

For 2 to 4 Players
AGE 5+

Shark Tale™

DREAMWORKS®

Shark Attack™

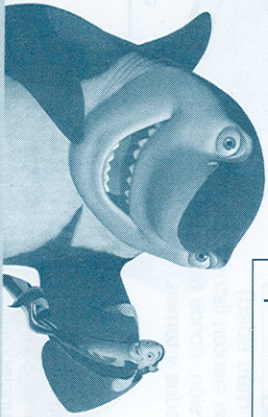
GAME

⚠️ WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.

⚠️ CAUTION:

Hair entanglement may result if child's hair comes in contact with moving wheels. Adult supervision is required.



Shark Tale tells the story of Oscar, a fast-talking little fish who finds himself in a lot of hot water when he is mistaken for a shark slayer. At first, his fellow fish swallow Oscar's story hook, line and sinker and he is showered with fame and fortune. It's all going along swimmingly, until it starts to become clear that Oscar's tale about being a great hero sounds a little fishy. Now Oscar has to tread water until he can get the scales to tip back in his favor.

Lino, the boss of the great white shark family, is after Oscar and he will stop at nothing to chomp him! In this game, you will play Oscar in a desperate attempt to out-swim your opponents to safety.

CONTENTS

• Gameboard • 1 Motorized Shark • 4 Oscar Pawns • Plastic Arm • 2 Plastic Pegs • 3 Dice

OBJECT

Be the only fish not eaten by Lino the Shark.

BATTERIES

Insert batteries: Make sure the ON/OFF switch on the shark's back is in the OFF position. Then, loosen the screw on the battery compartment, located on the underside of the shark, and remove the door. Insert two "AA" size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Replace the door and tighten the screw. See Figure 1.

Test the shark: Turn the shark over and place it on a flat surface. Slide the ON/OFF switch to ON to start the shark. The shark should start moving slowly up and down and forward. Then slide the switch to OFF to stop the shark. **NOTE:** If the shark moves up and down and backward, the batteries were not inserted properly.

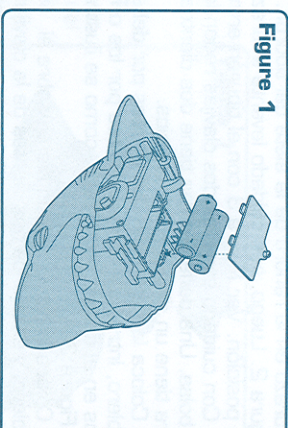


Figure 1

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

⚠️ CAUTION:

TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions; 2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries; 3. Always remove weak or dead batteries from the product.

⚠️ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings. 2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3. Remove exhausted or dead batteries from the product. 4. Remove batteries if product is not to be played with for a long time. 5. Do not short-circuit the supply terminals. 6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (Switching off and back on again or removing and re-inserting batteries) if necessary. 7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERY.**

ASSEMBLE THE SHARK TO THE GAMEBOARD

1. Remove the shark's arm from the bag. Insert the arm into the slot in the shark fin. See Figure 2. Then carefully lift the arm into place.
2. Carefully remove the two round plastic pegs from the bag. One peg has two prongs and the other has one prong and two holes.
3. Place the two-pronged peg under the gameboard, inserting the prongs into the two holes in the center of the gameboard, as shown in Figure 3.
4. Place the one-pronged peg on top of the gameboard, fitting its two holes onto the two prongs from the bottom piece. See Figure 3. (You will sandwich the gameboard between the two plastic pegs.)
5. Fit the circular end of the shark's arm onto the top prong on the gameboard, as shown in Figure 3.

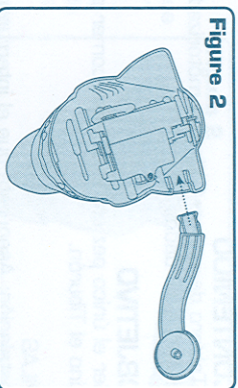


Figure 2

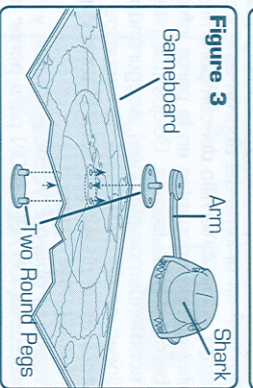


Figure 3

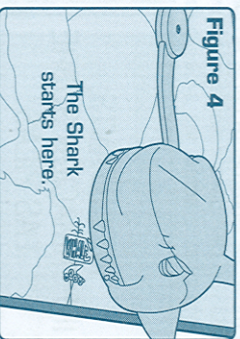


Figure 4



Figure 5

- **THE DICE ROLLER/COLOR CALLER:** The oldest player is the dice roller and color caller. The Roller/Caller takes the dice and places them near him/her. Throughout the game, this player rolls the dice and calls out the colors rolled. **NOTE:** This player also plays by moving his/her own Oscar pawn.

BASIC GAME

Place the die with the  on it back in the box. It is not used in the Basic Game.

1. Place the shark on the gameboard, then slide the ON/OFF switch to ON. This will start the shark moving.
2. **ROLL, CALL AND MOVE**
- **ROLL:** The Roller/Caller rolls the two dice.
- **CALL:** The Roller/Caller quickly calls out the colors rolled. **NOTE:** If the same color is rolled on both dice, that color is called out twice (for example, green, green).
- **MOVE:** As soon as the colors are called out, the players owning the "called out" colored Oscar quickly move their pawns one space forward. If one color was called out twice, that Oscar moves two spaces. **NOTE:** Don't hold onto your Oscar pawn during the game. You're only allowed to touch your Oscar pawn when you move him.
3. After any fish that can be moved is 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 touches a fish, that fish is eaten. See Figure 6. An eaten fish that




- gets trapped in the shark's mouth stays there until the end of the game. If your eaten fish is not trapped in the shark's mouth just set it aside for the rest of the game. Once your fish is eaten you are out of the game. If you are the Roller/Caller, however, continue 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 and remove the eaten fish. Reposition the shark and the fish in their start positions.

ADVANCED GAME (for older players)

If all of the players are ready for it, try this fun version where every player gets to roll the dice and make a quick decision!

1. Give the shark a slower start by positioning it at the Fire Hydrant. See Figure 7.
2. Add the third die, the one with the  on it.
3. 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 colors rolled.
4. The player who rolled the dice chooses two of the three colors rolled, to be called out. If two dice show the same color he/she may call out that color twice.
5. If a  is showing on the dice, that is a wild. The roller/caller for that turn may choose any color to call out in place of the . **NOTE:** He/she still may only call out two colors total.
6. After rolling and calling, the dice roller quickly passes the dice to the player on his/her left. **IMPORTANT:** The dice cannot be passed until all the fish that can be moved are moved!
7. Players are out of the game when their fish have been eaten. They do not roll the dice once they are eliminated.

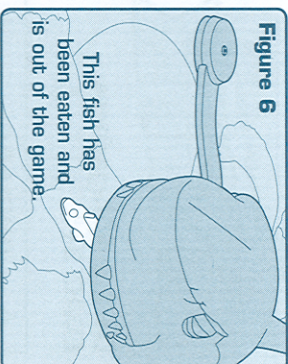


Figure 6

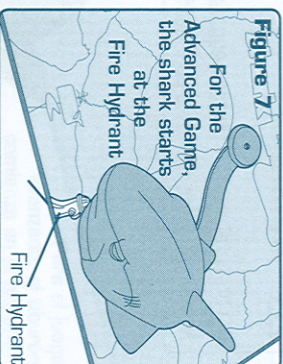


Figure 7

 **Not suitable for children under 3 years because of small parts – choking hazard.**



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free), Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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STORAGE

- You must remove the shark from the gameboard before storing the game back in the box.



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