



**Sigil:** +1 or +2 p. →



**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:**

+0 | 1 | 3 | 6 | 9 | 12 | 15p, for  
1 | 2 | 3 | 4 | 5 | 6 | 7 pcs.



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