



AMAGAMES

# Grande Marée

"Palourde" Expansion



## Content:

2 rulebooks (Fr/En), 1 "Tide" token, 1 title card  
and 34 cards:

24 cards "Great Tide" 🌑

"Basket"



x1

"Low  
tide"



x2

"Fish"



x16

"Fishing  
rod"



x3

"Chest"



x1

"Key"



x1

10 cards "Follies" ⚓

"Jellyfish"



x2

"Anchor"



x2

"Starfish"



x2

"Octopus"



x2

"Helm"



x2

## Welcome to the Great Tide!

A gentle breeze of madness sweeps across the beach, giving you the chance to fish during "Low Tide" and "High Tide." But be careful - you won't be catching the same things!



### Setup:

The setup and rules are identical to the base game, but with the addition of the expansion cards. Before playing, place the "Golden Clam" card and the "Tide" token on the "Low" side near the "Beach."

### The game:

- The game begins at "Low Tide." The tide alternates, based on the "Tide" cards revealed, between low (to fish for clams) and high (to fish for fish). Follow the changes by flipping the "Tide" token to the corresponding side.
  - For other pairs, "Event" cards, or "Follies" cards, the rules remain unchanged regardless of the tide.
- The Fishing ends: when all the "Tide" cards have been revealed.
- The fisherman with the most points (Clams, Fish, Treasure) wins the "Golden Clam"!

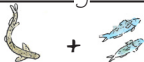


### Pairs at "Low Tide":

See the rules of "Palourde"



### Pairs at "High Tide" 🌙:



The fisherman wins the pair and puts the fish in his basket.

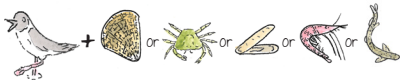


The fisherman wins the fish, discards\* the fishing rod and plays again.

\*Discard: Remove from the game

Pairs (which do not depend on the tide):

See the rules of "Palourde"



The fisherman is allowed to steal a "Fish" from the fisherman of his choice using bait! Discard both cards.



You find a treasure buried in the sand! The treasure adds 3 points at the end of the game.

The "Follies" (⚓):

When a "Folly" is revealed by a fisherman, it is kept in his basket. One or more "Follies" can be played at the beginning or end of the fisherman's turn and then discarded.



The jellyfish paralyzes an opponent by placing the card in front of him. He will not play the next turn.



Take the helm! Reverse the direction of play!



Thanks to the octopus's many tentacles, the fisherman can flip 4 cards (to be played at the start of his turn)!



Inspired by the regenerative ability of starfish, the fisherman can immediately play again.



At the end of your turn, reserve a card on the "Beach"! No other fisherman can take it. The anchor also withstands storm warnings!