Sharks
Designed by Kristen Mott

2-4 players
Ages 8+
30 minutes

Sharks are struggling for survival, trying to eat a varied carnivorous diet of sea creatures while emptying trash from their stomachs, outmaneuvering a boat, and defeating rival sharks.

Each shark is trying to eat different creature types and sizes, based on score cards in the player's hand. Players are trying to get these specific creature types and sizes into their shark's stomach. The player board will be referred to as the shark's stomach throughout the rulebook. Creature types are **Bony Fish** (purple), **Cartilaginous Fish** (green), **Cephalopod** (orange), **Crustacean** (brown), **Marine Mammal/Bird** (red), and **Pelagic Fish** (blue). Sizes are **Small**, **Medium**, and **Large**.

Components and Set Up

- 1 Boat
- 1 Score Track
- 6 Shark Player Boards/Shark Stomachs
- 6 Shark Meeples
- 6 Score Markers
- 23 Ocean Tiles
- 32 Trash Tokens
- 72 Sea Creature Tokens
- 144 Score Cards

(VISUAL EXAMPLE - GAME SET UP FOR 3 PLAYER GAME)

(1) For a 2 player game, use the 8 core ocean tiles (those with stars on the back), and randomly add 4 of the additional ocean tiles. Shuffle all 12 tiles and randomly place them face up in a 3x4 grid. For a 3 or 4 player game, shuffle the 8 core ocean tiles with 8 additional ocean tiles and randomly place them all face up in a 4x4 grid. Place all of the remaining ocean tiles in a stack face down near the ocean grid.

(2)   Place the score track within reach of all players. Place the trash tokens in stacks nearby, trash side up.

(3) Divide the small, medium, and large sea creature tokens and place them in three separate bags (use opaque bags or cups) to the side of the ocean board. Pull two tokens from each bag and display them next to their respective bags.

(4) Each player chooses one of the 6 shark stomachs, along with its matching shark meeple, score marker, and deck of 24 score cards. Any boards, shark meeples, score markers or cards not chosen for this game should be placed back in the box.

     (4a) Each player takes the score marker in their color and places it next to the score track.

     (4b) Each player shuffles their deck of score cards and places the deck face down in front of them, then draws 3 score cards. These cards determine how their shark will score points for the sea creatures it eats. These cards may be kept secret but it's not required.

     (4c) Each player places their shark outside of the ocean grid next to an ocean tile. Two sharks cannot share the same starting position. Each shark begins with an empty stomach.

Game Play

The player who was last in the ocean goes first and play proceeds clockwise. On their turn, each player will:

1. **Swim through the ocean** (move shark up to 3 tiles)
2. **Perform the tile action** (after eating any trash along the path)
3. **Score Cards** (optional: score points for shark's stomach contents)
4. **Move the boat** (and leave trash behind)

1. Swim through the ocean
- On their turn, each shark may move 1, 2, or 3 ocean tiles in any direction (vertically, horizontally, or a combination of both), but not diagonally (with the exception of the thresher shark).
- Any trash tokens on tiles a shark passes through or lands on are eaten and placed in its stomach.
- Sharks may use their unique movement actions but are not required to do so.
- Sharks cannot stay on the same ocean tile for two consecutive turns unless blocked on all sides by other sharks, the boat, or the ocean border and they cannot move with their ability.
- Sharks cannot move through or land on tiles occupied by another shark (with the exception of the great white shark).
- Sharks cannot move through or land on the ocean tile occupied by the boat (with the exception of the tiger shark). The boat may move to a tile already occupied by a shark.
- Sharks cannot move through or land on Oil Spill ocean tiles.

(VISUAL EXAMPLE - SHARKS MOVING ON OCEAN GRID)

The Sharks

Bull Shark - Its movement ability is adaptability. Bull sharks like to swim near shores and are the only sharks able to swim up rivers and survive in fresh water. This allows the shark to move from one corner tile directly to the next corner tile clockwise around the ocean grid, as if swimming along the shoreline. This counts as just one of the shark's three tile movements.

Common Thresher Shark - Its movement ability is breaching, as threshers can propel their whole bodies out of the water and turn. This allows the thresher to move diagonally once per turn. The diagonal movement counts as just one of the shark's three tile movements.

Great Hammerhead Shark - Its movement ability is agility. This allows the shark to move one additional tile each turn for a total of four tile movements.

Great White Shark - Its movement ability is aggression. This allows the shark to pass through or land on tiles occupied by other sharks. The great white cannot pass through or land on the tile with the boat.

Shortfin Mako Shark - Its movement ability is speed, as these are one of the fastest sharks in the ocean. This allows the mako to move from a corner ocean tile directly to the opposite corner ocean tile once per turn. This counts as a just one of the shark's three tile movements.

Tiger Shark - Its movement ability is fearlessness. This allows the shark to pass through and land on the tile occupied by the boat. The tiger shark cannot pass through or land on tiles occupied by other sharks.

2. Take the tile action

When a shark lands on an ocean tile, it must first eat any trash collected along the path, then perform the action on the new ocean tile.

Eating Trash

A shark must eat any trash tokens along its travel path to or on its next ocean tile. The shark eats the trash token and they must be placed in its stomach *before* performing the tile action. Trash tokens take up valuable space in a shark's stomach.

Performing Actions

When a shark lands on an ocean tile, that tile's action must be performed as follows:

Reef (Small/Medium/Large) - The player must blindly draw a creature token from the bag of the corresponding size (Small, Medium, Large) and place the selected token in their shark's stomach.

Sea Creatures (Small/Medium/Large) - The player must take one of the two displayed creature tokens of the corresponding size (Small/Medium/Large) and place it in their shark's stomach. They then immediately replace the selected token with one randomly drawn from the corresponding bag.

Tide - The player must blindly draw a single creature token from any one of the bags (Small/Medium/Large) and place it in their shark's stomach. Once this action is complete, the tide changes, moving different creatures to different waters. The player must:

(1) Remove and discard three ocean tiles of their choice from the ocean grid and replace them with ocean tiles from the draw pile. Sharks and/or the boat on any of the changed tiles will stay in their current position on the replacement tile. Any trash tokens from these discarded tiles are also discarded. Reshuffle any discarded ocean tiles back into the face-down pile.
(2) Place all displayed creature tokens into their respective bags and draw two new tokens to display for each size.

Bonus Point: If a player chooses to replace three ocean tiles with trash on them, the player receives 1 point for helping to keep trash from other sharks.

Trash Relief - Some sharks can turn their stomachs inside out to regurgitate items they don't want to digest in a process called stomach eversion. On this ocean tile, the player must blindly draw a creature token from any one of the bags (Small/Medium/Large). Then the player must do one **or** both of the following actions:

1) Take a single trash token out of their shark's stomach and discard it.
2) Discard one, two or all three of their current score cards and then draw back up to a hand of three. The player may score these cards on this turn because the action is completed before the score cards portion of their turn.

When the boat moves from a Trash Relief tile, it cannot leave trash behind.

Oil Spill - Sharks don't want to move through spilled oil. They cannot move through nor land on these hazard tiles, but the boat may move through and land on these tiles.

When the boat moves from an Oil Spill tile, it cannot leave trash behind.

(VISUAL EXAMPLE - FULL TURN EXAMPLE)

3. Score Cards (Optional)

Each player will always have a hand of 3 score cards. As a player's shark collects creature and trash tokens in its stomach, a player may choose to score one, two, or all three score cards from their hand once per turn based on the contents of their shark's stomach.

To score a card from their hand, the player discards that card into their own discard pile and adds all points earned based on all of the creature tokens in their shark's stomach and the score card requirements. They then move their score marker that number of spaces along the score track. The contents of the shark's stomach is cumulative and may count toward current score cards as well as those on a future turn.

Once a player has discarded the scored cards, they must draw back up to a hand of three cards. New cards drawn cannot be scored this turn, even if the shark's stomach contents meets the requirements.

In the rare case that a player has cycled through all of their score cards, they simply shuffle their stack of score cards, place it face down, and draw three new cards.

(VISUAL EXAMPLE - SCORING TWO SCORE CARDS)

4. Move the boat

The boat must be moved at the end of each player's turn. When the boat moves it leaves trash behind.

The player must move the boat by turning over a single trash token from the stack and moving the boat one ocean tile in either of the directions indicated on the back of that token. The player should look at the token with the boat icon oriented upright and move the boat in accordance with their personal orientation to the ocean. For example, if players are sitting on opposite sides of the ocean, only the active player's position will determine the boat's movement according to the trash token. If the boat cannot move in either indicated direction, it can be moved one ocean tile in any chosen direction.

The player must then place that trash token on the ocean tile the boat just vacated (not the new tile it moved to). If the trash token cannot be placed, simply discard it direction side up. These can be reshuffled and stacked as needed.

There may never be more than a single trash token on any ocean tile.

Trash tokens may never be on Trash Relief or Oil Spill tiles.

The boat may move to an ocean tile already occupied by a shark, but a shark may not move to or through a tile occupied by the boat (with the exception of the tiger shark).

If a trash token is placed on a tile after the shark has already landed and completed the action, the shark does not eat it.

(VISUAL EXAMPLE - MOVING THE BOAT AND LEAVING TRASH TOKEN)

Game End

The game end is triggered when a shark has accumulated 10 total items in its stomach (creatures or trash tokens). Players finish the current round, giving each player an equal number of turns, and then the game ends.

No player may have more than ten items in their shark's stomach. If their final action gives them more than 10 items, they must add the eaten items in their shark's stomach in order, stopping when they reach 10.

The shark with the most points on the score track wins and has the best chance of survival. If there is a tie, the victory goes to the shark with the fewest trash tokens in their stomach. If there is still a tie, it is a shared victory.

(VISUAL EXAMPLE - 10 ITEMS IN A SHARK'S STOMACH AND SCORE TRACK)

Common Core Standards for K-5:

- Life Sciences
- Ocean Systems
- Introduction to marine biology and ocean life
- Environmental awareness: human impact on the environment
- Structures and functions of living systems

Acknowledgments: