

Gosh Darn Bubbles!

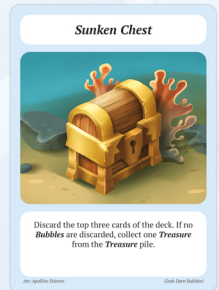
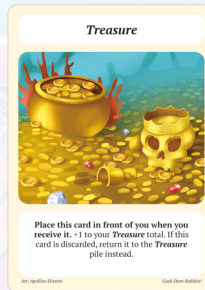
Gosh Darn Bubbles! is a casual and light-hearted underwater-themed card game. It is easy to learn, designed for **2-6 players**, and takes **5-20 minutes** to complete.

The Goal of the Game is to be the first player with three **Treasures**. Players earn **Treasure** by finding and playing **Sunken Chests**.

Watch out for **Bubbles**! They prevent **Sunken Chests** from providing **Treasure** and do nothing when they are played.

The animals in the game do many fun things, like help players find **Sunken Chests** faster, mess with players' cards, and provide bonuses and penalties.

The waves can get a little wild, but we are confident you will conquer them and discover the riches you seek!



Goal of the Game

- **The first player with three Treasures wins.**

Game Setup

- 1) **Place the *Treasure* cards in a faceup pile.** This is the **Treasure** pile.
- 2) **Shuffle the rest of the cards and place them in a facedown pile.** This is the game deck. (*Leave space for a faceup discard pile.*)
- 3) **Each player draws a hand of three cards from the deck.**

Taking Your Turn

- 1) **Play one card from your hand.** Any time you play a card, you reveal it, perform the action written on it, then place it on top of the discard pile (*unless the card says to place it somewhere else*).
- 2) **(End of Turn) Reset your hand to its maximum size.** Each player's maximum hand size is three cards. Draw cards from the deck if you do not have enough in your hand, or discard cards from your hand if you have too many.

Turn Order

- **The player who most recently interacted with water goes first.** This includes drinking water, washing hands, tears of joy, etc.
- **Players take turns in clockwise order.**

Need Some Answers?

- **The only time a player resets their hand to its maximum size is at the end of their turn.** It is common for a player to begin their turn with not enough, or too many, cards in their hand.
- **A card placed in front of a player affects that player until it is moved or discarded.** Only card actions can move or discard a card placed in front of a player.
- **If the deck runs out of cards,** shuffle the discard pile to make a new deck.
- **If part of a card's action or player's turn cannot be completed,** ignore that part and complete the rest of the action or turn.
- **Treasure should never be in the deck,** the discard pile, or a player's hand.

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