

# **Magical Mermaids**

## **Contents:**

12 head cards, 12 tail cards, 4 shark cards, 4 magical scene cards

## **Setting up**

- Each player takes a different coloured tail card and places it in front of them.
- Shuffle the rest of the cards and place them in a face down pile.

## **Object**

To be the player with the most complete merpeople when the magical scene is completed.

## **To play**

- The youngest player takes a card from the top of the pile:
  - If you pick a **head card** and it matches your tail card, place the cards together to complete your merperson.
  - If the card does not match, place it face up in a discard pile.
  - If you pick up a **tail card**, place it face up in front of you.
  - If you pick up a **shark card** and you have a complete merperson, place the top half of your merperson and the shark on the discard pile (with the shark on top).
  - If you pick a **magical scene card**, place it face up on the table. Other scene cards drawn during play are added to the scene.
- Play passes to the next player.
- On your turn, you can either pick up a card from the face down pile OR the discard pile.
- Play continues until the magical scene is complete.

## **The winner**

The winner is the player with the most complete merpeople.



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