counts scuba divers)
- 6) If still a tie, both players share the victory.