Backstory: One day, you and your fish friends decided to go explore a cave. Suddenly, as you go deeper, you do not feel like you are alone in the cave anymore. One of your friends scream, and when you go investigate, you find yourself staring at a Great White Shark! You and your friends race to escape the cave, as the Shark follows close behind.

Mechanics: The game objective is to get to the end of the cave and escape, while avoiding being eaten by the Shark. Each space will have a different set of cards to pull from, each having different effects.

Rules: Players will roll to decide the turn order, ties are decided by a roll face off, and higher number gets the spot tied for.

Each space will have you draw a card from the colored deck. The Purple deck contain cards that allow you to move forward or push others forward. The Red deck contains cards that make you or others move backwards, or can move the shark forwards. The Green deck contains cards that will do a number of different effects, usually being able to drastically change gameplay.

Each player rolls one six sided die. After each player gets 2 turns, the Shark will move by rolling two 6 sided dice. If you are caught by the shark two times, you lose and are out of the game.

After the Shark catches someone, each other player will move backwards a certain number of spaces to make sure one player cannot front run the entire time.

Why this game would be successful: I believe this game would do pretty nicely in today’s market. The draw of the sea creatures would make many ocean fans be happy, as well as the big bad Shark being a very solid and well recognized marketing tool. The game is relatively easy to set up and understand, as nothing is too complex as to completely disrupt the gameplay.