

SEA SHELLS

CONTENTS:

1 Beach board, 1 Sun token, 49 Seashells (7 of each color), 6 Fossil Parts (3 heads & 3 tails), 5 Sand Dollars, 4 Bottles, 1 Bucket, 3 Shovels (Stroll Mode only), 5 Player mats, 71 Coins, 7 Shape cards, 7 Colour cards, and 2 Scoring cards.

HOW TO WIN

Move cleverly to grab the most desirable shells from the beach. Win by having the most valuable shell collection at the end of the game. Earn coins for having the most of each shell **shape** and **colour**, complete **fossil pairs**, and **sand dollars**.

SETUP

- 1 Unfold the **Beach board**, with the **Sun** tile next to it. Make a supply of **coins** nearby; they will be used during final scoring only.
- 2 Randomly place the 64 **seashells**, **fossils**, **sand dollars**, and **bottles** onto the beach, 1 item per space.
- 3 Shuffle the **Shape and Colour decks** face-down separately. Draw one card from each deck, and find the one shell that matches that shape **and** colour. Move that shell to the Sun tile, and place the **Bucket** in its empty beach space. *Discard both cards from the game.*
- 4 Decide whether you want to use Simple or Advanced scoring, and place the **Scoring cards** on the table with that side up.
- 5 Each player takes a **player mat**, then draws one **Shape card** and one **Colour card**, and keeps their cards secret.

In a **2-player** game, each player draws **two** cards from each deck.

- 6 The youngest player goes first.



GAMEPLAY

The game goes in turns. After each turn, play proceeds clockwise to the next player, continuing around until it is impossible to take any more turns.

ON YOUR TURN

Choose one item on the beach in the same **row** or **column** as the Bucket, any distance away. Move the **Bucket** to that space, and collect the item to your mat.



For example, you could move to any of these items...



...if you moved to the Pink Scallop, you'd collect it and place it on your mat.

Place a collected shell into the matching space on your "towel".

Place any other collected item (Fossil parts, Sand Dollars, and Bottles) into your "basket".

Then it's the next player's turn.



YOUR SECRET CARDS

Your secret cards don't do anything **during** the game, but during final scoring **they count as one extra unit of that shape/colour in your collection**. So for example if you have the Scallop card and three Scallop pieces, you actually have **four Scallops** in your collection!

MESSAGES IN A BOTTLE

If you have a Message in a Bottle, you may spend it (by **discarding it from the game**) at the end of your turn to immediately take a second turn. You may **not** spend one on the same turn that you got it.



GAME END & SCORING

The game ends immediately if your turn begins and there are **no** items in the Bucket's row **and** column (*meaning there is no legal spot to move it*). Everyone reveals their secret cards, and scoring begins.

Everyone scores at the same time, grabbing coins from the supply when appropriate (*make change if necessary*). Score the different categories in this order:

1 SHELL SHAPES & COLOURS

Score each shell shape and colour **one at a time**, working top to bottom on the player mat for the shapes, and left to right for the colours. *So start scoring shapes by announcing "Scallops", and then each other shape downward. Then start scoring colours by announcing "Yellow", and then each colour in order rightward.*

As each shape/colour is announced, everyone calls out how many they have in their collection (*including their secret cards*). Players earn coins depending on which scoring type you are using:

SIMPLE

The player (*or all tied players*) with the **most** earns 

ADVANCED

If **one** player has the **most**, that player earns  and the player (*or all tied players*) with **second-most** earn 

If **more than one** player is tied for **most**, they all earn   and there is no reward for second place.

2 COMPLETE FOSSIL PAIRS

For each **complete pair** of Fossil parts (*one head and one tail*) you have, earn . *Unmatched Fossil parts do not score.*



3 SAND DOLLARS

Earn  for each Sand Dollar in your collection.



The player with the most coins wins! Ties are broken in favour of the tied player who has the most shapes/colours matching the shell on the **Sun tile**. *If that is still tied, the tied players share their victory.*



*For example in this game, the tied player with the highest combined total of **Starfish** plus **Pink** shells would win.*



STROLL MODE- A BOARDLESS VARIANT

SETUP CHANGES

- 1 Do not use the beach board. Instead, randomly arrange all 64 items in a single-file rough ring. The Sun tile and Coin supply can go in the middle.
- 2 When you place the Bucket (by drawing two cards and determining the tiebreaker shape/colour as usual), pile the 3 Shovel tokens under it.

BUCKET ON TOP OF
THE SHOVEL PILE

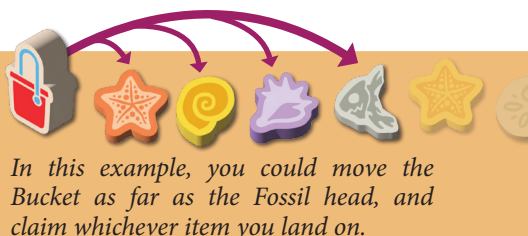
ON YOUR TURN

Ignoring any gaps, move the Bucket **up to** four items **clockwise**, and claim the one you land on.

It is helpful to condense the ring as Shovels appear.

Shovels do **not** count as items in the ring. Each time the Bucket **passes** the Shovel pile (which marks a full lap of the ring), discard one of the Shovels from the game. When the final Shovel is discarded, the game ends immediately.

All other rules and final scoring are the same as usual.



CREDITS & THANKS

GAME DESIGN
BRUNO FAIDUTTI

ILLUSTRATION
& GRAPHICS
CHRISTOPHER CHAN

CREATIVE DIRECTOR
JOSH CAPPEL

COMMUNICATIONS
DIRECTOR
SEAN JACQUEMAIN

PROJECT MANAGEMENT
HELAINA CAPPEL

LOCALIZATION MANAGER
TARA GILMOUR-LONG



KTBG Playtesting and feedback: Josh Cappel, Helaina Cappel, Sean Jacquemain, Tara Gilmour-Long, Evan Derrick, Trevor Douglas, Jory Cappel, Sasha Korman, Noa Korman, Dylan Korman, and Riley Korman

Published with love by KTBG
www.kidstablebg.com
©2026 All rights reserved