

SHARK ISLAND™

RULE BOOK



AGES
14+

When I took the job as Sheriff on this small island it was to escape from life in the big city and raise my kids in a place that offered all the beauty and peace that the tourist brochures promote, and at first that was exactly how it was. Sure, the summer tourist crowd created some work for me, but there is a big difference between some teen parties on the beach getting a little too wild, or drunken businessmen running their boat into the pier and what we have now. Of course, I had heard the story of the great shark attacks that occurred in the past that gave the island the nickname of "Shark Island" in the press. But that was a long time ago and there had not been anything beyond a stranded whale on the beach in the last 15 years... until now.

It started two days ago when a baby whale was found on the north beach; half the whale's body had been bitten off. A local diver named Hudlo found the body and said that the shark that did this had to be a Great White, and a gigantic one at that. He called in his friend from the University in Boston, an Oceanographer named Anya Lee to examine the bite radius. Before she got to the island there was another attack, this time on a woman that is known to swim alone in the evenings. She was reported missing the day before we found her arm on the resort beach area.

Today, Harlan, one of the old-school fishermen, came into my office and said he found the deserted boat of some divers about a mile out to sea. "You got a demon-fish feeding off this island!" he exclaimed, and I feared in my heart he was right. The peaceful island I moved to was gone, and Shark Island had returned.

OVERVIEW: Shark Island™ is a semi-cooperative game for 2 – 5 players that pits up to 4 Shark Hunter Players against a monstrous Great White Shark Player working to terrorize the island. The Hunter Players must work together to maximize their skills to search the surrounding waters and locate the Shark before it can bring more terror to the island, or quickly respond after it attacks to do as much damage to the creature as they can. When the Shark is found, the Hunters engage in a rapid form of combat, intent on killing it or driving it to sea. If the Hunters kill the Shark, they win! The Shark Player will need to outsmart the Hunters and terrorize the island to accumulate enough terror to win the game by achieving the Terror Goal they chose at the start of play.

COMPONENTS: The following components are included in Shark Island™.

- 24 Island Tiles
- 6 Hunter Character Cards
- 6 Hunter Tokens, 1 Shark Token and 1 First Player Token with plastic stands
- 6 Sets of Character Skill Cards (12 of each set)
- 10 Shark Coins
- 15 Reroll Tokens
- 3 Action Dice
- 1 Shark Screen
- 1 Combat Deck (52 cards total)
- 20 Shark Skill Cards
- 16 Terror Tokens
- 1 Shark Character Card
- 1 Dice Barrel
- Wooden Fight Tokens, Plastic Health Markers
- 30 Fin Tokens
- 1 Combat Aid
- 4 Shark Strategy Cards
- 17 Calendar Cards

The following sections look at some of the components in greater detail.

ISLAND TILES

Island Tiles represent the areas around the Island the Shark will hunt each turn as designated by the Calendar card.

Terror: The Terror range this Tile can produce if attacked. In this case, the Shark could earn 1 or 2 Terror with a successful attack.

Tile Name: The name of the location and opportunity for the Shark to attack.



Fin Icon: Shows the number of Fin Tokens the Shark gains for this Island Tile.

Confirmed Sighting Icon: Shows the maximum number of Confirmed Sighting actions that may be used on this Island Tile.

HUNTER CHARACTER CARDS

Character Name: Each Hunter has a name and profession.

Attributes: Each Hunter has 2 attributes: Search and Fight.

Search: This attribute identifies the number of dice rolled when searching an Island Tile for the Shark.

Fight: This attribute identifies the number of Fight Tokens the player gains each combat.



Skill: Each Hunter has one Skill.

Damage Track: The Hunter's Craft will sink if it takes too much damage. Track damage on this track.

HUNTER TOKENS: There is a token matching the color of the Character Card for each Hunter. These tokens represent their Craft (Boat or Helicopter) and are placed on Island Tiles during the Hunter Phase.



HUNTER SKILL CARDS: Each Hunter has a deck of 12 Skill Cards. The back of their cards match their character's picture. These cards provide special abilities to the Hunter. The icon in the top left corner identifies how the card can be played.

 Anchor Icon cards may only be played on the Hunter playing the card. These are specific to them.

 Life Preserver Icon cards may be played on any Hunter to assist them.



ACTION DICE



REROLL TOKEN



1ST PLAYER TOKEN



Shark Coins represent the number of Shark Coins given to the Shark Player when these cards are played.

SHARK CHARACTER CARD:

Health Track: This Track is used for the Health of the Shark. Red numbers act as a barrier for healing. The Shark may not heal past a red number. There is a different start space based on the number of Hunters.

11 **12** **13**_{4P}

10_{3P}

9

8_{2P}

7 **6** **5** **4** **3** **2** **1**

GREAT WHITE SHARK

Killing Machine
When you gain 2 Shark! Cards in combat you immediately win the Battle, even if you exceed 23. If you did not exceed 23 you may Terrorize. If you exceeded 23, you escape with no damage but may not Terrorize.

BASE FINS

FIGHT

Shark Type

Special Skill

Base Fins: These Fin Tokens are always active each turn. The Great White has 2 False Fins and 1 Shark Fin each turn.

Fight: This Skill identifies how many Fight Tokens the Shark will have each Combat.

FINS: These are placed on the Island Tiles by the Shark Player. The Shark Fin identifies the location of the Shark. The False Fins identify things mistaken to be the Shark and may trigger special abilities of the Shark or Hunters, and Hazard Fins are things that hurt the Hunters when revealed.



FIN TOKEN BACK



SHARK



FALSE FINS



HAZARD FINS

SHARK SKILL CARDS: Like the Hunters, the Shark has a deck of Skill Cards with the Shark on the back of the cards.



TERROR TOKENS: These are gained by the Shark after successfully terrorizing and are required for the Shark to win.



SHARK COINS

SHARK STRATEGY CARDS: These cards are used by the Shark Player to establish his victory condition.



SHARK SHIELD: The Shark Shield allows the Shark Player to plan the placement of their Fins.



DICE BARREL



5

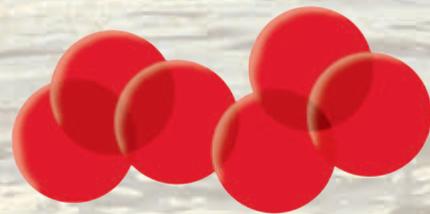
COMBAT DECK: This deck is used to resolve combat with the Shark.
 (See Combat section on pages 14-17)



COMBAT AID:
 The Combat Aid provides helpful information regarding the Combat Phase.



FIGHT TOKENS



HEALTH MARKERS

CALENDAR CARDS: These cards contain a modifier to be used when determining the number of Island Tiles to be placed as well as the special events that effect each turn.



WINNING AND LOSING: The Shark Player wins by achieving the goal on the Shark Strategy Card they chose at the start of the game. In all cases, this will require they have a minimum of nine total Terror Tokens. The Shark Hunters win as a group by killing the Shark. The game ends immediately when one of the following conditions is achieved:

- 1) The Hunters win if they reduce the Shark to zero health. Should this occur, the Hunter players win the game!
- 2) The Shark Player wins by revealing their Strategy Card and they have the required Terror Tokens as noted below:
 - They must have a Minimum of 9 Terror Tokens in their Terror Tracks.

AND

 - They must have 5 Terror Tokens for the Shark Strategy Card if they chose Mayor Fired, Resort Closed or National Press.
 - They have a total of 12 Tokens and chose the Strategy card "Ghost Town."

GAME SETUP: Use the following steps to set up the game.

1) **Establish Player Roles:** Determine the player that will take the role of the Shark. The other players will take the role of Hunters.

Note: If playing with 2 players, the Hunter Player should play with 2 or more Hunters.

2) **Shark Player:** The Shark Player takes the Shark Screen, Shark Skill Cards, Shark Tokens, Shark Character Card, and all Fin Tokens and follows the steps below:

Step A: Place the Screen in front of the Shark Player.

Step B: Take 2 False Fins and 1 Shark Fin and place them face-up behind the Shark Screen for easy access.

Step C: Take the remaining False Fins (white type), mix them, and place them face down next to the Shark Screen in view of all players.

Step D: Place the 2 Hazard Fins beside the Shark Screen, visible to all players.

Step E: Shuffle the Shark Skill Cards and place the deck beside the Shark Screen visible to all players.

Step F: Draw 2 Shark Skill Cards to form the starting hand for the Shark Player.

Step G: Place the Shark Coins next to the Shark Screen, visible to all players. Then the Shark Player takes 1 coin for each Hunter that is in the game.

3) **Hunter Players:** Each of the Hunter players selects a Hunter Character Card, taking their matching Character Skill Cards, Character Standee and Fight Tokens, and follows the steps below:

Step A: Each Hunter player places their Character Card face-up in front of them.

Step B: Each Hunter player shuffles their Character Skill Cards and places their deck next to their Character Card. Then each Hunter draws 1 of their Character Skill cards to form their opening hand.

Step C: Each Hunter places their Fight Tokens for their character next to their Character Card.

4) **Reroll Tokens:** Place the 15 Reroll Tokens where all Hunters can reach them. Then each Hunter takes 2 Reroll Tokens.

5) **Calendar Cards:** Shuffle the Calendar Deck and place it to one side of the playing area.

6) **Island Tiles:** Shuffle the Island Tiles and place the deck face-up near the Calendar Cards.

7) **Action Dice:** Take the 3 Action Dice and place them in the center of the playing area.

8) **Terror Tokens:** The Shark Player takes the Terror Tokens and mixes them face-down into a draw pile next to the Shark Screen where all players can see them.

9) **Shark Strategy Cards:** The Shark Player takes the 4 Strategy Cards and chooses 1 of them to be their strategy for the game and places it face-down behind the Shark Screen. They then return the others to the box.

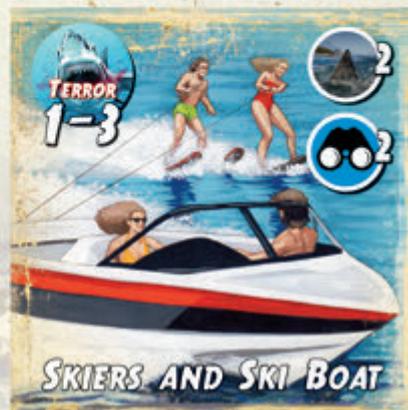
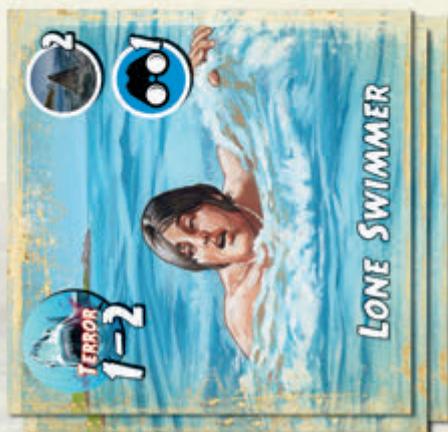
10) **Combat Cards and Combat Aid:** Place the Combat Aid near the Shark Screen and shuffle the Combat Cards and place them on top of the Aid on the space provided.

11) **First Player:** The Hunter Player that last watched a shark movie or television show takes the First Player Token.

You are now ready to play the adventure game Shark Island™.

See the setup diagram on pages 9-10 for a 4-player game setup (3 Hunters & the Shark).





BLOOD FURY

During the Combat Phase, you may discard 1 card from your hand to deal 1 damage to a Hunter.

1 CALENDAR PHASE

1. Roll the Calendar Phase Die.

2. SHARK PHASE

3. HUNTER PHASE

EAT WHITE SHARK

Killing Machine

When you gain 2 Shark! Cards in combat you immediately win the Battle, even if you exceeded 23. If you did not exceed 23 you may Terrorize. You exceeded 23, you escape with no damage but may not Terrorize.

3 2 1

SPECIAL COMBAT CARDS

HARPOON: The 1 card is also a Weapon card. When dealt to a Hunter, they may discard a Shark card in their Combat cards.

HAZARD: The 3 card is also a Hazard card, requiring the player to immediately take another card or to hold when the Hazard is dealt.

SHARK: There are 8 Shark! Cards in the Combat deck. Shark! Cards double the last card taken prior to the Shark in the player's Combat cards.

FIGHT SKILL: Discard a Fight Token to refuse a card dealt and take another.

30 IN COMBAT: Round after all players pass. Win or lose, do 1 Damage to the HUNTERS SUNK! If 1 or more Hunters are sunk in combat, the Shark! card 1 Terror token.



SKIERS AND SKI BOAT

TERROR 1-3

2 2

TEENS SAILING

TERROR 2-4

2 2



"I got a bigger boat!"

The boat track has an extra space.

3 2 1

SEARCH FIGHT

TEMPEST DOLPHIN TRAINER

"Go Get Him!"

When you find a Dolphin in the Search Phase, you do 1 Wound to the Shark.

2 1

SEARCH FIGHT



PLAYING THE GAME: Shark Island™ is played in turns, with each turn consisting of seven distinct phases. Each phase must be completed prior to starting the next phase. This section walks through each of the seven phases of a turn in detail. Turns are repeated until the victory condition for the Shark or the Hunters is achieved.

I. CALENDAR PHASE

The Calendar Phase will set up the Island Tiles, provide the Shark Player with the additional Fin Tokens they will be able to place this turn and provide a special event for the turn that may favor one side or the other.

The Steps to performing the Calendar Phase are listed below:

Step 1 – Pass First Player Token: The player with the First Player Token passes the token to the player on their left (clockwise). **Note:** On the first turn of the game this step is skipped.

Step 2 - Draw a Calendar Card: Draw the Calendar Card and read the Event on the card. This Event will be active during this turn.

Step 3 - Place Island Tiles: Draw Island Tiles and place them in a row across the center of the playing area 1 Tile per Hunter plus or minus the Calendar Card modifier.



Island Tiles: Determine the number of Island Tiles to be placed by using the number of Hunters plus the Calendar Card Modifier number. Example: In a 5-player game this card would bring out 5 Island Tiles (4 Hunters +1).

The color of the Headline will identify which players the event for the card favors. Green is for Hunters, red is for Shark, and yellow favors neither side.

Step 4 - Gain Fins: Once the Island Tiles have been placed, the Shark Player gains Fins equal to the Fin Icons on the Island Tiles. These Fins are drawn from the False Fins and added to the Fins the Shark always has as noted on the Shark Character Card (the Great White always holds 1 Shark Fin and 2 False Fins).

Example of Fin Tokens to gather from 4 Island Tiles: In a 4-player game (3 Hunters) with the Coastal Sighting Calendar Card active, the players have placed 4 Island Tiles (3 for the Hunters +1). The Island Tiles are: 2 Skiers and Ski Boat Tiles with each awarding the Shark Player 2 False Fins, 1 Reef Diver awarding the Shark Player 3 False Fins, and 1 Teens Sailing awarding 2 False Fins for a total of 9 False Fins (2+2+3+2= 9). The Shark Player draws these and adds them to the base Fins which are 2 False Fins and 1 Shark Fin that represents the Shark's Location when placed. The Shark Player has a total of 12 Fins to place this turn, 11 False and 1 Shark onto the 4 Island Tiles.

After these steps are completed, the Calendar Phase ends and play advances to the Shark Phase.

II. SHARK PHASE

Step 1- Draw Shark Skill Card: Draw the top card of the Shark Skill Deck and add the card to your hand. If this card takes you above 5 Shark Skill Cards, discard 1 card to bring yourself back to the hand limit.

Step 2 – Spend Shark Coins: The Shark Player may spend Shark Tokens for the following abilities. The player may purchase multiple items listed below providing they have the Shark Coins to do so. The cost of each item is printed on the Shark Screen and appears below.

- **2 Shark Coins to gain 1 extra False Fin:** Draw 1 False Fin Token and add it to the Fins you place this turn in the Place Fins Step.
- **3 Shark Coins to gain the 2 Hazard Fins:** Take the 2 Hazard Fins and add them to the Fins that you place in the Place Fins Step. These Hazard Fin Tokens are only available for this turn and may not be held to place on later turns.



- **4 Shark Coins to gain 1 Skill Card:** Draw the top Skill Card from the Shark Skill Deck and add it to your hand. If this card brings your hand above 5 cards, discard 1 card to bring yourself back to the hand limit.
- **4 Shark Coins to Heal 1 Wound:** Move the Shark Wound Token up one space. This token may move back onto a red number, but may not advance past the red number.
- **8 Shark Coins to Terrorize at Night:** Roll 3 dice. If 1 or more Shark Icons were rolled, gain 1 Terror Token. You may not gain more than 1 Terror Token regardless of how many Sharks Icons you roll.

Shark Coin Pool: As Shark Coins are spent they are returned to the Shark Coin pool for the Shark to regain in future phases or turns. This pool is finite, so if the Shark Player has all 10 of the Shark Coins and earns additional Shark Coins from Hunter rolls, they do not gain the Coins. Therefore, it is strategically wise for the Shark Player to spend their Coins as valuable resources before the pool is depleted.

Step 3 - Place Fins: In this step the Shark Player will place face-down all the Fin Tokens they gained during the turn, including the base Fin Tokens that they always have, on the Island Tiles. The Shark Player should keep in mind the Terror Range for the Island Tile as it identifies the Terror Tokens gained if the Shark is not found by the Hunters and driven off to sea. The Shark Player has complete control of where they choose to place the fins, but must adhere to the following rules:

- All Fin Tokens must be placed face-down on the Island Tiles.
- A minimum of 1 Fin Token must be placed on each Island Tile.
- There is no maximum limit to the Fin Tokens that can be placed on a single Island Tile.

Strategy Tip: *The Shark Player should try to keep the Hunters searching as many different Island Tiles as possible to reduce the chance of being found and more importantly the number of Hunters to face in combat when found. Therefore, the Shark Player should place more Fin Tokens on Island Tiles than the Hunters can*

reveal by Confirmed Sighting Actions or they may eliminate an entire Island Tile from their patrol, or, even worse, reveal the Shark in the Hunter Phase and be able to move to the Shark's location.

Once the last Fin Token is placed the Shark Phase is over, and the Shark has no more control of the activity for the turn. All action shifts to the Hunters.

III. HUNTER PHASE

Step 1 – Hunter Actions: Each Hunter will perform 2 Actions on their turn, starting with the Hunter holding the First Player Token then proceeding clockwise. Each Hunter will follow the steps below to complete their turn.

- **Roll Action Dice:** The player will take the 3 Action dice and roll them 1 time. The result of this roll establishes the available Actions for their character. If the player has 1 or more Reroll Tokens, they may spend 1 to reroll the Action dice.
- **Check for Dice Power Ups:** If the final Action Icons rolled (no Reroll Token is being spent to reroll these results), the power ups listed below occur as an additional step. If no power ups are rolled, move to Performing 2 Actions.

 **Shark Icons:** Each Shark Icon rolled awards the Shark player with a Shark Coin.

   **3 Shark Icons:** When 3 Shark Icons are rolled, the Shark player immediately gains 1 Terror Token. This is in addition to Shark Coins that would also be gained with this roll.

   **3 Buoy Icons:** 1 Wound to the Shark

Step 2 - Perform 2 Actions: Using the 3 Icons rolled on the dice, perform 2 Actions. Each die can only be used for 1 action. This means that you can repeat the same Action, but only if the icon is available on more than 1 die. The Action for each Icon is explained on the following page.

 **Confirmed Sighting:** This Binoculars Icon represents reliable feedback from local fishermen and enables the player to choose a Fin Token on an Island Tile and flip it over to reveal the type of Fin. This Action may only be performed on an Island Tile that has not yet met the limit for Confirmed Sightings as noted by the Confirmed Sighting icon  number on the Island Tile.

***Important:** When flipping a Fin Token as a Confirmed Sighting, place the token below the Island Tile to easily track how many tokens have been revealed.*

When revealing a Fin Token, one of three types of tokens will be revealed. Each type is defined below:



Revealing a False Fin: When a False Fin is revealed, the Shark is not present and the Fin does not affect play except during the Search Phase by a Character Skill.

Revealing A Hazard Fin: When a Hazard Fin is revealed, the Shark is not present and the Hazard activates. There are 2 types of Hazards: Fog and Rammed.



Fog: While Fog is revealed, the Buoy Icon is considered Blank in the Search Phase.



Rammed: When Rammed is revealed in the Confirmed Sighting Phase, nothing happens. If revealed in the Search Phase, the player's boat that revealed it suffers 1 Damage.



Revealing the Shark: When this token is revealed, the Shark has been found!

***Note:** It should be noted that when the Shark is found the Hunters who have yet to take their turn still take their turns, gaining Skill cards and Reroll tokens with their Actions.*

 **Skill Card:** The Harpoon Icon enables the Hunter to draw one of their Character's Skill Cards and add it to their hand. If the Hunter has 3 Skill Cards in their Hand, they must discard 1 to bring their hand size back to 3.

 **Repair Craft:** The Repair Craft Icon enables the Hunter to repair their craft by moving their Status Token on their craft up 1 space.

 **Shark Icon:** The Shark Icon gains the Shark Player 1 Shark Coin for each rolled. As an Action, the Shark Icon may be used by the Hunter to gain 1 Reroll Token.

 **Buoy:** The Buoy is a Wild Icon and may be used as any Action: Confirmed Sighting, Repair Craft, Skill Card, or gaining a Reroll Token.

  **Gain a Reroll Token:** Any of the Icons may be   spent as an Action to gain a Reroll Token. There is no limit on how many Reroll Tokens a player can hold, but the Reroll Token pool is finite and if all are held by players, the Gain a Reroll Token Action may not be taken.

Step 3 - Set Sail or Dry Dock: After the Player has performed 2 Actions, they now decide whether to patrol the Island searching for the Shark or stay in the harbor and repair their craft. Most of the time, the Player will choose to Set Sail and search for the Shark, but if their Hunter's Status Token is on the red fin space at the bottom of their Damage Track, they must choose Dry Dock.

Set Sail: Choose an Island Tile to patrol and move your craft onto the Tile.

Dry Dock: Stay ashore to repair your boat. Move your boat's Hit Point Track to Full.

After the Hunter player performs Set Sail or Dry Dock, their turn has ended. They pass the Action Dice to their left and the next Hunter starts their turn. When all Hunters have completed their Hunter Phase, the game advances to the Search Phase beginning again with the First Player.



IV. SEARCH PHASE

During the Search Phase, each Hunter, starting with the Island Tile closest to the Island Draw Stack, will test their Search Skill to try to find the Shark before it can terrorize. The following steps are performed by each Hunter in the first Island Tile, then moving to the next for each Hunter on each tile until all have conducted their Search rolls or the Shark has been located.

Step 1 – Searching Hunters: Starting with the first Island Tile, the Hunter on it closest to the first Player clockwise rolls the number of dice equal to their Search Skill and conducts a Search, then the next Hunter clockwise until all hunters have Searched.

Successful Search: For each  and  the player rolls, they may reveal 1 Fin token on their Island Tile.

Each Token is resolved as it is revealed:



Shark Token: The game progresses into the Combat Phase when this token is revealed. It may be possible through skills or event for a Hunter not on the Tile with the Shark to move to it prior to combat.

Hazards: The Hazard is triggered when revealed.



Fog: While Fog is revealed, the Buoy Icon is considered Blank for the remainder of the Search Phase.



Rammed: When Rammed is revealed in the Search Phase, the Player's boat that revealed it suffers 1 Damage.



False Fin: A revealed False Fin has no effect unless the Hunter or Calendar Card has a special skill for the type of False Fin revealed.

Shark Not Revealed by Searching Hunters: If the Shark Player is not found by the Searching Hunters, he Terrorizes the Island Tile he is on.

Follow the Steps below when the Shark is not revealed during Searching.

- The Shark Player reveals the remaining Fin Tokens, showing their location in the process.
- Advance the game play to the Terrorize Phase.

Shark Revealed by Searching Hunters: The Players progress to the Combat Phase.

Moving to the Shark: It is possible through Character Skills for some Hunters not on the Island Tile with the Shark to move to it. When this token is revealed and prior to the start of Combat is when they would move.

V. COMBAT PHASE

The Combat Phase will occur whenever the Shark is found by the Hunters, either through a Confirmed Sighting or a successful Search by a Hunter. In combat, all Players will be involved as described below:

- **Shark:** The Shark Player will always be combating all the Hunters, both Active and In Communication. While the Shark will want to defeat all Hunters, it is the Active Hunters that the Shark needs to defeat to avoid wounds and to Terrorize.
- **Active Hunters:** Any Hunters that are on the Island Tile with the Shark are considered Active Hunters. This term means that these Hunters are in direct combat with the Shark and therefore can wound and drive the Shark to sea if winning the battle. Likewise, after Active Hunters lose, they suffer damage to their craft. Active Hunters are the only Hunters that can use skills to increase damage to the Shark as they are the only Hunters that can actually wound the Shark.

- **In Communication Hunters:** The Hunters that are not on the Island Tile with the Shark are In Communication, talking to the Active Hunters as they battle. Hunters in communication gain one of the Character Skill Cards, a Reroll Token, or repair their craft when they defeat the Shark. If they lose to the Shark, the Shark Player gains 1 Shark Coin.

Overview of the Combat Process: The Players are each trying to gain a total of 23 on the cards they are dealt. Each Player will be dealt 2 cards, 1 face-down and 1 face-up on top of it. These two cards start their Combat Line, with the face-up card being the last card on their Combat Line.

The Shark Player is always the dealer. When cards are dealt, the dealer will always start with the Player to their left and go clockwise around the table dealing each Player a new card face-up. Each Player will be asked by the dealer if they want a card, or if they are passing. When a Player passes, they will no longer be able to gain new cards; the total they have will be their final Combat Score.

Note: If a Player goes over 23, they must pass, but they do not reveal that they have gone over 23.

Once all Players have passed, each Player starting with the First Player reveals their total. If they are over 23, they lose. If any Hunters are tied with the Shark, the Shark wins. Depending on which sides wins, and there may be a mix of winners and losers among the Hunters, a number of different things may happen based on the type of Combat; Active Hunters suffer craft damage, the Shark suffers wounds, In Communication Players gain a bonus item and the Shark may Terrorize if victorious.

The Combat Deck: This deck, while ranging in numbers from 1 to 11 is not a common deck of playing cards. There are many special cards in the deck that have various impacts on the combat as noted below:



Harpoon – The Number 1 card when dealt to a Hunter may be used to discard 1 face-up Shark Card that had been previously dealt to that Hunter. When the Player is dealt this card, they have the choice to



immediately discard a face-up Shark on their Combat Line. If this card is not used immediately when dealt to the Player, the Harpoon has no power later in Combat.

Hazard – The Number 3 card when dealt to the Shark or Hunter requires that the Player immediately take another card onto their Combat Line or to pass for the Combat, preventing the Player from adding more cards to their Combat Line.



Shark! – The Combat Deck holds 8 Shark Cards, which are very powerful, especially for the Shark Player. This card can have a number of different effects on Combat as noted below:

- **Doubles Previous Card in Combat Line:** The Shark Card doubles the value of the card previously dealt into the Combat Line.

Example: *The Player has the following 3 cards in their Combat Line; 6 (face-down), 2 and 5 (both face-up) and then a Shark is added to the Combat Line. The Total of the Combat Line prior to the Shark was 13 (6+2+5=13). The new total is 18 (6+2+10=18). The 5 is doubled by the Shark card.*

- **Double Sharks on the Great White Shark:** The Shark Cards dealt to the Great White Shark Player have an extra power as noted on the Great White Shark Character card. When the Great White Shark gains 2 Sharks on their Combat Line, they defeat all opponents and Combat immediately ends. If the Shark's Combat Total went over 23 with 2 Shark Cards in the Battle Line, the Shark escapes to sea without any wounds. If under 23, the Shark may Terrorize the Island Tile.

- **Shark Craft Damage:** If a Hunter is Active in Combat and loses with 1 or more Shark cards on their Combat Line, they suffer 1 additional damage to their craft, which will in most cases sink it. If the losing Hunter is In Communication and loses with a Shark on their Combat Line, the Shark card does no damage.

Fight Skill: Each Character, both Shark and Hunters, has a Fight Skill and tokens equal to their Fight Skill to use in Combat. A Player may spend 1 Fight Token to discard a face-up Combat card dealt to them and take the next card from the top of the Combat Deck. This Skill may be used to discard any card as it is being dealt to them, including special Combat cards like “Hazard” and “Shark!”

Using the Fight Skill: To use the Fight Skill, the Player simply announces that they are doing so, discards a Fight Token and the card just dealt. They must take another card from the Combat Deck, but if they have additional Fight Tokens remaining they may choose to use Fight again and take the next card. **Note:** The Fight Skill may not be used to refuse the first 2 cards dealt to each Player (1 face-down and 1 face-up).

The following addresses the Combat process in greater detail:

All Players are included in the Combat. The Hunters who have their crafts on the Island Tile with the Shark are Active and may do damage to the Shark and can be damaged by the Shark. All other Hunters, which includes Hunters on other Island Tiles and Hunters in Dry Dock, are In Communication for the Combat. In Communication Hunters may not suffer damage to their craft or wound the Shark, but may gain a bonus item with victory. Combat starts and proceeds as noted below:

The Goal of Combat: Players are trying to get the closest to 23 without going over. The Shark wins all ties.

Step 1 – Base Combat Line: Starting with the First Player and going clockwise around the table each Player is dealt 1 face-down Combat card by the dealer and then the process is repeated with each player being dealt 1 face-up Combat card. These 2 cards begin each Player’s Combat Line and neither of these cards can be refused by a Player using their Fight Skill.

Step 2 – The Battle: Then, starting with the Player to the Shark’s left and going clockwise around the table, the dealer will offer a card to each Player, including

themselves. The Player will either take or pass, then the offer moves to the next Player.

- **Take Card:** If the Player takes a card they will add it to their Combat Line.
- **Pass:** If the Player passes, they do not take a card and end their Combat Line by turning their cards to be sideways in front of them so all know they have passed. If the Player is over 23, they must pass when the next card is offered.

This process is repeated until all Players pass or the Great White Shark’s Auto-win triggers with the 2nd Shark Card being dealt into the Shark’s Combat Line.

Step 3 – End of Battle: When all Players have passed, or the Great White Shark’s special win condition has triggered, Combat ends.

Combat Ending by all Players Passing: The following steps occur at the end of Combat when all Players have passed.

Combat Totals Revealed: Each Player reveals their Combat Total. The Hunters will reveal their Combat Totals first, beginning with the First Player. The Shark Player will reveal his total last.

The Active Hunters resolve Combat:

Active Hunters that defeated the Shark do 1 Damage to the Shark and may through Skill cards and Special Abilities do additional Damage. Each Hunter that hits 23 exactly and defeats the Shark will do 1 Additional Damage to the Shark. For each Damage done to the Shark, move his Wound Token 1 space down the Shark’s Wound Track.

If the Shark has yet to Terrorize, it may not do so if defeated by one or more Active Hunters. The turn will end without Terrorizing, move to the Dusk Phase after resolving all Combat.

Active Hunters that lose to the Shark take 1 Damage to their craft, and if they have 1 or more

Shark Cards in the Combat Line, they take an additional Damage. If the Shark gained 23, the defeated Active Hunters also take an additional damage to their craft.

Sunk Hunters: If one or more Hunters have their craft sunk, the Shark gains 1 Terror Token.

Important: *The Shark player may not gain more than 1 Terror Token for sunken crafts regardless of how many Hunters were sunk in Combat.*

Terrorize Island Tile: If all Active Hunters were defeated by the Shark and it has yet to Terrorize the Island Tile, the Shark does so now. Advance to the Terrorize Phase.

The In Communication Hunters resolve combat:

In Communication Hunters that defeated the Shark gain 1 of the following:

- Draw 1 of their Character Skill cards
- Gain 1 Reroll Token
- Repair their Craft by 1 Space

Important: *In Communication Hunters do not Wound the Shark, may not drive it to sea and do not gain a bonus for achieving a perfect 23 Combat Score. Only Active Hunters that are victorious may prevent the Shark from Terrorizing.*

In Communication Hunters that lose to the Shark give the Shark 1 Shark Coin. They do not take any Damage to their craft, and the Shark cannot gain Terror for defeating them.

Shark Total Defeat: If the Shark's Wound Track is reduced to Zero, the Hunters immediately win the game.

VI. TERRORIZE PHASE

Overview: The Shark Player must Terrorize the Island enough to cause one of four events to occur. At the start of the game the Shark Player chose 1 of the Strategy Cards which identifies the type of event that must occur for them to win. This Strategy Card was either specific in

the event that must occur (Mayor Fired, Resort Closed, or National Press) or the Shark Player may choose the broad event of Ghost Town. Regardless of the Strategy chosen, the Shark Player must outsmart the Hunters in placement on Island Tiles, and Combat when discovered to achieve the goal chosen as Terror is primarily earned by Terrorizing Island Tiles. When the Shark player is on an Island Tile with no Active Hunters, meaning there are either no Hunters on the Island Tile where the Shark is located at the end of the Search Phase or that all Hunters on the Island Tile with the Shark were defeated in Combat, the Shark Player flips the Island Tile and gains Tokens equal to the Terror number on the back of the Island Tile.

The Terror Tokens: There are 16 Terror Tokens in the pool divided into the events below:

- 1 Wild Token
- 5 Resort Closed Tokens
- 5 Mayor Fired Tokens
- 5 National Press Tokens

Wild Terror Token: There is 1 Wild Terror Token and it may be added to any of the 3 Event lines when it is gained, including being placed as the first Token in a line and naming the event type later for that Event Line.

Island Tile Terror: Each Island Tile has a Terror Range showing the Players the Terror the Shark may gain if Terrorizing this Tile. In the example of the LONE SWIMMER, the Shark can gain 1 or 2 Terror, whereas the Crowded Beach provides much higher Terror at 2 – 4.

When an Island Tile is Terrorized by the Shark, flip the Tile over and the Shark gains the number of Terror Tokens shown on the back. In the example to the right, the Shark only gains 1 Terror Token for this Lone Swimmer Island Tile.

Sunk Hunters Terror: When one or more Active Hunters crafts are sunk in Combat, the Shark player gains 1 Terror Token.



Shark Coins Terror: The Shark Player may take a risk with 8 Shark Coins to try to gain 1 Terror Token. To do so, during the Shark Phase, the Shark Player spends the required 8 Shark Coins and rolls the 3 Action dice. If 1 or more Shark Icons were rolled, the Shark Player gains 1 Terror Token. Regardless of how many Sharks are rolled on the 3 dice, only 1 Terror Token may be gained with this roll.

Drawing and Placing Terror Tokens: Each time 1 or more Terror Tokens are gained, draw them one at a time from the Terror Token Pool. Immediately when drawn, the token must be added to one of the 3 Event Lines: Mayor Fired, Resort Closed, or National Press.

Example of the Terror Event Lines: The game is in progress and the Shark Player has gained 7 Terror Tokens so far. The tokens are: 2 Resort Closed, 2 National Press, and 2 Mayor Fired! with 1 Wild played to the Mayor Fired! Event Line.



Example - Adding a New Terror Token: Using the Island Tile on the previous page, the Shark defeats all Active Hunters on the Island Tile, sinking 2 of them. Since the Shark sunk 2 of their crafts, they gain 1 Terror Token and then Terrorizes the Island by flipping the Island Tile over to reveal Terror 1, so gains 1 additional Terror Token for a total of 2 Terror Tokens gained for the turn. Drawing 2 Tokens from the Terror Pool, they reveal the first to be Resort Closed and adds it to the Event Line. They then reveal the second Terror Token to be Mayor Fired! and adds it to the Event Line, giving them a total of 9 Terror Tokens with 4 Mayor Fired!, 2 National Press, and 3 Resort Closed.

The Shark now has a total of 9 Terror, so the minimum Terror requirement has been met for victory. Their Strategy card choice is Mayor Fired!, so they only need 1 more Token of that Event to claim victory.

Winning with Terror: The Shark must achieve their chosen goal of Terror to win the game, which requires 5 specific event Tokens for the Resort Closed, Mayor Fired!, and National Press strategies. Additionally, when choosing a specific event, the Player must also have a minimum of 9 Terror Tokens in play as well as achieving their chosen goal. When choosing the Ghost Town of 12 Terror, they may have any of the 12 Terror Tokens active to win.

At any point the Shark Player achieves their chosen Strategy Terror Goal, the game immediately ends with a Shark victory.

Hunter's Response: If the Shark Terrorized without being found in the Search Phase, and there are Hunters on the Island Tile that was Terrorized (they simply failed to find the Shark before it struck) there is now a Combat after the Shark gains their Terror. Combat is conducted as normal, only there is no further reward for the Shark (unless it sinks the Hunter's Craft, but it is an opportunity for the Hunters to do damage to the Shark).

Note: The Hunter's Response is optional at the will of the Hunters. If they fear being sunk, they can simply let the Shark go off to sea.

VII. DUSK PHASE

Check Victory Conditions: If neither side has achieved their Victory conditions, the turn ends with the Players performing the refresh below.

Refresh: Remove all Island Tiles and return all Hunter Standees and Fight Tokens to their players. The Shark returns False Fins and Hazard Fins to sit beside the Shark Screen, and places the Base Fins behind the Shark Screen.



VIII. OTHER RULES

The following section looks at a few other rules and clarifications for the game.

Characters and Card Effects

The Character Skill Card defines the abilities and personality of the character and can have significant influence in game play. The following rules apply to the Character Cards.

If a character's ability or card effect contradicts the rules, the ability or card effect is correct.

The Icons on the Hunters' Cards define how the card can be played:



The cards with a  may only be played by the character to help themselves. This card may not be played to assist any other Character.



The cards with a  may be played to assist any Hunter.

CREDITS

Game Design: Richard Launius & Pete Shirey

Brand Management: Jason Brenner

Product Manager: Bubby Johanson

Additional Development: Rob Ford, Rudy Diaz

Graphic Design: Krista Timberlake

Art Direction: Jennifer Wu

Project Managers: Louise Bateman, Erica Sinatra

President, Upper Deck Company: Jason Masherah

Director of Creative Services: Mike Eggleston

Playtesters: Steve Avery, Jason Brenner, John Emory, Rob Ford, Joshua Githens, Toni Githens, Eryn Hildebrand, Bubby Johanson, Scott LeBlanc, Michael McConnell, Samantha Padilla, Matt Rogers, Mark Shaunessy, Scott "Scooter" Smith, Carl Sykes, Jennifer Wu

Box Art: Patrick Faricy

Card, Tile & Token Art: Patrick Faricy, Brian Hebets, Alexandre Juban, Randy Martinez, Mike Perry, Rodolfo León Sanchez, Krista Timberlake

Dice Barrel Design: Space Goat Productions

