Mermaid Rain Summary (Z-Man Edition)

Set up

- Each player takes a mermaid figure and the corresponding mermaid card and scoring token. Place the scoring tokens on the "0" space on the score board. The figures are not placed on the board until part way through the first round.
- Divide the surf tiles into four piles by shape, and mix each pile face down.
- Collect the required number of treasures for the number of players:

Players	Abalone	Coral	Crystal	Pearl	Dragon Scale
3	4	4	4	3	3
4	8	6	6	4	4
5	10	7	7	6	6
6	11	9	9	7	6

- Place the treasures randomly on the spaces shown in the rule book, according to the number of players (5 players: p. 4, 3/4/6 players: p. 10-11). Some treasures are placed face up and some face down.
- The rest of the treasure tokens are placed face down beside the board as the "treasure pool".
- Shuffle the adventure cards and undercurrent cards separately and place them face down.
- Choose a start player (by default, the person who has most recently visited an aquarium). The start player takes the Prince card.

Each Round

- **"Surf Prediction Phase"**
- The player with the Prince card deals seven adventure cards to each player. These are added to the player's existing hand (which is initially just the player's mermaid card).
- Draw the next card from the undercurrents deck, and turn over the surf tiles indicated on the card for the number of players. If a pile of surf tiles becomes empty, reshuffle the discards to make a new pile. Make sure the number of undercurrent cards drawn so far is visible (since it indicates the number of rounds played).
- **Melding:**
- Players choose two cards from their hand (not mermaid cards), then all players reveal them simultaneously.
- Each player then chooses one more card (which may be a mermaid). The cards are revealed simultaneously. A mermaid card indicates that a player has "stopped" and will not add any more cards this round.
- Repeat the last step until every player has stopped or five cards have been revealed by one player.

- **Resolving Melds and Taking Surf Tiles:**
- All melds but the lowest (*Octopus*, two different cards) have a bonus effect. Cards not contributing to the meld are ignored.

Name	Description	Bonus Effect
1. Mermaid Rain	5 of a kind	Start move by teleporting anywhere (may pick up one treasure from the space)
2. Mermaid Squall	4 of a kind	7 points
3. Ocean March	Full house(1 pair + 3 of a kind)	Take one random treasure from the face down treasure pool (placed face up in front of the player)
4. Twin Splash	2 pairs	6 points
5. Aquamarine Waltz	3 different cards	Take one face down surf tile of any shape (only look at the tile's symbol after taking it). This tile is placed along with the regular surf tile.
6. Mermaid Mist	3 of a kind	4 points
7. Mermaid Drop	1 pair	1 point
8. Octopus	2 different cards	-

- Player turn order is determined by ranking of melds. Ties are broken by clockwise closeness to the player with the Prince card.
- In turn order, each player takes one of the face up surf tiles. Remember the turn order for the next phase.
- Players retrieve their mermaid cards (if used). All other cards used in melds are discarded.
- The player who had the highest ranking meld takes the Prince card.

- **"Surf Riding Phase"**
- Players move in turn order (as determined in the last phase).
- On their very first turn, players start by placing their figure on one of the six "oyster shell" spaces around the edge of the board (the space must be unoccupied).
- **Placing Surf Tiles:**
- The player then optionally places the surf tile picked up in the last phase (along with any tile picked up using an *Aquamarine Waltz* meld). The spaces under the tile must be completely empty (showing water only). Tiles may not protrude beyond the edges of the board.
- If the player does not place a surf tile, it is discarded.
- **Movement:**
- The player then plays zero or more cards to move to adjacent spaces with the same symbol as the card. Note that each tile counts as one space.
- Any single card may be used to move onto a tile with a mermaid symbol or a starting space (excluding placing mermaids at the start of the game, which is free).
- Any pair of cards may be used as a "wild" card, i.e. to move onto a space with any symbol.
- Moving back to a previously visited space is allowed.
- It is legal to pass through or end movement on an occupied space.
- Players may not move onto empty spaces or rocks, only spaces / tiles with a symbol on them.

- **Collecting Treasures:**
- When a player moves onto a space containing a treasure, it may be collected.
- If the space contains any face down treasures, the player may look at them first before deciding which treasure to take. If a face down treasure is taken, it stays face down in front of the player.
- If a player starts the turn on a space containing a treasure, the player must move off and then back onto the space to collect it.
- The player may take at most one treasure from the same space on the same turn.
- Treasures are worth two points immediately, plus bonus points at the end of the game (though it may be simpler to wait until the end of the game to score the two points per treasure).
- **End of Round:**
- Surf tiles with a dark border are removed from the board and placed in the discard pile. If a player's mermaid was on the tile, the player moves it to one of the six starting spaces. If multiple players are involved, resolve this in turn order. Only one mermaid may be placed on each starting space.
- Players with more than two cards in their hand (excluding mermaid cards) discard down to two.

- **Game End:**
- The game ends at the end of the fifth round. The round number equals the number of undercurrent cards drawn so far.
- **Tribute and Scoring:**
- Players turn all face down treasures right side up.
- Each player discards one of each type of treasure: Abalone, Coral, Crystal, Pearl and Dragon Scale. For each type the player does not have, he loses five points.
- For each treasure type, determine who has the most, second most and so on (ignoring players with no treasures of that type):
    - A monopoly (only one player with that type) is worth 15 points.
    - Otherwise, the first/second/third/fourth highest player gains 12/6/4/2 points.
    - In case of a tie, add the next lowest reward and divide the total, rounding down (to a minimum of 1 point). For example, with players A, B and C, if A and B are tied for first, A and B each get (12 + 6) / 2 = 9 points while C gets 4 points for coming third.
- The player with the most points wins the game! There is no rule for breaking ties.