



Sigil: +1 or +2p.



Bomb: -3p.



Star: Each one turns one captured Bomb into +2p.



Poop: -1p, but if you capture 4+, instead +7p in total from Poop.



Swirl: +3p, but -1p per other symbol captured with the same paperclip.



Emerald:

pts	0	1	3	6	9	12	15
pcs	1	2	3	4	5	6	7



Wild: A pair of Wilds becomes any one non-Swirl symbol at game end.