



**Sigil:** +1 or +2 p. ←

**Bomb:** -3p. →

**Star:** Each one turns one captured Bomb into +2p. →

**Poop:** -1p, but if you capture 4+, instead +7p in total from Poop. →

**Swirl:** +3p, but -1p per other symbol captured with the same paperclip. →

**Emerald:** +0||1|3|6|9|12|15p, for 1|2|3|4|5|6|7 pcs. →

**Wild:** A pair of Wilds becomes any one non-Swirl symbol at game end. →