

Disney's

# THE LITTLE MERMAID

## Under the Sea Card Game

**For 2 or More Players—Ages 4 and Up**

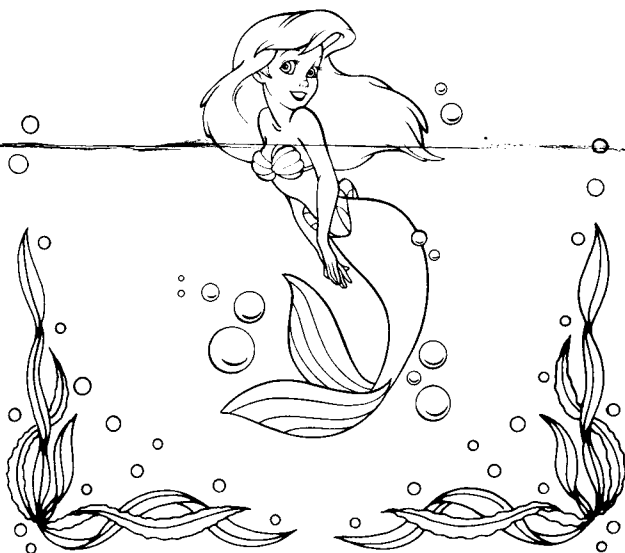
**Contents: 60 Cards**

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### Object

Be the first player to get rid of all your cards by matching cards from your hand to the center discard pile.

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## Setup

1. Choose one player to shuffle the cards and deal out 4 cards *face down* to each player.
2. Place the remaining cards *face down* in the center of the play area to form a draw pile.
3. Turn the draw pile's top card *face up* and place it next to the pile to form the discard pile.

**4. Match Colors or Pictures:** Players arrange the cards in their hands by placing cards with matching corner colors together (example: two purple corner cards); or cards with matching pictures together (example: two Flounder cards).

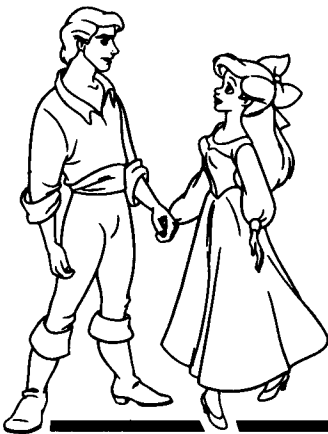
*NOTE: Younger players may wish to play with their cards face up on the table if they have trouble holding cards in their hands.*

## How to Play

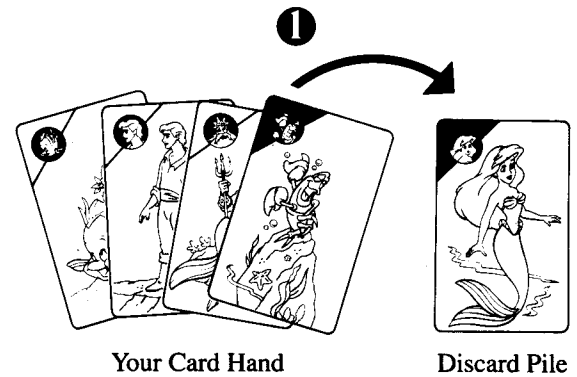
Youngest player goes first. Play continues clockwise.

### On Your Turn:

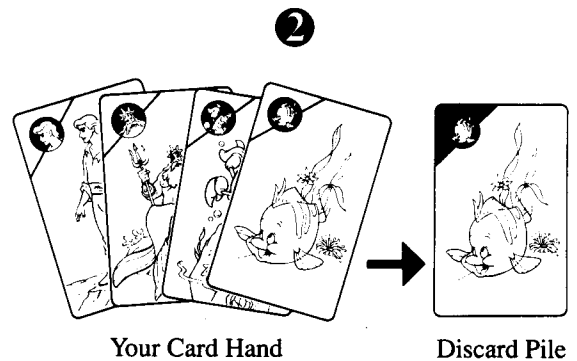
- **Look for a Match:** Look at the top card on the discard pile. Then see if you have any cards in your hand which match either that card's *corner color* OR match that card's *picture*! See illustration above right.



## Two Ways to Match!



*Color-match the purple corner of the Sebastian card to the purple corner of the Ariel card!*



*Picture-match the yellow corner Flounder card to the yellow corner Flounder card!*

- **Then Play the Matching Card:** Select which card you want to play from your hand. (You may have more than one that matches — but only choose one to play!) Place your chosen card *face up* on top of the discard pile. This ends your turn.

**Important:** If you do NOT have a card which matches by corner color or picture, you must *draw one card* from the top of the draw pile. This ends your turn — even if your new card matches!

Play continues with the player on your left. That player must either match by corner color or picture whatever card you placed on the discard pile or draw one card from the draw pile.

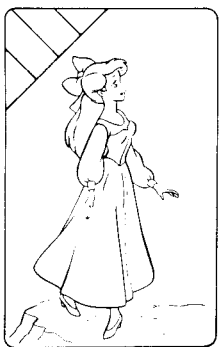
## Special Cards:

These cards are different from the other picture cards.



**Ursula:** Play this card on top of a matching corner color card or another Ursula card. When you play it, you make all players (except yourself) draw one card from the draw pile. Too bad for them! *HINT: The tiny #1 in the corner will help to remind players to draw cards.*

After you play the Ursula card on the discard pile and players have drawn cards, the next player can play a matching corner color card or another Ursula card on top.



**Ariel (as a human):** If you have this card in your hand, you're lucky! It's a Wild card and can be played on ANY card (even an Ursula)! All of the different colors are shown in the corner of this card so it matches any color card. After you play this card on the discard pile,

the next player can place ANY color card on top of it.

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## How to Win

The first player to run out of cards in his or her hands wins the game!

