

In Shark Food, you're a pirate on a plank answering trivia questions. Yes, highly unlikely, but that's you. Get the answers right and you receive gold, get them wrong and you walk on the plank. And while at it, use your unique ability to cause havoc on the plank!

## Components

1 board, 60 gold discs, 40 letter cards, 110 category cards, 10 pirate cards, 10 pawns, 1 start player token

## Setup:

1. Place the board in the center of the table and the gold discs next to it, forming a treasure.
2. Each player chooses a pawn color and gets the respective pirate card. You may choose which side you want to play.
3. Place the player pawns on the boat, before the 1st plank space.
4. Shuffle the deck of category cards and place it next to the board.
5. Each player takes their 4 letter cards: A-B-C-D
6. Give the first player token to the last player bitten by a shark. If none of you wimps were, just use any other method.

## How to play:

Each round of Shark Food has 5 phases:

1. **Round start.** Reveal a category card, read it out loud. All categories have 4 alternatives.
2. **Selection phase.** Each player secretly selects one of their 4 letter cards, trying to get the top alternative.
3. **Reveal phase.** The answer is at the bottom of the flipside of the category card. Flip to reveal it. The alternatives are ranked, from first (the one that ranks best at that category) to last.
4. **Players' turns.** Beginning with the starting player and proceeding clockwise, each player reveals their chosen letter, and take the reward according to the rank of the letter chosen:
  - **1st:** Take 2 gold
  - **2nd:** take a gold
  - **3rd:** advance 1x on the plank
  - **4th:** advance 2x on the plank

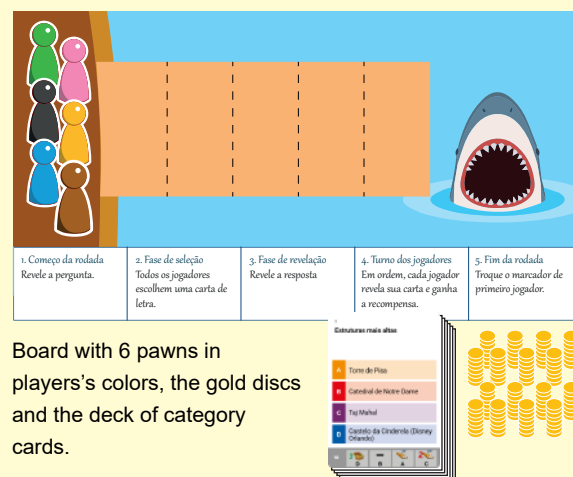
*Don't reveal your letter or take your reward before your turn! Many pirate abilities depend on following turn order.*

*You can always retreat 1x in the plank if you decide not to take a gold. This goes for any gold you gain, either with your answers or your abilities.*

This is the phase where most (but not all) pirate abilities will activate.

5. **Round end.** The first player token goes to the next player clockwise.

## Example of a 6-player board setup

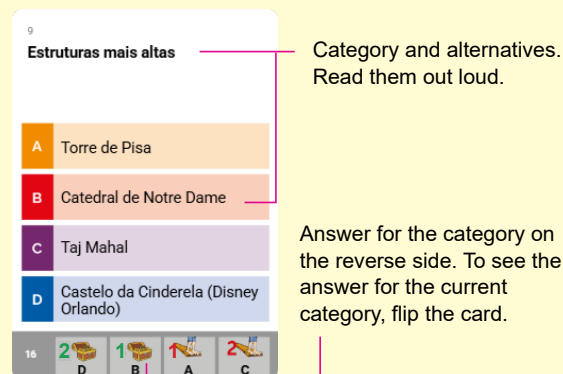


## Example of a player setup

Pirate card and 4 letter cards (A-B-C-D)



## Category card



Falling from the plank:

If you are on the last plank space and need to advance more, you fall into the sea and become shark food.

Lose all your gold, place your pawn back on the boat and flip your pirate card. You can keep trying with a different pirate.

If you fall a second time, you may take another pirate card and pawn if there are any available, or flip back your pirate card.

*Some pirate abilities may create other ways to die. The consequences are the same as falling from the plank.*

Winning the game:

When someone has 10 or more gold by the end of the round (*not by the end of their turn*) on their pirate card, and they didn't die, they win.

If more than one player have it, the one with most gold wins. If they've got the same amount, both players win.

Pirate abilities:

Pirate abilities may break some of the rules in this rulebook.

All abilities are enacted in a specific phase of the round. Most should be used on your turn, but others activate on other players' turns, the start or the end of the round.

Read your ability carefully to know exactly when you can enact it.

Example of a round

1. Começo da rodada  
Revele a pergunta.

2. Fase de seleção  
Todos os jogadores escolhem uma carta de letra.

3. Fase de revelação  
Revele a resposta

4. Turno dos jogadores  
Em ordem, cada jogador revela sua carta e ganha a recompensa.

5. Fim da rodada  
Troque o marcador de primeiro jogador.

The answer is revealed. The rank is:

- 1st: A
- 2nd: D
- 3rd: C
- 4th: B

**Greedy Jane**

Other players' turns:  
Any pirate more advanced in the plank than you cannot gain gold.

**Greedy Jane** goes first. She reveals her letter: **A**. She decides to get 2 gold instead of retreating on the plank.

**Friendly Pete**

On your turn:  
If you walk on the plank, you may bring players on the same plank space with you.

**Friendly Pete** goes next. He has letter **C**. He walks on the plank, bringing Jane with him, as his ability allows.

**Smith, the Kiss-ass**

On your turn:  
Instead of revealing your answer, you may declare you have the same answer as a player who didn't reveal theirs yet.

**Smith, the Kiss-ass**, goes next. He has letter **B**, which he knows when the answer was revealed is the last. Following his ability, he decides to take a risk and bet on Lone Lenny. Whatever his letter is, it will also be Smith's.

**Polly, the Parrot**

On your turn:  
If you fall from the plank, fly back to the boat and steal 1 gold from all players there.

**Polly, the Parrot** goes next. He has letter **B**. It walks twice on the plank, and would fall on the sea, if it wasn't a parrot. Being one, it flies back to the boat and steal 1 gold from Smith, who is there.

**Lone Lenny**

No seu turno:  
Se estiver sozinho num espaço de prancha, você pode recuar até o barco.

**Lone Lenny** goes next. He has letter **D**, but cannot gain gold, because he's ahead of Jane on the plank (no one ahead of Jane can gain gold). So he decides to retreat twice. If he ends his turn alone in a plank space, he will go back to the boat.

**Bill the Bully**

On your turn:  
If you have the top answer, you can push someone twice.

**Bill, the Bully** is the last. He has letter **D**. He cannot take gold because he's ahead of Jane, but since he's got the top answer, he can push someone twice on the plank. He decides to push Jane. Now she's ahead of him, so he can take the 2 gold.