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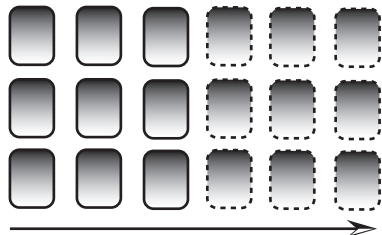
<https://www.manzanitagameco.com/shell-dash---how-to-play.html>

PLAYERS 1 or 2

SET UP Shuffle deck, place 3 rows of 3 cards facedown, this is the "board".

PREMISE Players take turns "walking the beach," moving from one end of the board to the other. Once you advance past the last row, your turn is over.

HOW TO WIN First player to collect 3 [SHELL CARDS].



PLAY Player starts by flipping-over *any* 1 of the 3 cards in the starting row. The next move depends on the card that is revealed. At the end of a player's turn, revealed cards are discarded and replaced. Reshuffle deck whenever desired or when play deck is expended. Board can grow up to a total of 6 rows with [SUN CARDS] during game play.

ADVANCE TO THE NEXT ROW means to select *any* 1 of the 3 cards in the next row, unless player is on the last row, then player's turn is over.



[SAND CARD] Unobstructed.
Advance to the next row.

[WAVE CARD] Hazard!
Move to avoid, select
another card in the same
row. If same row is all
[WAVE CARDS], player's
turn is over.





[FLIP-FLOP CARD] Advantage/Inventory. Collect this card and advance to the next row. Use this card to pass a [JELLYFISH CARD], or player may choose to end turn and save this card for later use. When used, cover [JELLYFISH CARD] with [FLIP-FLOP CARD] and advanced to the next row. [FLIP-FLOP CARD] and [JELLYFISH CARD] will be discarded at end of turn after use.



[SUN CARD] It's a sunny day! Add 3 more cards to extend the board by a row and advance to the next row. If the maximum of 6 rows has been reached, treat like [SAND CARD]. Both players play on larger board for remainder of game.

[JELLYFISH CARD] Hazard!
Turn is over unless player uses a [FLIP-FLOP CARD].



[SHELL CARD] The prize! Leave card in place and advance to the next row, player may find multiple [SHELL CARDS] per turn. You can *only* collect the [SHELL CARDS] if you make the walk to the end of the board. *If you are stopped early by a [JELLYFISH CARD] (without using a [FLIP-FLOP CARD]) or getting three [WAVE CARDS] in the same row, do not collect.* [SHELL CARDS] are discarded at the end of turn if not collected. First player to collect 3 [SHELL CARDS] wins, the game is over & starts from the beginning.



CHALLENGE VARIATIONS

- +**FUN IN THE SUN** Play without a row limit on [SUN CARDS].
- +**BAREFOOT BOOGIE** Treat the [FLIP-FLOP CARD] like a [SAND CARD], you cannot use it to pass a [JELLYFISH CARD].



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