

Jelly Fish Toast & Jam

MATCH THREE FIRST AND
SABOTAGE YOUR FRIENDS



AGES 7+ | 2-6 PLAYERS | 10 MIN PLAY

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**How-to-Play
Video!**



Overview

Collect matching cards while sabotaging your friends and enjoying clever puns in this simple yet strategic game!

Contents

- 80 cards

Objective

Be the first player to collect 3 unique sets of character cards!

Set Definition

A set is defined as a group of cards with the same character and background color. The puns are there for a laugh and don't affect gameplay.

2-4 Players:

Collect 3 sets of 4 matching character cards.

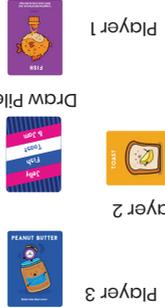
5-6 Players:

Collect 3 sets of 3 matching character cards.



Setup

Sets must be unique—meaning players can collect only one set of each character. For example, a player could not collect two sets of fish cards. Shuffle the deck of cards and deal one card to each player. Each player lays their card in front of them, face up. Place the rest of the deck face down in the center of the table as a draw pile.



How to Play

The youngest player goes first. Every player will do the same three things on their turn:

1. **DRAW** – Draw a card from the draw pile
2. **STEAL** – Steal a card from another player
3. **COVER** – by drawing a card from the draw pile and placing it face down on top of a card or partial set

Once a player completes all steps, play moves to the player on their left. When a player completes a set, they should put it together into a sideways facing pile, face up, and off to the side.



See inside for detailed instructions!

Step 1: DRAW

A player takes the top card from the draw pile and puts it face up in front of them.

If they do not have a card with this character, they place it next to other partially completed sets.

If they have a card with this same character, they put them together, partially stacked on top of each other.



Rules and tips on DRAWING cards:

If a player draws a card, but already has a completed set of that character, then they must give it to another player.

For example, if a player already has a set of Fish cards and they draw a fish card, they must give it to another player who does not already have a set of fish cards.

Be strategic when giving away your card—try to avoid completing a set for another player, if you can.

If no other player can take the card (because they already have a matching set) add the card to the bottom of the draw pile.

Step 2: STEAL

The player then takes a card from another player and adds it to their collection.

For example, Player 1 takes Player 2's Toast card to continue building their set. Player 1 puts the new Toast card on top of the one they already had, so everyone can see that they have 2 Toast cards.



Details on STEALING cards:

Cards "covered" by a face down card cannot be stolen.

A player cannot steal a card from another player's completed set.

Players cannot steal a card that is the same as their completed set. For example, if they already have a set of fish, they cannot steal another fish card.

A player may steal a Cover Card **but cannot look at it** first. Once stolen, the player flips the card over and places it in front of them with the rest of their cards and partial sets. If the card matches one of their completed sets, they must give it to another eligible player.

Step 3: COVER

Finally, the player draws the top card from the draw pile—without looking at it—and places it face down on top of any card or partial set to protect it from other players. This is the Cover Card.

In the example, Player 1 covers their partially completed Toast set because it is nearly complete and other players will want to steal their Toast!



Details on COVERING cards:

Cards protected by a Cover Card cannot be stolen, but the Cover Card can be.

Players may not cover a Cover Card or completed sets. If all of a player's cards are covered, they **skip Step 3**.

Players can continue to add to partial sets that are covered by a Cover Card.

Example: A player draws a Fish and already has one Fish card that is covered, they add the second Fish to the pile, still covered.

Once a covered partial set is completed, the player looks at the Cover Card and **must** give it to another eligible player.

Once a Cover Card is placed, it can't be moved to a different card or partial set.

Winning the Game

2-4 Players:

Collect 3 sets of 4 matching character cards.



5-6 Players:

Collect 3 sets of 3 matching character cards.

