

(from 3 to 6 players)

Resources

- 1x Deck of Cards “Shark” (40x cards)
- 1x Deck of Cards “Surfer” (7x cards)
- 1x Game board (composed of 5x tiles)
- 1x “Surfer” Token
- 5x “Shark” placeholders (1x for each of these colors: Yellow, Red, Black, Green, Purple)

Set up

Players decide who will play as the Surfer; the remaining players are Sharks.

The board is composed and put on the table. The Surfer Token must be positioned on the rear part of it.

The Surfer receives her/his deck (up to 5 cards corresponding to Sharks’ colors + 2 action cards).

Shuffle the Shark deck and give each Shark player 3 cards, plus the identification card corresponding to her/his chosen color.

The unused Shark identification cards must be put on the table and count as Non Playing Characters (NPCs).

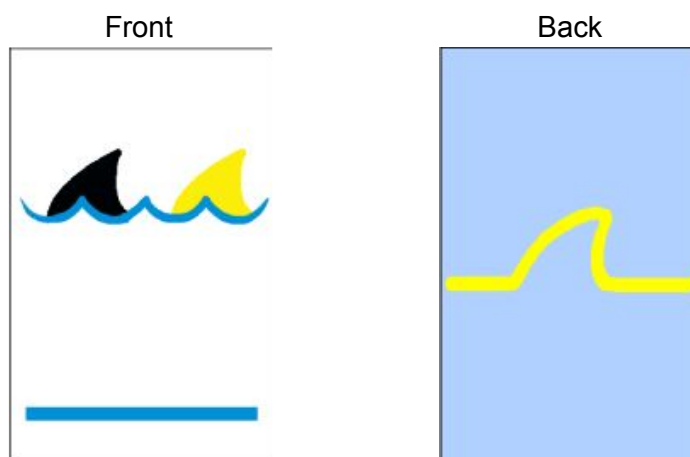
Shark cards

Shark cards have two different faces. One is visible to the Shark player who holds it (front), and one visible to the other Sharks (back).

The back shows just a hint of what could possibly be pictured on the card’s front.

It can, for example, show the color of a Shark or the presence of a Wave on the front.

On every card (front side) are always depicted 2 Sharks and an indicator of the sea’s conditions (Wave or Calm).



Surfer cards

The 7 Surfer cards belong to two categories.

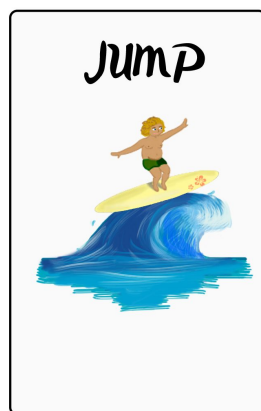
5 of them are colored representing all Sharks in game.

2 of them represent the two movement actions that the Surfer can perform: Jump and Swim.

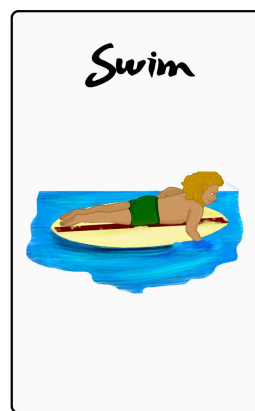
Jump is a movement action that has positive outcome if Waves are more than Calms when the Control Phase is checked.

Swim, on the other hand, is a movement that succeeds when Calms are more than Waves in the Control Phase at the end of the turn.

Jump



Swim



How to play

Sharks sit around the table so that they can see each other in the eyes. The Surfer must turn her/his back to the table or either look away.

At the beginning of each turn, Sharks play one of their three cards at the same time (being loud and scary while doing so!) keeping in mind what they know from the other players' cards. Cards are put on the table so that they still show the back side. They must not discuss strategies, talk, nor speak during this phase (or ever).

When the Surfer hears the clamor made by the Sharks, she/he turns around to peek quickly what cards are on the table. She/he has then a small amount of time to decide what to play in response, combining one movement card (either Swim or Jump) with a color card (Yellow, Red, Black, Green, Purple).

All cards are then revealed and the players proceed to the Control Phase.

Control Phase

To begin with, players must determine who is the Smart Shark: the Shark that appears more than the others on the front side of the cards (including the NPCs) is considered Attacking.

In case of a draw condition, all the players (including the NPCs) with the same number of symbols on the cards are considered Smart Sharks. The first Smart who covers an opponent's card (or an Smart NPC identification card) with her/his hand, is considered the one and only Attacking Shark.

In case of draw between only NPCs, no Shark is considered Attacking.

If the Attacking Shark is an NPC, the fastest player to cover its identification card obtains the reward in case of successful attack by the Attacking NPC Shark.

Failed attack

If the Surfer guessed the Attacking Shark color correctly, the attack does not succeed and the Surfer does not suffer wounds nor bites.

Successful attack

If the Surfer guessed the Attacking Shark color wrong, the attack is considered successful.

The Shark who succeeds at the act of attacking, obtains a piece of the surfboard, with its face up. However, if the Surfer was on that specific piece of the surfboard, the reward must be put face down to show it counts as double the points.

Lastly, it must be checked if the Surfer completed her/his movement action.

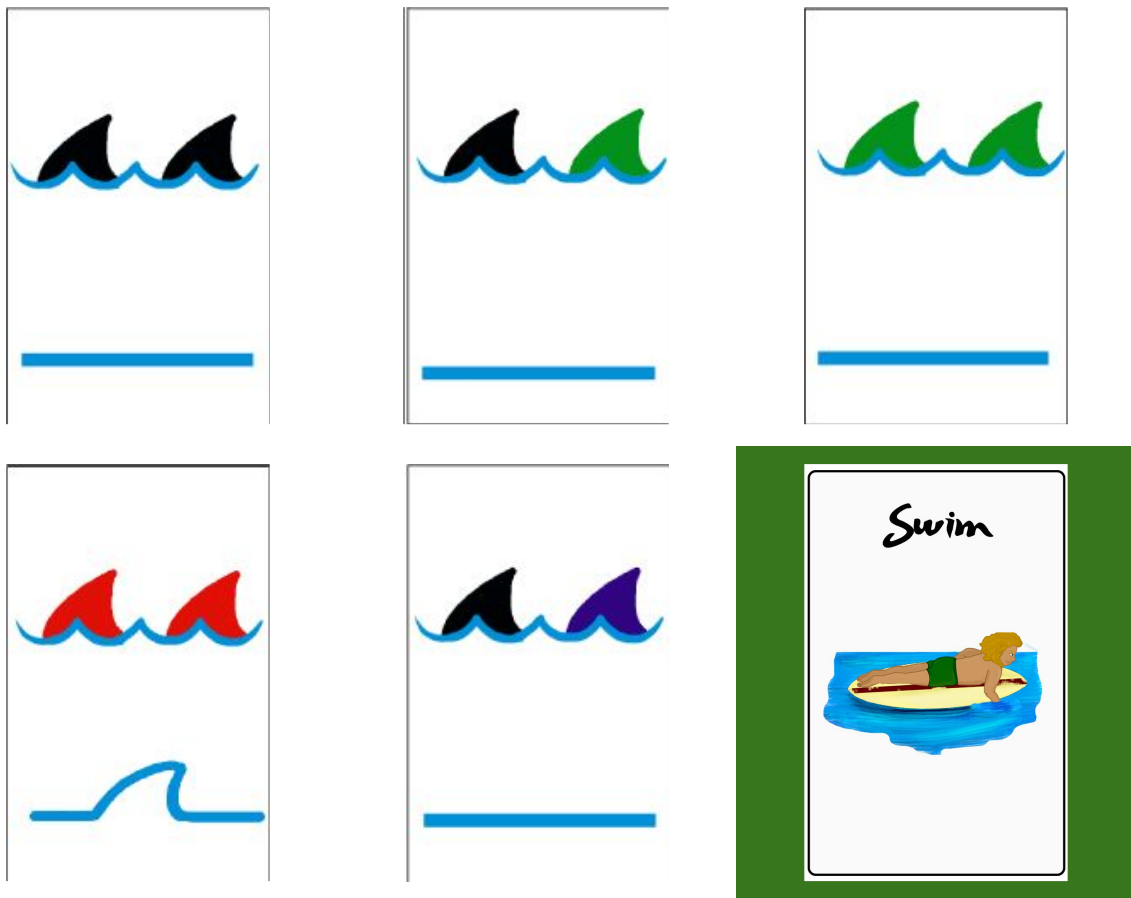
If the Surfer played her/his Jump movement card, and there are more Wave than Calm symbols, the action is successful. Otherwise it is not.

If the Surfer played her/his Swim movement card, and there are more Calm than Wave symbols, the action is successful. Otherwise it is not.

In case of equality between the Wave and Calm symbols, both Jump and Swim actions can be successful.

If the movement action is successful, the Surfer can progress along the surfboard by one tile.

Esempio 1: lo Squalo



Here, the Black Shark is visible 4 times. The Green Shark can be spotted 3 times. The Red one 2 times, and the Purple Shark just once.

The Surfer decided to defend himself from the Green, also declaring a Swim movement. However, the Attacking Shark is the Black one, who succeeds at biting her/him and obtaining a tile of the surfboard face down.

Moreover, the majority of sea conditions showed on the cards is Calm, determining the success of the Surfer's movement.

Victory conditions

The Surfer wins if she/he is able to reach the shore (represented by the last tile of the board) OR if the Sharks cannot eat her/him before the Shark deck is emptied.

Sharks win if they are able to eat the Surfer or her/his board. To eat the Surfer, they have to bite her/him three (3) times. To eat her/his board, they have to bite it five (5) times.

Among the Sharks, there can be identified a winner by counting the points of eaten board pieces.

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