



Ages 7+ 2–5 Players 20–40 Minutes



137 Total Cards
84 Mingo Deck
42 Shrimp Deck
11 Ø Deck

How it works:

Be the first to collect 3 FlamingOs! Pair Mingos to collect Shrimp. 10 Shrimp points earn 1 decard (Shrimp cards are 1 point, Jumbo Shrimp cards are 5 points). But watch out for Birds, Sharks, and Crabs that make this a bit of a challenge.



Set up:

Shuffle each deck — Mingo, Shrimp, and **6** — separately. Place in the center of the table so the Mingo and Shrimp decks have room for discard piles.



Taking your turn:

- Decide who goes first. Turns go clockwise ground the table.
- To start, draw 5 cards from the Mingo deck.
- Pair up like Mingo cards. Discard each pair and draw 1 card from the Shrimp deck for every pair of Mingos.
- Lay Shrimp cards in front of you. When you have 10 points in Shrimp cards, discard and draw 1 d card.
- If you play all 5 cards in your hand, draw another 5 cards from the Mingo deck and continue until unable to play. Your turn ends when you can't play any cards in your hand.
- At the start of the next turn, draw up to 5 cards. If you already have 5 cards, draw 1 card each round.
- If you get 1 of each of the 7 Mingos, you can trade them all in for 1 Shrimp card (this can include the Pop Mingo, which is a wild card).
- If you have 3 of the same Mingos, you can steal one card from any other player. That player holds up their hand, back of cards facing you, and you pick one.
- Reshuffle the Mingo and Shrimp decks when low.

Card Types

Mingo Deck (84)

Pool Mingo x10
Love Mingos x10
Yard Mingo x10
Roller Mingo x10
Space Mingo x10
Robo Mingo x10
Super Mingo x10
Super Mingo x10
Shark x3 — Block a Pelican or Seagull
Blue Crab x1 — Steal an from a player
Pelican x5 — Steal all Shrimp from a player
Pop Mingo x5 — Wild, pair with any other Mingo

Shrimp Deck (42)

Shrimp x30 — Earn 1 point
Jumbo Shrimp x5 — Earn 5 points
Golden Shrimp x1 — Earn an 6
Seagull x5 — Lose all your Shrimp
Spoiled Shrimp x1 — Lose an 6

O Deck