

Cards

Mermaid deck:

Mermaids (15) – These are your ambassadors and start play with no enticement power. Song of the Sea and Silence of the Deep cards empower the mermaids to entice creatures.

Song of the Sea (22) and **Silence of the Deep (22)** – These cards' value increase or decrease one mermaid's enticement power by either 1, 2, or 3. There is no limit to how many of these cards a mermaid can receive.

The Kraken (1) – The Kraken rises from the deep, causing each player's most powerful mermaid to leave them to entice the monster back to sleep.

Treasure of the Deep (1) – Lure a creature away from another player using this card.

Creature deck:

Sea Creatures (30) – Each creature has an enticement rating of either 4, 5, 6, 7, or 9. A mermaid must use Song of the Sea or Silence of the Deep cards to meet or exceed the creature's enticement rating in order to win that creature's loyalty.

Setup

Divide the Mermaid deck cards from the Sea Creature deck cards. Shuffle each deck separately.

Place the Sea Creature deck face down in the center of play area. Draw and place three sea creatures face up next to the Sea Creature deck.

Deal one mermaid to each player. Deal one additional card to each player. All players start the game with two cards. Replace The Kraken and Treasure of the Deep cards if drawn during setup. Place the Mermaid deck within reach of all players as the draw pile.

During play, discard Mermaid deck cards face up in a Mermaid discard pile next to the Mermaid deck. If the Mermaid deck is exhausted, shuffle the discard pile, place it face down as a new Mermaid deck, and continue play. Play ends if a player must draw a card to complete their hand but the Mermaid deck is exhausted and there are no discard cards.

The person who most recently went swimming goes first, play continues clockwise.

Players

6 players. Keep all cards in the deck.

5 players. Remove 1 mermaid from the deck.

4 players. Remove 4 mermaids from the deck.

3 players. Remove 7 mermaids from the deck.

Win

The first player to reach the total sea creature loyalty to meet the winning condition in the table below becomes the Ruler of the Deep. Loyalty value is the same as their enticement value. For a faster game, reduce the win requirement.

If there are no cards to draw and the Mermaid discard pile is empty, then the player with the highest total creature loyalty wins.

Players	Total Sea Creature Loyalty to Win
3	35 or higher total points
4	25 or higher total points
5+	20 or higher total points

Play

Each player completes all phases during their turn, then play passes clockwise for the next player's turn.

Draw phase

Draw until you have three cards in hand.

Draw cards from the Mermaid deck until your hand contains three cards. You may choose to discard your entire hand to the Mermaid discard pile and end your turn without an Action phase. You may not discard if you have drawn The Kraken or Treasure of the Deep cards.

Action phase

You may perform as many actions, in any order during the Action phase. Resolve all actions as they occur.

- **Play a mermaid.** Place a mermaid from your hand into the play area in front of you.
 - You may have up to three mermaids in your play area at one time.
- **Play Song/Silence cards.** Add Song of the Sea or Silence of the Deep cards to any mermaid, yours or another player's, in the play area.
 - Place the Song/Silence cards side-by-side to the right of the mermaid they affect.
 - Song/Silence cards are opposites and cancel, up to the value of their card, the other's value when played on the same mermaid, but both Song/Silence are effective at enticing creatures.
 - When Song/Silence cards exactly cancel each other, place cancelling cards underneath the mermaid so they don't show. It is possible to cancel the effect of a higher value card with multiple smaller value cards. The total of the visible, uncanceled Song/Silence cards' value, to the right of each mermaid, indicates that mermaid's current enticement power.
 - Cards may not be move once played on a mermaid.

- **Play The Kraken card.** This card must be played during the turn it is drawn, but may be played at any time during that turn.
 - To use, you must say "Release the Kraken" and show the card to all players.
 - All players must then move their mermaid with the highest enticement power to the Mermaid discard pile. If a player has more than one mermaid with the same enticement power, they may choose which one to discard. Mermaids with 0 enticement power are unaffected.
 - Discard The Kraken card to the Mermaid discard pile after use.
- **Play Treasure of the Deep card.** This card must be played during the turn it is drawn, but may be played at any time during that turn.
 - Show the card to all players, then select another player who has enticed one or more creatures, draw one of their creatures at random, and add it to your creature area.
 - Discard Treasure of the Deep to the Mermaid discard pile after use or if there are no creatures to choose from at the end of your turn.
- **Entice a creature.** You may declare that you wish to entice a creature when you have a mermaid whose Song/Silence enticement power total value meets or exceeds the enticement rating of that creature.
 - Take the creature's card from the play area and place it near your play area.
 - Draw a new card from the Creature deck and place it in the play area.
 - Discard the enticing mermaid and all related Song/Silence cards to the Mermaid discard pile.

End of Turn

You may declare the end of your turn at any time, if you do not have The Kraken or Treasure of the Deep.

Meet the Mermaids

Each mermaid comes from a different sea or ocean around the world. It's mermaid tradition to be given two names: one in the mermaid language and one in a human language. The human name usually comes from the local people who live near where the mermaid normally swims. You can learn more about the mermaids, where they swim, and what their name means at

BardicArmadillo.com



Meet Bardic Armadillo



Mermaid's Song

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Deutsche Übersetzung und Lektorat: Barbara Nobis und Alexia Trench
Artist: Raquel Paolini.
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Mermaid's Song is a work of fiction.
No AI was used to create any part of this game. No part of this game is approved for use in training AI for any reason.