

Shark Tank by Richard Durham
2-4 players, maybe 20 minutes

It's feeding time and the sharks are hungry! In this game the players control four sharks as they position for dominance in the cafeteria line of the sea. They each have particular tastes, though, and will only gobble up fish of the same suit as themselves! In the end, the player who has helped feed the sharks most wins!

Score points for gobbling the most fish, the highest value fish, or for gobbling sets of fish

Piecepack breakdown:

- Pawns represent the four Sharks. All four will be used.
- The tokens represent fish. Tokens with a Null value are wild, as described below.
- The tiles are used for movement and setting up the board. The suit does not matter except to determine the Tasty Fish.
- The dice are used to determine the value of the wild Null Fish tokens and to determine who plays first.

Setup

1. Create the Shark tank by laying out 12 tiles suit-down in a row, and then lay tiles out in a column from one of the corners. Place the final tile suit-side up in the fourth empty corner of the box, according to the diagram. This suit is the Tasty Fish suit, and each token you gobble up of this fish is worth 2 points instead of 1.

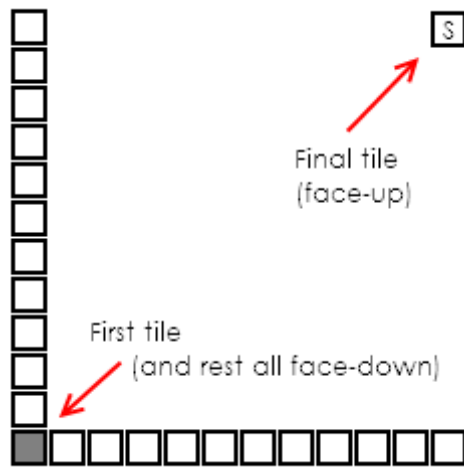


Figure 1: Creating the shark tank

2. Turn all the tokens number side up.
3. Randomly determine which player will go first.
4. Each player, going clockwise should take a 1 token of any suit. Then repeat with a 2 token, and finally a Null token. In a 2 player game, each player should take two of each value. *Experienced players will use this to set themselves up for scoring suit sets.*
5. The remaining tokens, representing the fish, are turned suit-side up and spread randomly and evenly throughout the Shark tank play area.

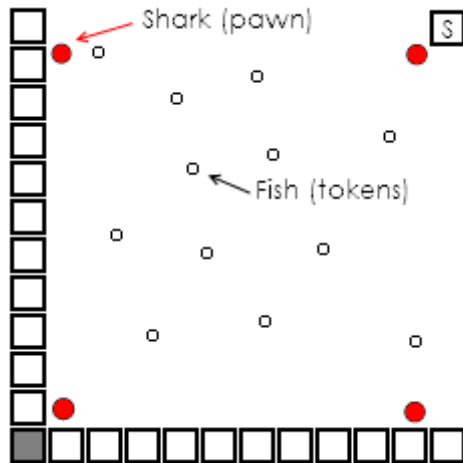


Figure 2: Placing fish tokens and Shark pawns

6. One pawn, representing a Shark, is randomly placed in each corner of the shark tank within the play area.

7. Pick up all the tiles except the corner tiles and stack them grid-side up. The suit of the tiles will not matter; these are used for movement.

Play Rules

Every turn you may move any one of the sharks. The goal is to move it towards a fish of the same suit in order to gobble them up first – or to block other players from gobbling up fish.

Sharks may only gobble up fish of their matching suit (ex. The Moon shark may only gobble up Moon fish)

Sharks must move to breathe, so when you choose a shark he will always move a distance of at least 2 tiles. Additional movement may be gained by:

- spending one Fish Token you have in front of you (*only one per turn*)
 - The value on the fish token is the number of EXTRA tiles (in addition to the default of 2) you must move.
 - If you spend a Null token (blank one), roll a die to see how many extra tiles you may move. If you roll a Null value, then you do not move any extra tiles. Sorry.
 - Discard the spent Fish Token to the side – it is out of play.
- Collected tiles from having the most Fish Tokens (*see End of Turn below*)

Movement

Place the first tile grid-side up so that it touches the base of the Shark you are moving. Place the second tile adjacent so that at least one of the squares lines up. See diagram for an example. Additional tiles are placed adjacent to the second tile, and so on.

You **MUST** play the full number of tiles you have earned.

When you have placed the last tile of your movement, move the Shark anywhere on the edge of the final tile.

Tiles placed must go AROUND any objects in the Shark tank, whether other Sharks or fish.

Gobbling a fish

In order to gobble a fish:

1. It must be the same suit as the Shark you are moving.
2. After moving the Shark, the base of the Shark must be touching the Fish token.
3. After gobbling up a fish, add it to the fish tokens in front of you suit-side visible to other players. It may be later spent for additional movement.

End of Turn

After Moving and resolving any Gobbled fish, play goes clockwise to next player, UNLESS that player has the most Fish tokens (ties do not count). In which case that player skips movement and instead takes a grid-side up tile and places it in front of them. Tiles collected in this way **must** be used on that player's next Movement.)

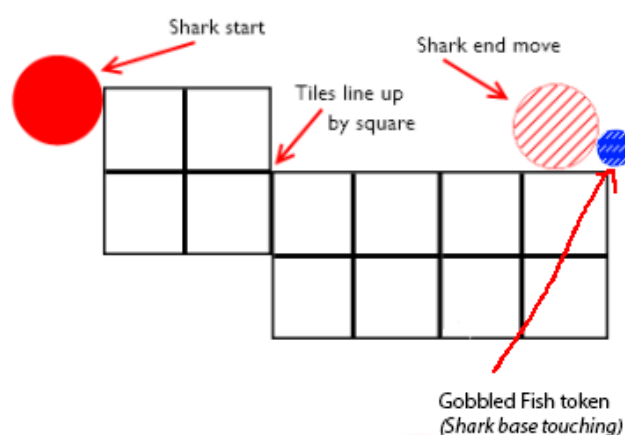


Figure 3: Movement and gobbling

If at the start of your turn there only 2 or fewer Fish, each player gets one final turn (or until fish run out).

After this, the game ends and scoring begins.

Scoring

- Score 1 point for every Fish token you have (not spent tokens)
- Big Fish suited tokens are worth an extra 1 point each
- Score the face-value of all your fish tokens. For Null fish, roll a single die to see how much each Null fish is worth (for all players). A rolled Null means it is worth zero points.
- Score 8 points for each complete set of the four suits of Fish you have.
- Score 10 points if all of your fish tokens are of the same suit (even if you have only one Fish token)

The winner is the player with the highest score. If there is a tie, the player with more Big fish wins. If there is still a tie, shake hands and call it a good game.

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