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*Thankyou! Peter (Universal Head)*

# v1

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Game: **JAWS**  
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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers



# JAWS

## ACT 1: AMITY ISLAND

**Shark goal:** Eat as many swimmers as possible while avoiding detection by the crew.

**Crew goal:** Locate the shark and attach 2 barrels to it, while protecting swimmers from being eaten.

### SETUP

Place the game board with the **Amity Island: Act 1** side faceup. Shuffle the **Amity event cards** and place the deck facedown near the board.

Place the 16 **swimmer tokens** in a supply near the board.

Decide who will be the **shark**. The other players will be the crew, and choose their crew member roles (**Quint**, **Chief Brody**, and **Hooper**). All roles will carry over into Act 2.

In a 4 player game, each crew player controls a different crew member. In a 3 player game, the 2 crew players each control 1 crew member and collectively control the third crew member. In a 2 player game, the crew player controls all 3 crew members.

Players take their corresponding character boards Act 1 side up, and complete the setup for each character:

**Quint:** Place 2 **barrel tokens** next to your character board to indicate they are on the *Orca*. Place the remaining barrel tokens on the **shop** (center space). Place the green Quint meeple in the maroon *Orca* meeple at the **dock** on the eastern side of the island (space 8).

**Brody:** Take the **beach closed token** and the **binoculars token**. Place the black Brody meeple at the **Amity P.D.** (space 6).

**Hooper:** Take the **fish finder token**. Place the blue Hooper meeple in the white Hooper's boat meeple at the **dock** on the western side of the island (space 5).

**Shark:** Attach a clip to your character board and slide it over the 0 slot at the bottom of the swimmer track. Take the 4 **power tokens** and the shark meeple (do not place the shark meeple on the board). Keep the power tokens secret from the crew. Take the **shark tracker pad** and a pencil. Choose a **starting location** from among the 12 spaces that contain water. Pick a space and write the corresponding number or letter in the location column next to **start**. Do not tell the crew your starting location. All of the shark's movement is recorded on the shark tracker pad and kept secret from the crew.

## ROUND SEQUENCE

Act 1 is played in **rounds**, each of which consists of 3 **phases**, played in this order:

### 1: EVENT PHASE

Draw the top card of the **Amity event deck** and place **swimmers** from the supply into the water of the beach spaces according to the letters shown next to the swimmer icon.



**Michael** (Brody's son) is a special swimmer token. When placing swimmers, do not place Michael; only place him if an event card specifically says to do so.

Next, read the event text aloud and follow the instructions.

## 2. SHARK PHASE

The shark may take up to 3 actions and may choose to play 1 **power token**. Actions can be taken multiple times in any order. Do not show or tell your actions to the crew.

### ACTIONS

**MOVE** Move through water to an adjacent space. Diagonal spaces are not adjacent, and you cannot move across land.

**EAT 1 SWIMMER** Eat 1 swimmer in your space.

After you've planned your entire turn, **record it on your shark tracker pad**. Then announce that your turn is over and give the crew this information:

**SWIMMERS EATEN** Tell the crew how many swimmers you ate and at what beach. Remove the corresponding swimmers from the board and return them to the supply, then slide the clip up the swimmer track on your character board 1 slot for each swimmer you ate. If your swimmer track reaches the 9 slot, Act 1 immediately ends.



**MOTION SENSORS** At any point during your turn, if you are in a space with a floating barrel, you trigger its motion sensor.

At the end of your turn, you must inform the crew of any barrels whose motion sensors you triggered. You do not have to say when you triggered them—whether it was before or after eating swimmers—or in what order you triggered them if you triggered multiple motion sensors.

**POWER TOKEN** Each power token gives you a special ability in the round it is played. Each may be used only once per game. If you play a power token, inform the crew and place the token facedown in front of you. Do not tell the crew which token you are playing.

### POWER TOKENS

**FEEDING FRENZY** You may eat *all* swimmers in your space as 1 action.

**EVASIVE MOVES** You do not trigger any motion sensors this round, even if you move through spaces with floating barrels.

**OUT OF SIGHT** If Brody uses his **binoculars** or if Hooper uses his **fish finder** this round, tell them you are *not* there or nearby, even if this is not true. The token is returned to the box at the end of the round, even if the crew took neither search action. If Quint launches a barrel into your space, you must still announce that you've been hit.

**SPEED BURST** You may move up to 3 spaces as 1 action. This may be done only once. Any other move actions you take are 1 space, as normal.

## 3. CREW PHASE

Each crew member may take up to 4 actions. The crew may take their turns in any order, but once a crew member starts their turn, they must finish it before the next takes their turn. Each crew member has different actions. They can be taken multiple times (unless stated otherwise) and in any order.

## QUINT

**MOVE** Move through water to an adjacent space. Diagonal spaces are not adjacent, and you cannot move across land.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP BARRELS** Pick up any number of barrels in your space from either a dock, the water, or Hooper's boat. Each source is a separate action.

**LAUNCH A BARREL (once per round)** Quint launches barrels into the water using a harpoon gun on the *Orca*.

You may launch a barrel into your own space or an adjacent space. Diagonal spaces are not adjacent. You cannot launch a barrel over land.

Place the barrel token in the space you are targeting. The shark must announce if they are in that space. If the shark is there, it is hit and the barrel is attached to it: place the barrel on the shark's character board.

If this is the second barrel attached to the shark, Act 1 immediately ends.

If the shark is not in that space, the barrel remains in the water. It is now a floating barrel with a motion sensor the shark might trigger in future rounds.

## BRODY

**MOVE** Move across land to an adjacent space. Diagonal spaces are not adjacent, and you cannot move through water.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP 1 BARREL** If you are at the shop, pick up 1 barrel. Place the barrel under your meeple to indicate you are carrying it. You may carry only 1 barrel at a time.

**DROP 1 BARREL** If you are at a dock and carrying a barrel, drop it by placing the barrel on the dock's barrel symbol. There is no limit to the number of barrels that can be at a dock.



**USE BINOCULARS (once per round)** If you are at one of the 4 beach spaces, place the **binoculars token** on your space. The shark must announce if they are in the water at that beach.

If they are, place the shark meeple there.

If the shark played the **out of sight power token** this round, they will tell you that they are not there in any case.



**CLOSE A BEACH (once per round)** If you are at the Mayor's Office or the Amity P.D., close any beach, as long as it has no swimmers. Place the **beach closed token** faceup on the beach.

When an event card would have you place one or more swimmers at that beach, do not place them, but instead flip over the token so it shows **opening soon**.

The next time an event card would have you place one or more swimmers at that beach, do not place them, but instead remove the beach closed token from the board.

**Only 1 beach can be closed at any given time.** If a beach is closed, you may take this action to close a different beach. Move the beach closed token to the newly closed beach and turn it faceup.

## HOOPER

**MOVE** Move up to 2 spaces as 1 action. Each move must be through water to an adjacent space. Diagonal spaces are not adjacent, and you cannot move across land.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP BARRELS** Pick up any number of barrels in your space from either a dock or the water. Each source is a separate action.

**GIVE BARRELS TO QUINT** If you are in the same space as Quint, give him *all* the barrels you have on your boat. Place the barrels next to Quint's character board to indicate they are now on the *Orca*. Hooper cannot launch barrels into the water.



**USE FISH FINDER (once per round)** Place the **fish finder token** in the water in your space. The shark must announce where they are in relation to the fish finder.

- If the shark is in the same space, they must tell you. Place the shark meeple there.
- If the shark is in an adjacent space that is connected by water, they must tell you they are "nearby." Diagonal spaces are not adjacent.
- If the shark is neither in the same space nor an adjacent space, they must tell you they are "not there or nearby."

If the shark played the **out of sight power token** this round, they will tell you that they are not there or nearby in any case.

## END OF THE ROUND

After all 3 crew members have taken their turn, the round is over. If the shark played a power token that round, return it facedown to the box. Begin a new round, starting with the event phase.

## END OF ACT 1

Act 1 ends immediately if one of the following happens:

- The crew attaches a second barrel to the shark.
- The swimmer track on the shark's board reaches the 9 slot.

**Start Act 2.** Do not move the clip on the swimmer track yet.

## ACT 2: THE ORCA

**Shark goal:** Eliminate all 3 crew members or completely destroy the *Orca*.

**Crew goal:** Eliminate the shark.

### SETUP

Shuffle the **shark ability cards** and randomly give the shark the number of cards indicated by the swimmer track on their character board from Act 1. The shark player may look at their cards, but should keep them hidden from the crew.

Give each crew member their 2 corresponding **gear cards** and their **target token**.

Shuffle the **crew gear cards** and randomly give the crew (as a group) the number of cards indicated by the shark's swimmer track.

The crew divides these cards among the 3 crew members however they choose. Each crew member places all of their gear cards faceup next to their character board.

Flip all 4 **character boards** to the Act 2 side. Attach a clip to each character board and slide it over the 0 slot at the top of the **wound track**.

Flip the board to the **Orca: Act 2** side.

Build the *Orca* by placing 1 **boat tile** in each of the 8 zones on the board. Each tile should show the undamaged side.

Shuffle the **resurface cards** and place them facedown in a deck on the *Deck* spot on the board.

Each crew member places their meeple on a boat space of their choice. Any number of crew members can share a space.

Give the shark player the 3 large **resurface tokens** and the shark meeple. Place the 3 small resurface tokens and the 3 dice next to the board.

## ROUND SEQUENCE

Act 2 is played in **rounds**, each of which consists of 6 **steps**, played in this order:

### 1: RESURFACE OPTIONS

Turn over the top 3 resurface cards and place 1 faceup on each spot (A, B, or C) on the board. The cards should be rotated so the boat outline matches the orientation of the *Orca* on the board.

These are the shark's 3 resurface options for this round. The **resurface zone** (highlighted in red) is the zone where the shark will resurface if they choose that card.

Place the small resurface tokens (A, B, and C) in the water spaces of the corresponding zones so players can more easily see all of the resurface options for the round.

If the resurface cards run out, shuffle the discard pile to create a new deck.

### 2. SHARK CHOOSES

The shark secretly selects one of the 3 resurface cards by playing a large resurface token (A, B, or C) facedown in front of them.

The shark may also play 1 shark ability card from their hand by placing the card facedown underneath their resurface token. Each ability is active during the round in which the card is played. The card is removed from the game at the end of the round, whether the ability was used or not.

### 3. CREW PREPARES

The crew prepares for the shark's appearance by moving (optional), choosing weapons, and placing target tokens. The crew may discuss their options and intentions, but they should not discuss them until after the shark has locked in their resurface token in step 2.

#### MOVE

Each crew member may move up to 2 adjacent spaces. You may move through boat and/or water spaces. However, moving from a water space onto an adjacent boat space requires climbing back onto the boat and takes both of your moves.

#### CHOOSE WEAPON

Each crew member chooses 1 weapon from their crew gear cards.

There are 3 types, designated by the symbol in the card's top-left corner.



**MELEE WEAPONS:** These are close-range weapons that allow you to roll dice to inflict wounds on the shark.



**FIREARM WEAPONS:** These also allow you to roll dice to inflict wounds on the shark, but they may be used at any range.



**ATTACHABLE WEAPON:** These are close-range weapons that are attached to the shark and hinder it. The effect remains active for as long as the weapon is attached to the shark.

Each crew member places their chosen weapon card above their character board.



#### PLACE TARGET TOKEN

Each crew member places their target token in the water space of the zone where they think the shark will resurface. Multiple crew members may target the same space.



If you are using a **melee weapon** or an **attachable weapon**, you must be in the same space or adjacent to the water space you are targeting.



If you are using a **firearm weapon**, you may target any water space, regardless of where you are.

#### ACCESSORIES

Crew gear cards that do not have a symbol in the top-left corner are accessories that can be used in addition to weapons. The 3 types are:

**CHUM:** After the shark locks in their resurface token in step 2, *Chum* may be played. The shark must reveal 1 of the 2 resurface tokens that they did not choose. This gives the crew a better chance of predicting where the shark will resurface. Only 1 *Chum* card may be played each round.

**AMMO:** The *Pistol* and *Rifle* are each loaded with 1 shot. Extra ammo lets you discard the ammo instead of the weapon after firing, saving the weapon for use in a later round.

**SHARK CAGE:** The *Shark Cage* may be played before the shark rolls for an attack. The crew member who uses it cannot take any wounds in the round in which it is played.

### STEP 4: SHARK REVEALS

The shark flips over their chosen resurface token. Discard the 2 resurface cards that were not chosen.

Place the shark meeple in the chosen zone's water space and return all target tokens that are not in that space.

If the shark played a shark ability card, it is also revealed at this time and its ability goes into effect.



**SHAKE OFF** If the chosen resurface card has a **shake off** symbol, the shark shakes off (discards) all attachable weapons attached to them.

At the start of Act 2, each zone has 2 spaces: a boat space and a water space. After a boat tile is destroyed (removed from the game), that zone will only have 1 large water space. Borders of all spaces are defined by white lines and tile edges.

Two spaces are adjacent if they share a border (white line or tile edge). Diagonal spaces are not adjacent. As the boat gets damaged, different spaces will gain or lose adjacency.

### STEP 5: CREW ATTACKS

Each crew member who targeted the correct zone may attack the shark. Crew members may attack in any order. **Crew members who targeted the wrong zone do not attack.**

When you attack the shark, do the following, depending on what type of weapon you used:

#### MELEE WEAPON OR FIREARM WEAPON

Roll the number of dice shown on the card and add up the number of hits rolled.

If the weapon has + , add 1 hit to the total.



If the total number of hits is equal to or less than the shark's evade value (shown on the resurface card), the attack misses and the shark takes no wounds.

If the total number of hits is higher than the shark's evade value, the attack is successful. Subtract the evade value from the total number of hits, and the shark takes that many wounds. The shark slides the clip on their wound track 1 slot for each wound taken.

Check the weapon for abilities that affect how they are used.

#### ATTACHABLE WEAPON

Automatically attach the weapon to the shark (place the card faceup in front of the shark). You do not need to roll the dice, and the shark's evade value has no effect.

The weapon's ability immediately goes into effect and stays in effect until the shark is able to shake it off.

### STEP 6: SHARK ATTACKS

The shark may choose to **attack either the boat or a crew member in the water**.

#### ATTACK THE BOAT

You may choose 1 boat space to attack. **You must be adjacent to the boat space you are targeting.**

Announce which boat space you are attacking. Roll the number of dice shown on the resurface card, and total the number of hits. Apply the results, based on the hits needed to damage or destroy the boat space.

The undamaged side of each boat tile shows 2 numbers: the smaller number is the number of hits the shark must roll to damage the boat space, and the larger number is the number of hits required to destroy it.

The damaged side of each boat tile shows one number: this number is the number of hits required to destroy the boat space.

If you did not roll enough hits to damage the boat space, the attack misses. If you did roll enough hits, flip the boat tile to the damaged side.

If you rolled enough hits to destroy the boat space, remove the boat tile from the game board.

If a boat space gets damaged or destroyed, all crew members that were on that boat space fall into the water. After flipping or removing the boat tile, place their meeple(s) in the water space of that zone.

#### ATTACK A CREW MEMBER

You may choose 1 crew member to attack.

**The crew member must be in the water, and they must be in your space or an adjacent water space.**

You may not attack a crew member who is on the boat.


Announce which crew member you are attacking, then roll the number of dice shown on the resurface card. The crew member takes 1 wound for each hit rolled. The crew member slides the clip on their wound track 1 slot for each wound taken.

#### BONUS ATTACK(S)

Before going underwater again, the shark may roll a bonus attack against each crew member that is in the water near them.

One at a time, roll 1 die against each crew member that is in your space or an adjacent water space. The targeted crew members take 1 wound for each hit rolled.

#### ELIMINATING CREW MEMBERS

If a crew member's wound tracker reaches , they have been eliminated from the game. Remove their crew meeple from the board and discard all of their gear cards.

### END OF THE ROUND


After the shark finishes their attack and any bonus attacks, the round is over and the shark dives back into the depths.

Remove the shark meeple from the board, return all target tokens to their respective crew members, and discard the faceup resurface card and the shark ability card (if one was used).

Begin a new round, starting with step 1.

### END OF THE GAME

The game can end in one of 3 ways:

1. If all 3 crew members have been eliminated, the shark wins.
2. If the *Orca* has been destroyed (all boat tiles have been removed), the shark wins.
3. If the shark's wound tracker reaches , the shark is eliminated and the crew wins.

### PLAYING ACT 1 OR ACT 2 SEPARATELY

Either Act 1 or Act 2 may be played as a standalone game with these modifications:

#### ACT 1

If the shark's swimmer track reaches the 7 slot (or higher), the game ends immediately and the shark wins.

If the crew attaches a second barrel to the shark before the swimmer track reaches 7, the game ends immediately and the crew wins.

#### ACT 2

During setup, give the shark 6 random shark ability cards. Give each crew member their corresponding gear cards, then give the crew (as a group) 7 random crew gear cards, which they immediately divide among the 3 crew members however they choose.

# JAWS

## ACT 1: AMITY ISLAND

### 1: EVENT PHASE

Draw an Amity event card and place swimmers into the water of the beach spaces according to the letters shown next to the swimmer icon. **Resolve the event text.**

### 2. SHARK PHASE

The shark may take up to 3 actions and may choose to play 1 power token. Do not tell the crew your actions.

#### PLAN ACTIONS

**MOVE** Move through water to an adjacent space.

**EAT 1 SWIMMER** Eat 1 swimmer in your space.

Record your turn on your shark tracker pad. Announce that your turn is over and give the crew this information:

**SWIMMERS EATEN** Tell the crew how many swimmers you ate and at what beach. Remove them from the board, then record the number eaten on your character board. If your swimmer track reaches 9, Act 1 immediately ends.



**MOTION SENSORS** Inform the crew of any motion sensors you triggered by being in the same space (don't say when or in what order).

**POWER TOKEN** Each power token may be used only once per game. If you play a token, tell the crew and place it facedown in front of you (don't say which one).

#### POWER TOKENS

**FEEDING FRENZY** You may eat *all* swimmers in your space as 1 action.

**EVASIVE MOVES** You do not trigger any motion sensors this round, even if you move those spaces.

**OUT OF SIGHT** If Brody uses his **binoculars** or if Hooper uses his **fish finder** this round, tell them you are *not* there or nearby, even if this is not true.

**SPEED BURST** Once only, you may move up to 3 spaces as 1 action.

### 3. CREW PHASE

Each crew member may take up to 4 actions.

#### QUINT

**MOVE** Move through water to an adjacent space.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP BARRELS** Pick up any number of barrels in your space from either a dock, the water, or Hooper's boat. Each source is a separate action.

**LAUNCH A BARREL (once per round)** into your own space or an adjacent space. Place the barrel token; the shark must announce if they are in that space. If so, it is hit and the barrel is attached to it: place the barrel on the shark's character board. **If this is the second barrel attached to the shark, Act 1 immediately ends.**

#### BRODY

**MOVE** Move across land to an adjacent space.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP 1 BARREL** At the shop, pick up 1 barrel and place it under your meeple. You may carry only 1 at a time.

**DROP 1 BARREL** If you are at a dock and carrying a barrel, placing the barrel on the dock's barrel symbol. There can be any number of barrels at a dock.



**USE BINOCULARS (once per round)** At one of the 4 beaches, place the binoculars on your space. The shark must announce if they are in the water at that beach. If they are, place the shark meeple there.



**CLOSE A BEACH (once per round)** At the Mayor's Office or the Amity P.D., place the **beach closed** token faceup on the beach if it has no swimmers.

When an event card would have you place swimmers there, instead flip the token to **opening soon**. The next time an event card would have you place swimmers there, instead remove the beach closed token from the board.

Only 1 beach can be closed at a time.

#### HOOPER

**MOVE** Move up to 2 spaces through water as 1 action.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP BARRELS** Pick up any number of barrels in your space from a dock or the water. Each source is a separate action.

**GIVE BARRELS TO QUINT** In the same space as Quint, give him *all* the barrels you have on your boat.



**USE FISH FINDER (once per round)** Place the **fish finder token** in the water in your space. The shark must announce where they are in relation to the fish finder.

If the shark is in the same space, they must tell you. Place the shark meeple there.

If the shark is in an adjacent space that is connected by water, they must tell you they are "nearby."

If the shark is neither in the same space nor an adjacent space, they must tell you they are "not there or nearby."

### END OF THE ROUND

After all 3 crew members have taken their turn, the round is over. If the shark played a power token that round, return it facedown to the box. Begin a new round.

### END OF ACT 1

Act 1 ends immediately if one of the following happens:

1. The crew attaches a second barrel to the shark.
2. The swimmer track on the shark's board reaches the 9 slot.

**Start Act 2.** Do not move the clip on the swimmer track yet.

# JAWS

## ACT 1: AMITY ISLAND

### 1: EVENT PHASE

Draw an Amity event card and place swimmers into the water of the beach spaces according to the letters shown next to the swimmer icon. **Resolve the event text.**

### 2. SHARK PHASE

The shark may take up to 3 actions and may choose to play 1 power token. Do not tell the crew your actions.

#### PLAN ACTIONS

**MOVE** Move through water to an adjacent space.

**EAT 1 SWIMMER** Eat 1 swimmer in your space.

Record your turn on your shark tracker pad. Announce that your turn is over and give the crew this information:

**SWIMMERS EATEN** Tell the crew how many swimmers you ate and at what beach. Remove them from the board, then record the number eaten on your character board. If your swimmer track reaches 9, Act 1 immediately ends.



**MOTION SENSORS** Inform the crew of any motion sensors you triggered by being in the same space (don't say when or in what order).

**POWER TOKEN** Each power token may be used only once per game. If you play a token, tell the crew and place it facedown in front of you (don't say which one).

#### POWER TOKENS

**FEEDING FRENZY** You may eat *all* swimmers in your space as 1 action.

**EVASIVE MOVES** You do not trigger any motion sensors this round, even if you move those spaces.

**OUT OF SIGHT** If Brody uses his **binoculars** or if Hooper uses his **fish finder** this round, tell them you are *not* there or nearby, even if this is not true.

**SPEED BURST** Once only, you may move up to 3 spaces as 1 action.

### 3. CREW PHASE

Each crew member may take up to 4 actions.

#### QUINT

**MOVE** Move through water to an adjacent space.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP BARRELS** Pick up any number of barrels in your space from either a dock, the water, or Hooper's boat. Each source is a separate action.

**LAUNCH A BARREL (once per round)** into your own space or an adjacent space. Place the barrel token; the shark must announce if they are in that space. If so, it is hit and the barrel is attached to it: place the barrel on the shark's character board. **If this is the second barrel attached to the shark, Act 1 immediately ends.**

#### BRODY

**MOVE** Move across land to an adjacent space.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP 1 BARREL** At the shop, pick up 1 barrel and place it under your meeple. You may carry only 1 at a time.

**DROP 1 BARREL** If you are at a dock and carrying a barrel, placing the barrel on the dock's barrel symbol. There can be any number of barrels at a dock.



**USE BINOCULARS (once per round)** At one of the 4 beaches, place the binoculars on your space. The shark must announce if they are in the water at that beach. If they are, place the shark meeple there.



**CLOSE A BEACH (once per round)** At the Mayor's Office or the Amity P.D., place the **beach closed** token faceup on the beach if it has no swimmers.

When an event card would have you place swimmers there, instead flip the token to **opening soon**. The next time an event card would have you place swimmers there, instead remove the beach closed token from the board.

Only 1 beach can be closed at a time.

#### HOOPER

**MOVE** Move up to 2 spaces through water as 1 action.

**RESCUE 1 SWIMMER** Remove 1 swimmer from your space and return it to the supply.

**PICK UP BARRELS** Pick up any number of barrels in your space from a dock or the water. Each source is a separate action.

**GIVE BARRELS TO QUINT** In the same space as Quint, give him *all* the barrels you have on your boat.



**USE FISH FINDER (once per round)** Place the **fish finder token** in the water in your space. The shark must announce where they are in relation to the fish finder.

If the shark is in the same space, they must tell you. Place the shark meeple there.

If the shark is in an adjacent space that is connected by water, they must tell you they are "nearby."

If the shark is neither in the same space nor an adjacent space, they must tell you they are "not there or nearby."

### END OF THE ROUND

After all 3 crew members have taken their turn, the round is over. If the shark played a power token that round, return it facedown to the box. Begin a new round.

### END OF ACT 1

Act 1 ends immediately if one of the following happens:

1. The crew attaches a second barrel to the shark.
2. The swimmer track on the shark's board reaches the 9 slot.

**Start Act 2.** Do not move the clip on the swimmer track yet.



## ACT 2: THE ORCA

### 1: RESURFACE OPTIONS

Turn over the top 3 resurface cards and place 1 faceup on each spot (A, B, or C) on the board. The **resurface zone** (in red) is the zone where the shark will resurface if they choose that card. Place the small resurface tokens (A, B, and C) in the water spaces of the corresponding zones.

### 2. SHARK CHOOSES

The shark secretly selects one of the 3 resurface cards by playing a large resurface token (A, B, or C) facedown in front of them.

The shark may also play 1 shark ability card by placing the card facedown underneath their resurface token. Remove the card from the game at the end of the round.

### 3. CREW PREPARES

The crew may discuss their intentions, but not until after the shark has locked in their resurface token in step 2.

**MOVE** Each crew member may move up to 2 adjacent spaces through boat and/or water spaces. Moving from a water space onto a boat space takes both moves.

**CHOOSE WEAPON** Each crew member chooses 1 weapon from their crew gear cards and places it above their character board.



**PLACE TARGET TOKEN** Each crew member places their target token in the water space of the zone they think the shark will resurface. Multiple crew may target the same space.



**Melee weapon or an attachable weapon:** you must be in the same space or adjacent to the targeted water space.



**Firearm weapon:** target any water space.

**ACCESSORIES** Crew gear cards without a symbol are accessories that can be used in addition to weapons.

**CHUM:** After the shark locks in their resurface token in step 2, *Chum* may be played. The shark must reveal 1 of the 2 resurface tokens they did not choose. Only 1 *Chum* card may be played each round.

**AMMO:** The *Pistol* and *Rifle* are each loaded with 1 shot. Extra ammo lets you discard the ammo instead of the weapon after firing.

**SHARK CAGE:** The *Shark Cage* may be played before the shark rolls for an attack. The crew member who uses it cannot take any wounds in the round in which it is played.

### STEP 4: SHARK REVEALS

The shark flips over their chosen resurface token. Discard the 2 resurface cards not chosen. Place the shark meeple in the chosen zone's water space and return all target tokens not in that space.

Any shark ability card played is also revealed at this time and its ability goes into effect.




**SHAKE OFF** If the chosen resurface card has this symbol, the shark shakes off (discards) all attachable weapons attached to them.

## STEP 5: CREW ATTACKS

In any order, each crew member who targeted the correct zone may attack the shark. Crew members who targeted the wrong zone do not attack. When you attack, do the following depending on what type of weapon you used:

### MELEE WEAPON OR FIREARM WEAPON

Roll the number of dice shown and add up the number of hits rolled. If the weapon has  , add 1 hit to the total.



If the total number of hits is equal to or less than the shark's evade (shown on the resurface card), the attack misses and the shark takes no wounds.

If the total number of hits is higher than the shark's evade, the attack is successful. Subtract the evade value from the total number of hits, and the shark takes that many wounds. Check the weapon for abilities that affect how they are used.

**ATTACHABLE WEAPON** Automatically attach the weapon to the shark (place the card faceup in front of the shark). You do not need to roll the dice, and the shark's evade has no effect. The weapon's ability immediately goes into effect until the shark is able to shake it off.

### STEP 6: SHARK ATTACKS

The shark may attack either the boat or a crew member in the water.

**ATTACK THE BOAT** Announce 1 boat space to attack that you are adjacent to. Roll the number of dice shown on the resurface card, and total the hits. Apply the results, based on the hits needed to damage or destroy the boat space.

**Undamaged boat tile:** the smaller number is the number of hits the shark must roll to damage the boat space, and the larger number is the number of hits required to destroy it.


**Damaged boat tile:** the number of hits required to destroy the boat space.

If you did not roll enough hits to damage the boat space, the attack misses. If you did, flip the boat tile to the damaged side. If you rolled enough hits to destroy the boat space, remove the boat tile from the game board.

If a boat space gets damaged or destroyed, all crew members that were on it fall into the water; place their meeple(s) in the water space of that zone.

**ATTACK A CREW MEMBER** Announce 1 crew member in the water and in your space or an adjacent water space to attack. Roll the number of dice shown on the resurface card. The crew member takes 1 wound for each hit rolled.

**BONUS ATTACKS** One at a time, roll 1 die for each crew member in your space or an adjacent water space. The crew member takes 1 wound for each hit rolled.

If a crew member's wound tracker reaches  , they are eliminated from the game.

### END OF THE ROUND

Remove the shark meeple from the board, return target tokens to crew members, and discard the faceup resurface card and any shark ability card. Begin a new round.

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