

SHARKNERD OPOLY



Player's Guide

Your Purpose in the Game

Your City is Being Attacked by a Man-Eating Shark!

As a mayor of Shark Attack City, pushing through your fellow rivals, while avoiding being devoured by the vicious Shark, you are aiming to become the city's one-and-only mayor. Will you defeat the Shark and become a hero? Or will you barely survive the carnage as the last man standing? How your movie ends is up to you!

3 Promises to Keep While Playing

- ① Pay respects to all shark parody movies.
- ② Follow the rules and have fun.
- ③ Don't confuse the shark in the game with real sharks; they really aren't violent!



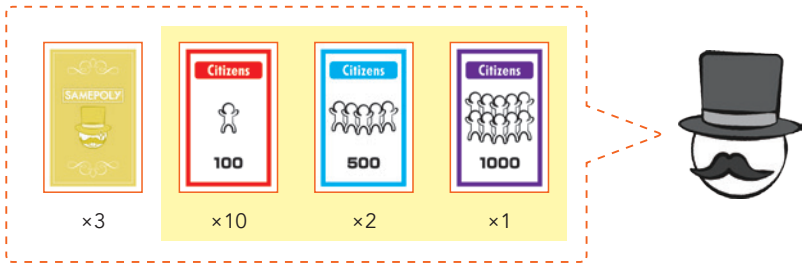
Game Set Contents

- Gameboard x 1
- Dice x 2
- Player's Guide x 1
- Tokens x 6
- Shark x 1
- Conspiracy Cards x40
- Weapon Cards x10
- Land Deed Cards x28
- Citizen Cards
 - "100 Citizens" Cards x50
 - "500 Citizens" Cards x 8
 - "1000 Citizens" Cards x 4

Preparing the Game

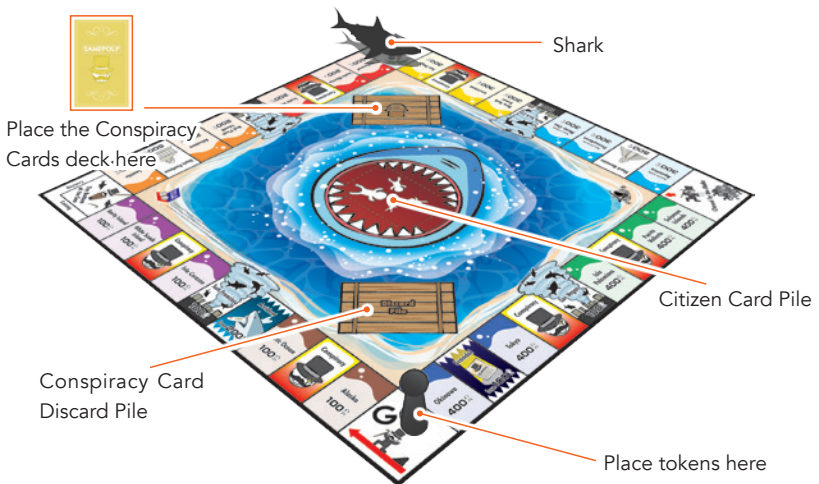
Card Distribution

At the beginning of the game, each player is dealt 3 Conspiracy Cards, 10 "100 Citizens" Cards, 2 "500 Citizens" Cards, and 1 "1000 Citizens" Cards.



Setting Up the Board

Place the remaining Conspiracy Cards in a deck on the Raft on the board. From there, each player chooses their token and places it on the GO space. Lastly, place the Shark on the Safety Island space.



Deciding Turn Order

Start the game from the player who most recently encountered a real shark. If there is no one, then decide by who wins a dice roll or rock-paper-scissors.

Game Progression • Flow of Each Turn

Before Rolling the Dice

At the beginning of their turn, before rolling the dice, there are few things a player may do.

- Use a Conspiracy Card
- Sell one or more Land Deeds
- Activate the effects of a Weapon

Roll the Dice

The player rolls 2 dice and moves as many spaces equal to the total number they rolled, clockwise on the board.

Buying Land

If a player lands on a "Land" space, they may use their Citizens to buy the "Land Deed" for it.



Staying on a Land

If a player lands on a Land that is owned by another player, they must give the number of Citizens that is written on that Land to the player who owns it.

Auctioning

If the player chooses not to buy the Land Deed, the Land will be auctioned to the other players. The auction starts with the original price of the Land, and the player who declares to pay the most Citizens gets the Land Deed.



※ One turn is a turn performed by a single player and includes all the actions a player may do on their turn.

Movement of the Shark

After the player has rolled and moved spaces, the Shark moves the amount of spaces equal to the biggest number of the two dice the player rolled that turn. For example, if the player rolled 4 and 6, the Shark moves 6 spaces. The Shark will attack and cause damage to the Land it stops on.

Attack

If the Shark lands on or passes by a space that a player is on, that player is attacked by the Shark and loses 200 Citizens. That player then discards 200 Citizens in the Citizen Card Pile.



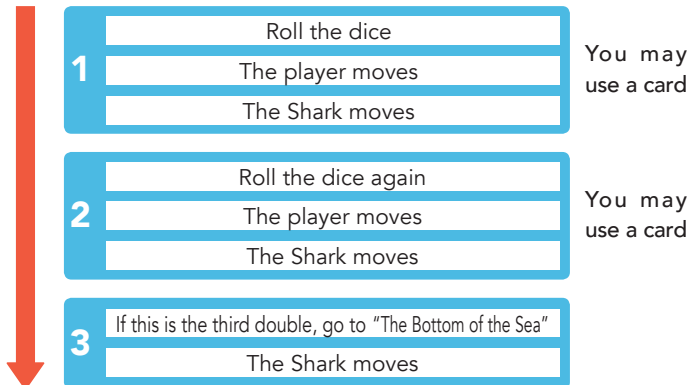
Damage to Land

If the Shark has stopped on a Land that is owned by a player, the Shark causes damage to it. The player who owns it then loses the amount of Citizens equal to the number written on the Land.



Rolling Doubles

If a player rolls doubles (the numbers on both dice match), after moving spaces and buying Land, they must roll the dice again. Before rolling again, the player may once again perform one of the actions that are possible before rolling. The same thing must occur if they roll doubles again. But if they roll doubles a third time, they must go to "The Bottom of the Sea" (see page 7). The turn flow regarding doubles is written below.



Effects of Spaces

GO Space





This is the starting space at the beginning of the game. During the course of the game, if a player passes or lands on this space, they receive 300 Citizens.



Land Spaces

When a player stops on a Land space and no other players own the Land Deed (see page 9) for it, they may buy it by using the number of Citizens written on it. If the player does not purchase it, it goes up for auctioning. Auctioning begins at the written number and the player who offers to pay the most Citizens receives that Land Deed. If a player stops on a Land that belongs to another player, they must pay the number of Citizens written on the space to the owner.

Types of Land Spaces

			
City	Tornado	Pantheon · Remains	

Conspiracy Spaces

If a player lands on a Conspiracy Space, they must draw a Conspiracy Card. A player may have up to 4 Conspiracy Cards in their hand. If they draw a 5th Conspiracy Card, they must choose 1 of their cards to discard. During this time, the player may not use the Conspiracy Card's effect.



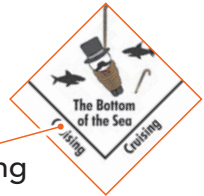
“Bottom of the Sea”/Cruising Space

If a player lands on this space through regular movement, they are considering cruising and there is no additional effect. However, if the player lands on the “Chased by the Mafia” space, rolls doubles 3 times in a row, or is affected by a Conspiracy Card that causes them to be sent to “The Bottom of the Sea”, they must place their playing piece on this space. For the next 3 turns, the player can not move any spaces. A player in “The Bottom of the Sea” is still attacked by the Shark if it lands there.

3 Ways to Escape “The Bottom of the Sea”

- 1) Roll doubles on your turn.
(Move the amount of spaces and roll the dice again.)
- 2) 3 turns have passed.
- 3) Use a Conspiracy Card that has such an effect.

Cruising



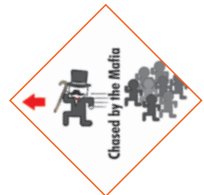
“Safety Island” Space

A player occupying this space can not be attacked by the Shark.



“Chased by the Mafia” Space

If a player lands on this space, they must go directly to “The Bottom of the Sea.” The player does not receive 300 Citizens for passing GO.



“Accident” · “Scandal” Spaces

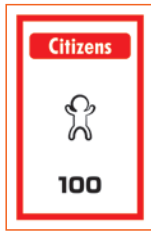
Unexpected events bring harm to players and Citizens. When a player lands on one of these spaces, they must discard the number of Citizens equal to the amount written on the space.



Types of Cards

Citizen Cards

These are like resources for the player's actions and are also used for protecting the player. If the player's held number of Citizens becomes less than zero, the player is defeated and out of the game. The Citizens a player has used are discarded in the Citizen Card Pile. When a player passes the GO space, or receives Citizens due to special circumstances, they may draw them from the Citizen Card Pile. Also Citizen Cards that have a number of 500 or above may be exchanged for lower numbered Citizen Cards.



100 Citizens



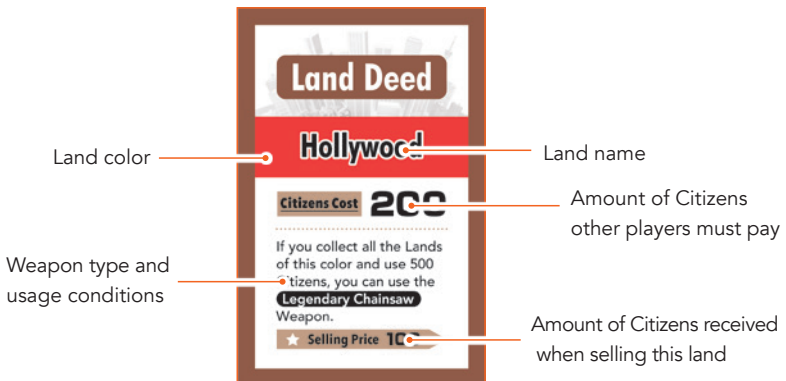
500 Citizens



1000 Citizens

Land Deed

A player may receive a Land Deed by buying the Land with Citizens or by winning an auction. When a player has collected a full set of Land Deeds of the same color, they receive the Weapon corresponding to that set and are then able to use that Weapon's effects. At the beginning of a player's turn, they may sell Land Deeds in their possession.



Conspiracy Cards

At the beginning of their turn, a player may use 1 Conspiracy Card. Some Conspiracy Cards can be used as a countermeasure when an opponent uses a Conspiracy Card.

"Let's Go Diving"

This card sends a target player to "The Bottom of the Sea." Normal Conspiracy Cards are used at the beginning of the turn. Once a player has rolled the dice, they can not use a Conspiracy Card afterwards.



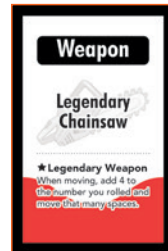
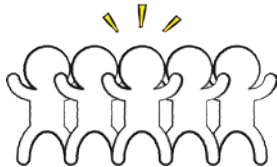
"Always Be Prepared"

If an opponent uses a card on their turn, this card cancels their card's effect. This card may be used at the moment when an opponent uses their card. You can also use it without targeting yourself.



Weapon Cards

Weapon Cards can be used to defeat the Shark, either by utilizing that card's effects or by landing on or passing the space the Shark is occupying. The player who defeats the Shark instantly becomes the winner. A player receives a Weapon and may activate it by collecting the full set of Land Deeds of the same color, collecting both the Pantheon and Remains, or collecting all 4 Tornados. If the player loses the Land Deed(s) needed for that Weapon for any reason (such as the effect of a Conspiracy Card), they will also lose the Weapon. They must collect the Land Deeds and use Citizens again to regain that Weapon.

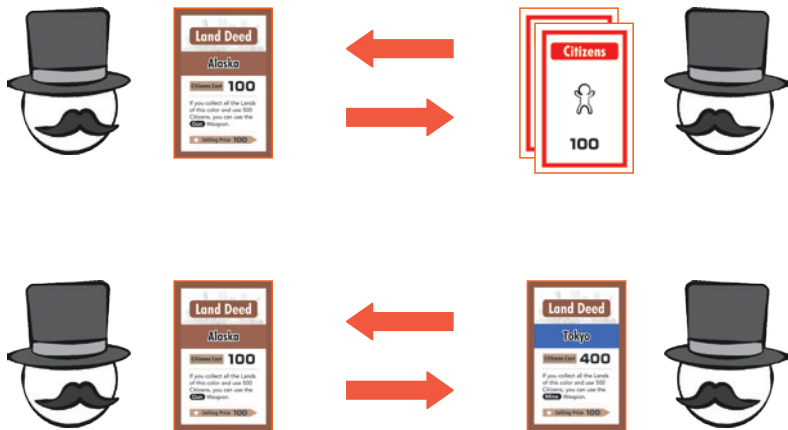


Weapons Cards can be obtained by using 500 Citizens at the start of the turn, while having all the necessary Land Deeds in possession. Every Weapon has a different effect and the Weapon a player receives depends on the Land Deeds in their possession.

Negotiating

In Sharknerd-opoly, players may trade Land and Citizens with each other. Land Deeds and Citizen Cards may be used for negotiations. (Conspiracy Cards can not be used for negotiations.)

A player is able to negotiate on their own timing and at their own prices. A negotiation can not be completed unless both parties agree to the terms.



Victory and Defeat

Defeat

When the number of Citizens a player has becomes less than zero, they are defeated and out of the game. Upon defeat, the player must place their playing piece in the Citizen Card Pile. The defeated player loses all of their Land Deeds and the Lands they owned go back to their original state, no longer owned by anyone. A player with zero Citizens is still free to continue the game, but are defeated the moment the number becomes less than zero. Be sure to value your Citizens!



Victory

There are two ways a player can win Sharknerd-opoly:

- 1) Defeat the Shark using a Weapon and become the hero.
- 2) All other players are defeated, and the player becomes the last one standing.

Determining which strategy to use is the key to victory. Study the battle closely and aim to become the strongest mayor of Shark Attack City!





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