Rules Version 1.3, Pre-Release

Gosh Darn Bubbles! is a casual, light-hearted, underwater-themed card game. It is simple to learn, takes **3-5 minutes per player** to complete, and is designed for **2-4 players**.

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

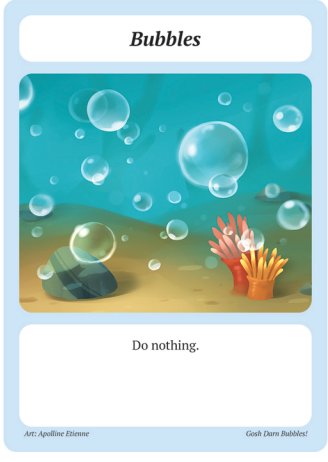
Watch out for ***Bubbles***! They prevent ***Sunken Chests*** from providing ***Treasure***, and do nothing when they are played.

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

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

Be kind to yourself. Be kind to other people, animals, and nature. Listen to your heart. You're doing great!

And remember: ***Bubbles*** do nothing!



Goal of the Game

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

Game Setup (3 Steps)

1) **Place athe *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 (2 Steps)

1) **Play one card from your hand**. Any time you play a card, place it on top of the discard pile *(unless the card says to place it somewhere else)*, then perform the action written on the card.
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 don't 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 the card 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 cards in the discard pile to make a new deck.
- **If any part of a card's action or a player's turn cannot be performed,** ignore that part and perform the rest of the action or turn.
- ***Treasure* should never** be in the deck, in the discard pile, or in a player's hand.
- **And remember: *Bubbles*** do nothing!

To view the game rules online,
visit ***www.sandwichbaggames.com/rules***