

RACE ALONG THE REEF © THE CARD GAME

SNORKELERS: 2 **AGES:** 5-109

DECK AND DEAL: Shuffle the Seas the Shoal © deck of cards. Deal all the cards out between two snorkelers, so each snorkeler ends up with half the deck.

THE GOAL: The object of the game to get rid of all your cards. Whoever does so first, wins the game.

GAME PLAY: To begin, each snorkeler lays out four cards, face up, in front of themselves. Each snorkeler at the count of three will begin looking at all eight cards to see if there are any matching fish, for example: two French Grunts, two Reef Squid, etc. If you can see cards that match, immediately cover each of them with a card from your hand, trying to be faster than the other snorkeler.

Now that there are new cards down, continue to look for new matches, and continue to cover any cards that match with cards from your hand. You should be maintaining 8 piles as you play.

Both snorkelers are trying to cover any matches at the same time; whoever is faster will be able to play more cards. When all 8 piles are topped with cards that **DO NOT** match each other, each Snorkeler puts a card from their hand creating two more piles so there will be ten piles. If none of those cards match, then create two more piles—so there should be twelve piles.

Continue playing until one snorkeler's cards are gone.

An underwater scene with various fish and coral. In the top left, a school of yellow fish swims. In the top center, two yellow fish swim. In the top right, a blue and white striped fish swims. In the middle left, a green fish swims. In the middle center, a pink and white striped fish swims. In the middle right, a red fish with a yellow patch swims. In the bottom left, a school of small dark fish swims. In the bottom center, a yellow and black fish swims. In the bottom right, a red fish with a yellow patch swims. The background is blue with wavy lines and bubbles. At the bottom, there is yellow and pink coral and green seaweed.

PLAYING TIPS:

If there are three cards that match, any snorkeler may cover all three.

If you cover a card with another card that matches it--you are covering a Green Turtle and you play another Green Turtle on top of it, you can consider that a match and cover it again with a new card.

So basically, cover any matches you see as quickly as you can!