8+ | 2–4 | 15 min

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Fifty Shells™

Rules

Components

- 1 beach playmat



- 50 Shells: numbered 10–59, in 5 colours



In *Fifty Shells*, you're collecting beautiful seashells as you walk along the beach, so you can add them to your collection. String your shells together to gather the most pearls!

Goal of the game

String your shells together to gather the most pearls.

Setup

1. Place the beach playmat in the centre of the table.

2. Distribute the 50 shells randomly across the grid so that each space contains a stack of 2 shells, regardless of their number or colour.

3. Position the playmat so that each player **faces a different side**. The player facing **the edge with the wave** goes first.



How to play

Take turns clockwise.

On your turn, you must collect 2 shells to add to your collection in front of you. Follow these 3 steps to collect your 2 shells:

1. Choose 1 available shell

Choose 1 shell that is the closest shell to you in that column (at the top of the pile).





2. Move the shell

Move your selected shell as many spaces as the tens digit in its number.

Example: Shell number 12 must be moved 1 space. Shell number 46 must be moved 4 spaces.

MOVEMENT RULES:

- You must always move shells horizontally or vertically, never diagonally.
- You may move over empty spaces, but they do not count towards your movement total.



- You must always move a shell the full number of spaces indicated by the tens digit on that shell. You cannot choose a shell if it cannot complete its entire move, or cannot move horizontally/vertically.

Example: Shell 37 must be able to move exactly 3 spaces; otherwise you cannot select it.





Important:
You cannot pass over the same shell twice on your turn.

3. Collect your shells

Collect the shell you have just moved, plus the top shell you ended your movement on. Place your shells in front of you, in your 'collection'.

STRING SHELLS TOGETHER TO GATHER PEARLS

When you have shells with consecutive numbers in your collection, you can link them together. By doing this, you gather pearls!



Important: Although Shells 20, 32, and 44 look like they might link up (because the lines seem to match), they do not create valid pearls because their numbers are not consecutive.



➡**Exception**: You may string Shell 59 to Shell 10, which gives you 2 pearls.



Unable to move any of your available shells? **You're stuck!** But there's good news: instead, **choose any 2 shells**, one at a time, from anywhere on the playmat.



Once your turn is complete, play passes to the player on your left.

End of the game

The game ends when only 2 shells remain on the playmat.

Each player counts the number of lines between the shells in their strings, to find out how many pearls they have gathered. The player with the most pearls wins the game!

In case of a tie, the winner is the player with the longest string of shells. If there is still a tie, the victory is shared!

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