

2 players  
Age 3+

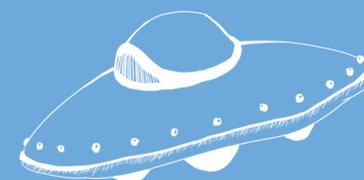


# YACHT RACING WITH SHARKS

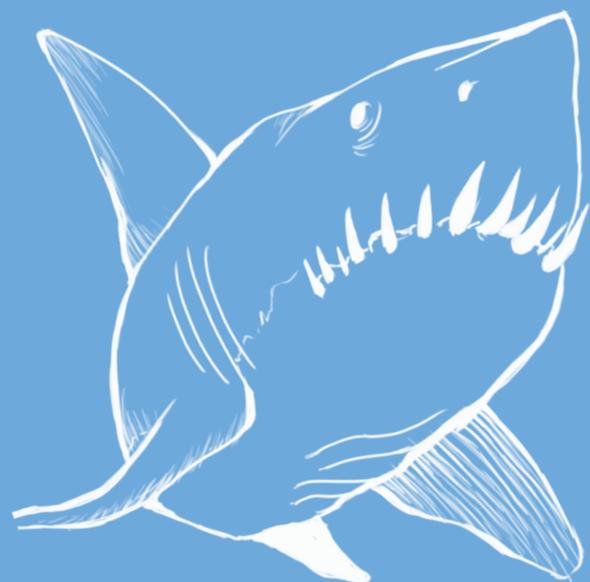
- Aliens -

Some aliens has turned those sharks into mutants. Those highly aggressive monsters now work for aliens!

## The Game Guide



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DESMA 157  
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## RULES

When a sailboat touch this sign: .

it has to go in **clockwise** direction without crossing this marked unit.

When a sailboat touch this sign: .

it has to go in **anti-clockwise** direction without crossing this marked unit. If the new direction is the opposite direction as the dice indicated, then the sailboat goes only by 1 unit; otherwise, the sailboat goes by 2 units.

If the sharks destroyed all the sailboats. Another fight begins between the sharks and the yachtsmen.

## SPECIAL FIGHT IN THE ALIEN VERSION OF THE YACHT RACING WITH SHARKS

Notice: This section is new and exclusive only in the Alien version of this game.

If the sharks destroyed all sailboats, they will need to capture all yachtsmen onto the aliens' spaceship.

This part looks like a bowling game. Place five yachtsmen pins on the circle positions. Place a shark ball beyond the red line. You will also have a stick to shoot the shark balls towards the pins.

Each of the player will have one chance to hit down as many yachtsmen pins as possible with a shark ball. The player who hits down more pins wins the entire game. If both players hit down equal number of pins, the bowling game will reset for players to compete again.

## HOW TO WIN

As the sharks, you need to destroy all the sailboats before any of them reach the destination. If you have destroyed all of them, you will also need to win the sharks vs human fight. Quite a tough job for sharks!

As the yachtsmen, you need to sail to the destination (go beyond the yellow and white units on the other side of the gameboard). At least one sailboat get to the destination will bring rescue for all the yachtsmen. Or you can also try to beat the sharks in the sharks vs human fight to win the game!

## ENJOY YOUR GAME : )

## CONTENTS

5 sailboat pieces      2 shark pieces      5 yachtsmen pins      1 dice  
1 gameboard          1 bowling board      2 shark balls

## OBJECT OF THE GAME

Five yachtsmen are doing a racing while two hungry sharks enter the sea area. For the sharks, the purpose is to attack and destroy all the yachts; for yachtsmen, the purpose is to get rid of the sharks and arrive at the destination to ask for help.

## SET UP

Choose one side of the gameboard as the start side and the other side as the end one.

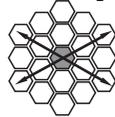
Place five sailboat (imagine yachtsmen are on boats!) on five yellow units one by one.

Place two shark pieces on red units which are near by the sailboat pieces.

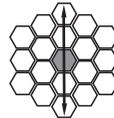
The two players should decide who plays the sharks and who plays the yachtsmen.

## RULES

Each shark goes three units by a turn when going in this way:



. Sharks can also go one units by a turn when



going in this way:

. Each shark can choose

one direction to go for each turn.

Each sailboat can go by two units for each turn. The direction of all sailboats is decided by rolling a dice. The numbers

on the dice stand for these six directions: .

Each sailboat can choose to go 2 units in the direction as the number indicated, or to go 1 unit in the opposite direction.

Each shark and sailboat has to make a movement for each turn. If a shark or a sailboat hits the edge of the gameboard, it has to go by other possible directions.