

Authors: **TANJA MALINOWSKI**  
and **MARCUS MEIGEL**

Illustration: **GEDIMINAS AKELAITIS**

**For 2–4 players**  
**from 5 years of age**  
**Duration: 10–15 min.**

**The set includes:**

- 1 board (box)
- 4 divers
- 1 shark (starting player figure)
- 1 color dice
- 1 shark dice
- 53 seashell tokens
- the rules

**Take a deep breath and dive into the depths of the sea. Collect the seashells that hide white shiny pearls. The longer you stay underwater, the more seashells you can collect. But beware! If you see a shark, you will have to drop all your seashells and swim for your life. Good luck!**



## GOAL OF THE GAME

The player who collects the most of the white pearls wins the game.

## GAME SETUP

1. The game board is placed in the middle of the table.
2. The seashell tokens are shuffled and placed shell-side up by the edge of the board as common resource. If 4 players play the game, they must use all the available seashells. If only 3 players play the game, 5 tokens with white pearls should be taken out and placed aside (they will not be used). If only 2 players play the game, 10 tokens with white pearls should be taken out and placed aside.
3. Each player chooses a diver to play with.
4. The oldest player starts the game by taking the shark, the shark dice and the color dice. The player puts the shark dice on the shark.



## LET'S GO PEARL HUNTING

The starting player begins the game. The other players take their turns clockwise.

On their turn, each player does the following:

- Rolls the color dice
- Dives into the water of the same color as the rolled out color of the dice, i.e. the player puts his/her diver into the section of water that has the same color as the rolled out color.
- Takes as many seashells as depicted on the water section he/she has just dived in, and places the tokens in front of him/her shell-side up (leave closed, no peeking inside the shell!).

**Note:** *Players can open their seashells (i.e. flip the tokens over) only when they decide to stop diving and get out of the water.*

Now, it's the next player's turn.



## HERE COMES THE SHARK!

Once all the players have dived into the water and collected their seashells, it's the starting player's turn again. This time, the starting player rolls the shark dice. All the players keep an eye out for the shark. The shark swims into the water section of the same color as the rolled out color on the shark dice, and scares away all the divers from that section. The players who had their divers in the water section to which the shark came lose all the seashells they had collected (which are closed). The seashell tokens are placed back to the common resource shell-side up. The player takes his/her diver off the board and places it in front of him/herself on the table. This player will be able to roll the color dice and go pearl hunting again only after all the other divers are back on the shore (i.e. a new round begins).

The starting player must roll the shark dice even if his/her diver is already out of the water.

**Note:** *Players do not lose the seashells that are already open (pearl-side up).*

## WHO WANTS TO GET OUT OF THE WATER?

The players remaining in the water must decide if to get out of the water or continue collecting seashells. If the player decides:

- to get out of the water - the player takes his/her diver off the board and places it in front of him/herself. The player can now open all the collected seashells and place them pearl-side up. The diver can rest until all the other divers come return to shore and a new round starts.
- to continue diving, the player will go on playing as described in the LET'S GO PEARL HUNTING section.

### Opening of the seashells:



#### Seashells with white pearl

The players collect these seashells and place them pearl-side up in front of themselves.



#### Seashells with black pearl

The players do not collect these seashells. When they find one like this, they place it pearl-side up by the edge of the board. The game ends when four shells with black pearls are placed by the board.



#### Empty seashells

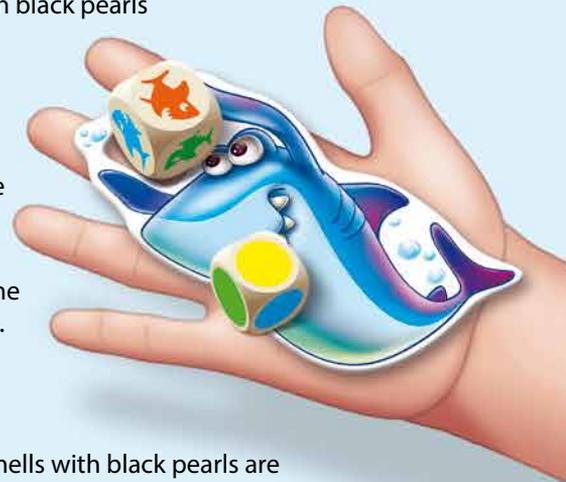
When an empty seashell is found, it is taken out of the game.

## NEW ROUND

A game round ends when all the divers get out of the water.

The starting player this time is the next player clockwise from the old starting player. He/she receives the shark and both dice and starts the next round.

Now, all the players can collect the seashells once again. The game continues as described in the LET'S GO PEARL HUNTING section.



## WINNING THE GAME

The game ends when four seashells with black pearls are found and opened (or when there are no more seashells in the common resource).

The player who has collected the most of the white pearls wins the game. If several players have collected the same number of seashells with white pearls, all of them become the winners.

