

## **Mermaid Death Match: the Musical**

### **Designed By: Heena and Marisa**

#### Objective:

The objective of the game is to get all the 5 Victory Point Cards on the board by using the resources. The player who gets all the 5 Victory Point Cards first will be the winner.

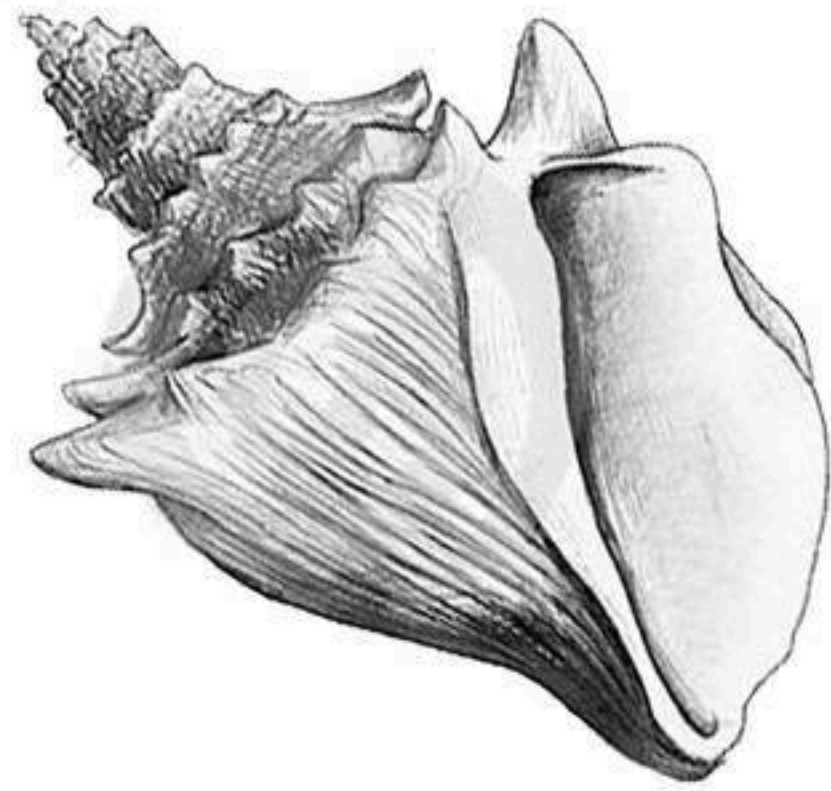
#### Setup:

- This is a two-player card game which takes about 20-25 minutes to complete.
- Each player gets 75 Mermaid cards and 5 Victory Point cards, and shuffles them into one deck.
- Each player gets 16 of each of the three resources (fish, food, coral) and shuffles them into one deck.
- Each player gets 5 Oxygen cards and sets them beside the Victory Point Board.
- Each player draws a starting hand of 4 cards from their deck of Mermaids and Victory Points, and 1 card from their deck of resources.

#### Gameplay:

- Each player selects a mermaid from their hand. They both play their selected cards on the count of 3.
- Whichever player with the highest number on their mermaid card “wins” the round. That player is allowed to draw one card from their deck of Mermaids and one card from the deck of their choice.
- The player with the lowest card is allowed to draw only one card from their deck of Mermaids only.
- Once a player acquires the resources listed on a Victory Point card, they may discard those resources and place the Victory Point card on their board.
- A player may place a Victory Point card on their board at any time when they have the required resources in their hand.
- If there is a point where a player has no Mermaids in their hand, they may place an oxygen card in a victory point space in exchange for drawing 2 cards from their Mermaid deck only.
  - If all Victory Point spaces are filled with either Oxygen cards or VP cards, you must start to place Oxygen over VP cards.
  - Oxygen cards can only be removed in exchange of a player discarding 1 of each of the resource cards (food, fish, & coral).

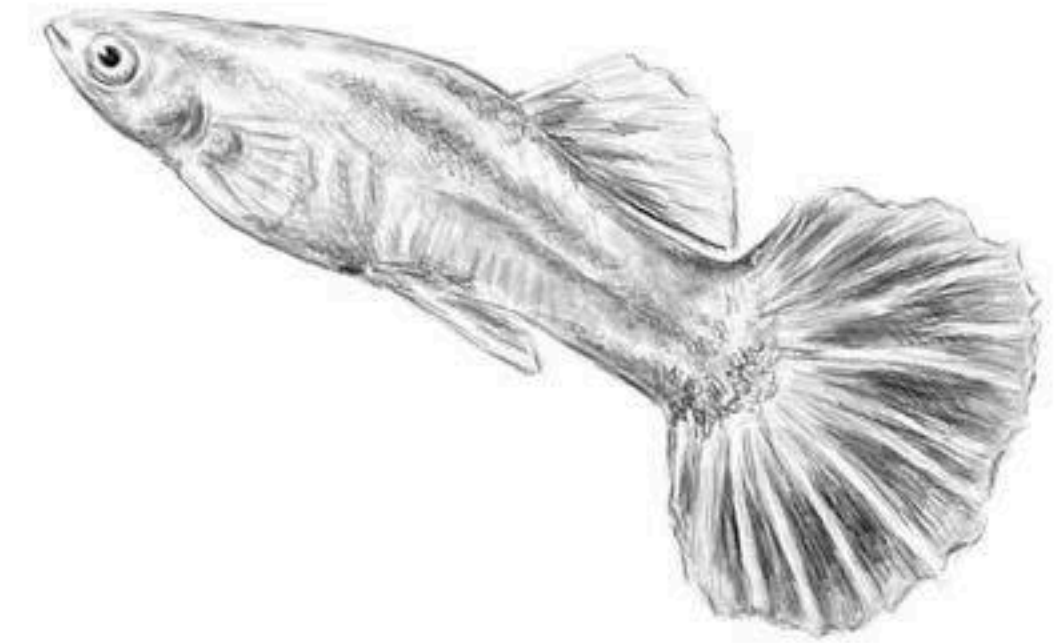
VICTORY  
POINT



CORAL  
FOOD



CORAL



FISH



OXYGEN



FOOD

