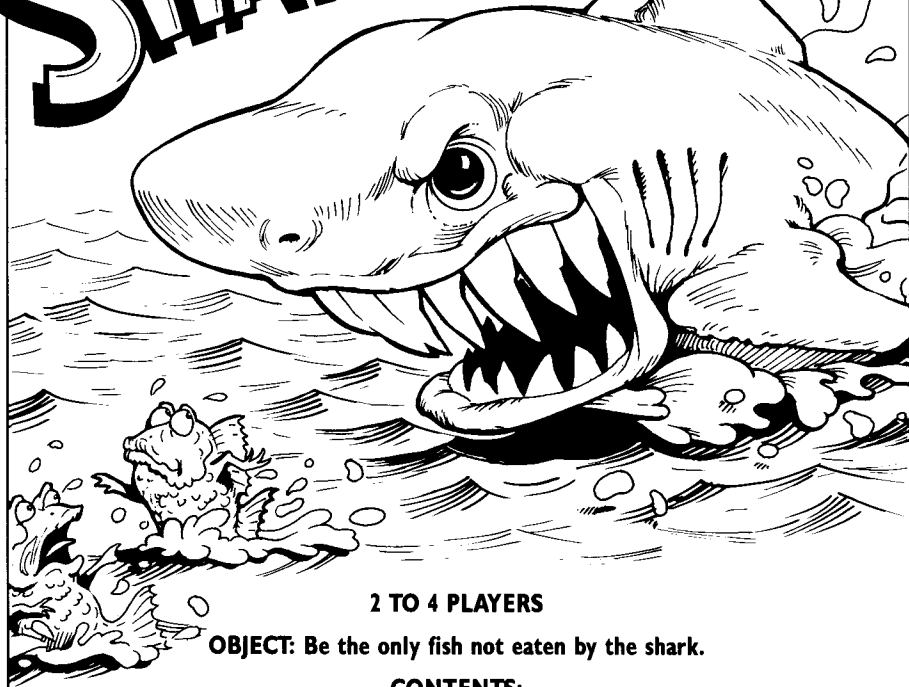


# SHARK ATTACK!™



**2 TO 4 PLAYERS**

**OBJECT:** Be the only fish not eaten by the shark.

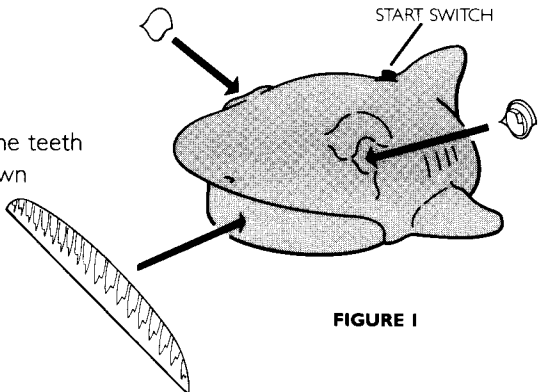
**CONTENTS:**

- 1 MOTORIZED SHARK • GAMEBOARD • 4 FISH PAWNS
- 2 DICE • RUNNER OF PLASTIC PARTS
- PLASTIC PLOW • LABEL SHEET

## ASSEMBLY

### APPLY LABELS:

Place the eye labels and the teeth label on the shark, as shown in Figure 1.



**FIGURE 1**

## ASSEMBLE THE PLOW AND WHEEL TO THE SHARK:

1. Take the shark's body and turn it over.
2. Carefully break the wheel off the runner of plastic parts.
3. Snap the wheel into position in the shark's tail, as shown in Figure 2.
4. Hook the plow into the shark, as shown in Figure 2. The plow should move freely inside the shark. See Figure 3.

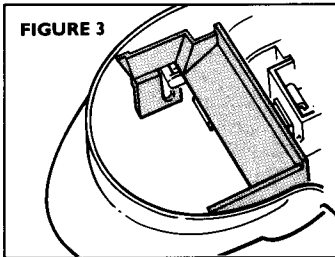


FIGURE 3

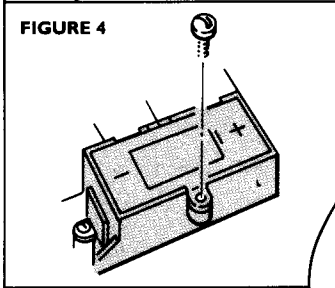


FIGURE 4

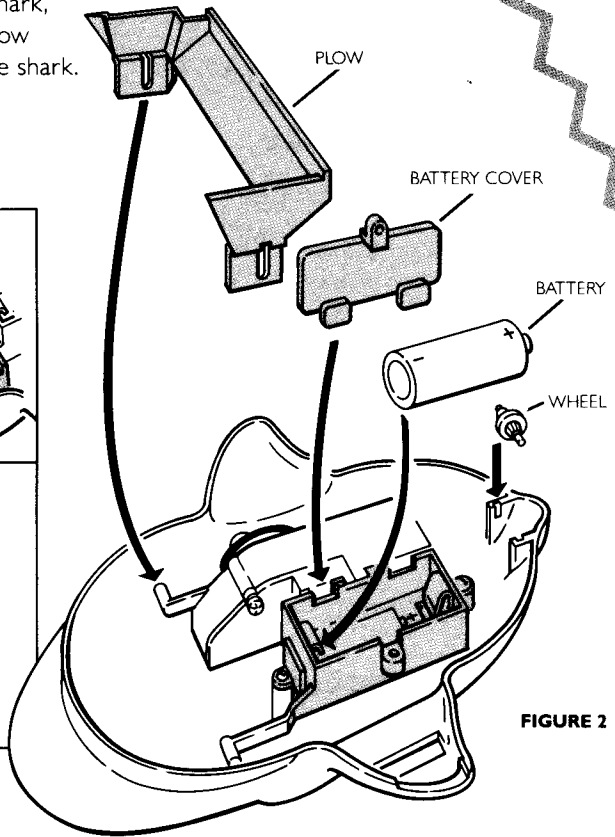


FIGURE 2

## INSERT BATTERY:

Loosen the screw with a screwdriver, as shown in Figure 4 and remove the battery cover. Insert a "C" size battery, matching + and - symbols, as shown in Figure 2. An alkaline battery is recommended for best performance. Replace the battery cover and tighten the screw.

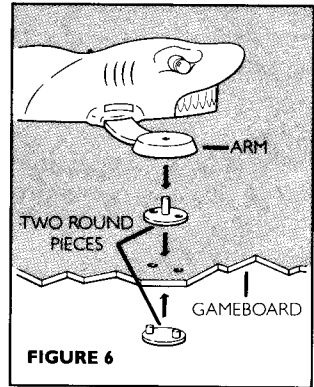
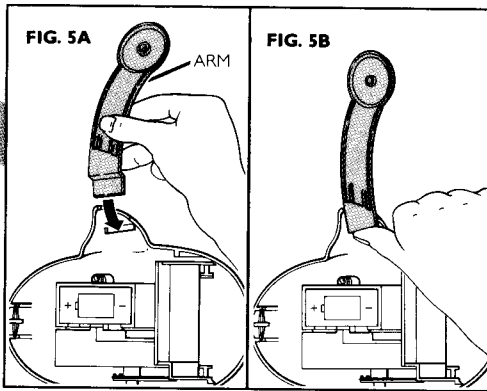
## TEST THE SHARK:

Turn the shark over and place it on a flat surface. Slide the switch to start the shark. The shark should start moving slowly up and down and forward. Then slide the switch the other way to stop the shark.

NOTE: If the shark moves up and down and backward, the battery was not inserted correctly.

## ASSEMBLE THE SHARK TO THE GAMEBOARD

1. Remove the shark's arm from the runner. Insert the arm into the slot in the shark fin. See Figure 5A. Then carefully press the arm into place with your thumb, as shown in Figure 5B. See Figure 6 for completed shark.
2. Carefully break the two round plastic pieces off the runner. One piece has two prongs and the other has one prong and two holes.
3. Place the two-pronged piece under the gameboard, inserting the prongs into the two holes in the center of the gameboard, as shown in Figure 6.
4. Place the one-pronged piece on top of the gameboard, fitting its two holes onto the two prongs from the bottom piece. See Figure 6. (You will sandwich the gameboard between the two plastic pieces.)
5. Fit the circular end of the shark's arm onto the top prong on the gameboard, as shown in Figure 6.

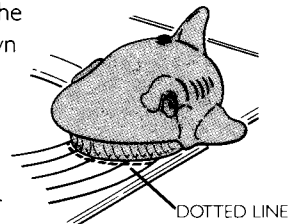


## RULES FOR FIRST-TIME PLAYERS

### SETUP

1. Place the assembled gameboard, shark, fish and dice on the floor.
2. **POSITIONING THE SHARK:** Place the shark behind the dotted line on the gameboard in its start position, as shown in Figure 7.
3. Each player chooses one color fish to play and places it on its matching color gameboard fish in its start position. Any unchosen fish are placed out of play.
4. **THE DICE ROLLER/COLOR CALLER:** The oldest player is the dice roller and color caller. Throughout the game, this player rolls the dice and calls out the colors rolled. **NOTE:** This player also plays by moving his or her own fish.

FIGURE 7



## GAME PLAY

1. Slide the switch to start the shark moving.

2. ROLL, CALL, AND MOVE:

- The Roller/Caller ROLLS the dice and quickly CALLS OUT the colors rolled on the dice. NOTE: If the same color is rolled on both dice, that color is called out twice. EXAMPLE: "Red, Red".

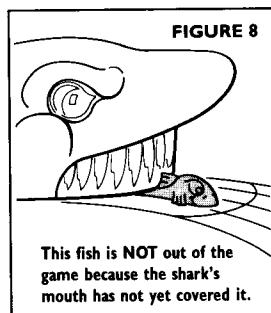
- As soon as the colors are called out, the players owning the "called out" colored fish quickly MOVE their fish one space on the gameboard away from the moving shark. If one color was called out twice, that fish moves two spaces. NOTE: Don't hold on to your fish during the game. You're only allowed to touch them when you move them.

3. After any fish that can be moved are moved, the Roller/Caller rolls the dice again, calls out the colors rolled and the fish move as above.

4. EATEN FISH: As the game progresses, the shark moves closer to the fish. When the shark's mouth completely covers a fish, that fish is eaten. See Figure 8 for details.

An eaten fish is trapped in the shark's mouth and stays there until the end of the game. Once your fish is eaten, you are out of the game unless you are the Roller/Caller. The Roller/Caller continues to roll the dice and call out the colors rolled.

5. Play continues until only one fish remains uneaten.



## WINNING THE GAME

The player who owns the last uneaten fish wins the game. If the last two fish were eaten at the same time, play again to determine the winner.

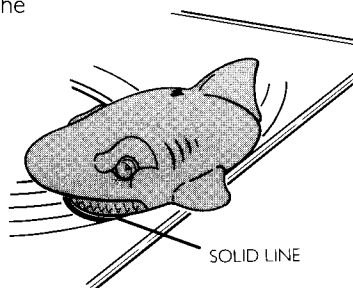
TO PLAY ANOTHER GAME, just lift the shark off the gameboard to remove the eaten fish. Reposition the shark and the fish in their start positions.

## Now That You Know How To Play, TRY THIS FUN GAME!

- Give the shark a faster start by positioning it at the solid line instead of the dotted line. See Figure 9.

- Play as above, but do not assign one player to be the Roller/Caller for the entire game. Players take turns rolling the dice and calling out the colors rolled. After rolling and calling, the dice roller quickly PASSES the dice to the player on his or her left. IMPORTANT: The dice cannot be passed until all the fish that can be moved are moved!

- Players are **NOT** out of the game when their fish have been eaten. They still roll the dice on their turn.



**FIGURE 9**