Level 3 - **Age suggestion:** 5 - 11 years

Aim: Be the first player to collect all your party guests then find your party popper card to host your party and win the game!

Game board: With or without bubbles – it's up to you (see 'Play' below)!

Cards to include in the starting grid:
- *Sea creature cards are included to create an action-packed lagoon!*
- The party hosts are already on the game boards therefore each party will have in the grid:
  - 6 party guest cards
  - 1 party popper card
- See the table below for how many parties and sea creature cards to include in the game and the starting grid size.
- *Any unused parties (party guest and party popper cards) and unused sea creature cards are put back in the box. The unused party hosts and cakes have already been put back in the box.*

Number of players	Number of parties to include	Number of sea creature cards to include	Total number of cards	Grid size
2	3 (choose an extra party to include) → *put the unused party back in the box*	11 **Don't use** • 2 dolphins • 2 turtles • 1 manta ray • 1 seahorse → *put these cards back in the box*	32	8 x 4
3	3 → *put the unused party back in the box*	14 **Don't use** • 1 dolphin • 1 turtle • 1 seahorse → *put these cards back in the box*	35	7 x 5
4	4	17 (use all of them)	45	9 x 5

Play

1. Use the same rules as in Level 1 if playing without bubbles and Level 2 if playing with bubbles.
2. When a sea creature card is turned over it **must** be picked up, resulting in that card's action (see opposite).
3. A sea creature card can only be used once – once it has been used, put it back in the box.

Sea Creature Cards

Dolphin `6` – It's dolphin ride time! Take any 1 card from any player's board and return it to the grid face down whilst they close their eyes.
*Important: This can be played as soon as it is picked up **OR** it can be saved to use later in the game. If so, this action counts as a turn instead of turning over a card from the grid.*

Baby turtle `4` – This card is saved by the player who picked it up to use later in the game and play passes to the next player.
Their cuteness always distracts the merfolk! Immediately stop another player from placing a party guest in their lagoon or popping their party popper by shouting 'LOOK!' and holding up their baby turtle card. The party guest or party popper card is then returned to the grid face down whilst the other player closes their eyes.
Important: This is an out-of-turn action, i.e. it does not count as that player's turn, as it can be used at any point when another player finds one of their party guests or party popper card.

Seahorse `2` – Discard 1 card from your own board as they play hide and seek with the seahorses! Give it to someone else to return to the grid face down whilst you close your eyes.

Manta ray `2` – has come to play! But have they brought a guest with them? Turn over 1 more card from the grid.

Octopus `1` – It's the Octopus Bus! How many guests are aboard today? Turn over 2 more cards from the grid.

Jellyfish `1` – Miss your next turn after a jellyfish sting!

Fin the shark `1` – Discard 2 cards from your own board as your guests flee in fright! Give them to someone else to return to the grid face down whilst you close your eyes.

MERMAID PARTY

Contents
- 4   Game boards
- 28   Merfolk cards
- 17   Sea creature cards
- 4   Party popper cards
- 4   Birthday cake cards
- 1   Rules sheet

It's party time under the sea in this fun mermaid memory game for all the family!

Hip hip hooray! It's party time at Mermaid Lagoon and your guests are on their way in this fun, mermaid memory game with a twist! Collect cards, play with the friendly sea creatures and avoid Fin the shark to host your party, blow out your candle and win the game!

Setting up

1. Before the very first game, pop out all the game pieces from their frames then recycle the excess cardboard (fully recyclable).
2. Each player takes a game board.
3. Each player chooses a party colour (pink, yellow, purple or green) then takes the party host card and birthday cake card in that colour.
4. Place the party host on the game board in the correct space (match up the card background) – see the different levels of play below to decide which side of the board to use.
5. The birthday cake cards are put to one side, lined up next to each other on show, ready for the candle to be blown out by the winner at the end of the game!
6. Put any unused game boards, party host cards and birthday cake cards back in the box – they are not needed.
7. Decide together what level to play and select the required cards – see the different levels of play below to decide which cards to include.
8. Shuffle all the required cards together then spread them face down in a grid within easy reach of all players.
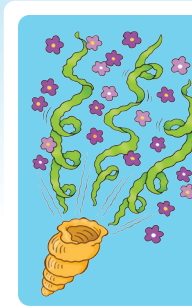9. You are now ready to host your party!

Cards

Party host, party guest, party popper and birthday cake cards are all that are required in Levels 1 and 2. As well as these, additional sea creature cards are required in Level 3 (see overleaf).
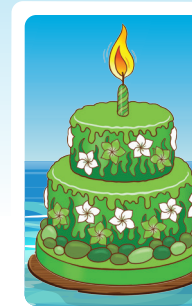

Party host   Party guest   Party popper   Birthday cake

2 player game set up for Level 2 with a 7 x 3 grid

Level 1 - **Age suggestion:** 3 years

Aim: Be the first player to collect all your party guests then find your party popper card to host your party and win the game!

Game board: Without bubbles. Party guests can be placed anywhere in the lagoon.

Cards to include in the starting grid:
- *No sea creature cards are used – put these back in the box.*
- The party hosts are already on the game boards therefore each party will have in the grid:
  - 6 party guest cards
  - 1 party popper card
- See the table below for how many parties to include in the game and the starting grid size.
- *Any unused parties (party guest and party popper cards) are put back in the box. The unused party hosts and cakes have already been put back in the box.*

Number of players	Number of parties to include	Total number of cards	Grid size
2	3 (choose an extra party to include) → *put the unused party back in the box*	21	7 x 3
3	3 → *put the unused party back in the box*	21	7 x 3
4	4	28	7 x 4

Play

1. The person who last went to a party goes first.
2. Turn over one card from the grid.
3. For party guest cards:
   a. If they are in your party colour, place the card anywhere on your game board.
   b. If they are not in your party colour, make sure everyone has seen the card then return it to the grid face down.
4. For a party popper card:
   a. If the party popper is in your party colour, **return it to the grid face down and remember where it is for later in the game!**
   b. If the party popper is not in your party colour, make sure everyone has seen the card then return it to the grid face down.
5. Play passes to the next player.
6. Once you have found all your party guests and have a full lagoon, find your party popper card **on your next go** and… POP!!! You have instantly won the game!
7. All players shout "Hip hip hooray!" as the winner takes their birthday cake card and pretends to blow out the candle!

Level 2 - **Age suggestion:** 3 - 5 years

Aim: Be the first player to collect all your party guests and match them to their bubbles, then find your party popper card to host your party and win the game!

Game board: With bubbles. This level uses counting and number recognition.

Cards to include in the starting grid: Same as Level 1 (see opposite).

Play

Use the same rules as in Level 1 and add one extra rule:
- Each time you find one of your party guests, count the number of bubbles on their card and match this number with the bubble number on the game board. Place the card in that position!

Ideas to further enhance understanding of numbers:
- Once you have won the game, take all your party guests off the game board and line them up in order of number of bubbles from 1 to 7 ready for cake time!
- Ask questions such as:
  - Who has the **most/least** bubbles at your/my party?
  - Does this mermaid have **more than** or **less than** this merboy?
  - Find a party guest with **more/fewer** bubbles than this mermaid.
  - How many **more/less** bubbles does she have than he has?
- Once the game has ended, find the merfolk from each party with an **equal** number of bubbles and group them together i.e. all the merfolk with 1 bubble go together, 2 bubbles go together, and so on.
- Take random merfolk cards and count the total number of bubbles. Try this with two cards at first, then increase the number of cards to add up as confidence grows!