

ANIMAL ABILITIES



PEACOCK: Choose a card from **any player's row**. Put it at the bottom of **either deck** and replace it with the **top card** of that deck.



MANTIS: This card counts as **any Animal**. Choose a card **in your row**. Put it at the bottom of **either deck**. Close any gap if required.

CREDITS

Creative Director: Anthony Perone

Producer: Daryl Choo, Maxime Gaillard & Joshua Zhang

Marketing: Gabriel Moraes, Chris Marras & Irene Tam

Publishers: David Doust & Chern Ann Ng

SPECIAL THANKS TO ALL OUR PLAYTESTERS!

JÉRÉMY
DUCRET
JOHANNES
GOUPY



SIMON
CARUSO



COLLECT!
SHARP & SHINER



RULES

COLLECT! SHARP & SHIMMER

NEW CONTENDERS HAVE EMERGED!
ONE CUTS DEEP,
THE OTHER SHINES BRIGHT!

COMPONENTS

16 Cards • 8 per Animal



SETUP

Collect! Sharp and Shimmer introduces 2 new contenders for the Crown, the **Peacock** and the **Mantis**!

This expansion allows you to **replace either Animals** of the **Green** color, and/or the **Wild** color.

To **setup**, simply **remove 8 cards of the Animal** you wish to replace and **shuffle in 8 new cards** of the **same color** into the deck.

Example: If you wish to play using the Peacock, replace the Green Animal with the Peacock. In the case of the base game of Collect!, it will be the Crocodile.