

\$HARK

English



Ravensburger

Shark

Profile

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Design:	Raives Warns
Images:	H.P. Hoff
Game Type:	business game
Number of Players:	2-6 players
Playing Time:	60 to 90 minutes
Age:	14 years and over
Contents:	1 rulebook 1 game board 80 share cards 72 buildings in four colors 4 share price indicators in four colors 1 numbered die 1 colored die Banknotes in the currency "Flying Turtle" as follows: 30 x FT 1000, 25 x FT 5000, 25 x FT 10,000, 25 x FT 50,000

Ravensburger Spiele® Nr. 016167

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Game Objective

In “Shark” players take on the role as managers of multinational business enterprises but also as speculators who hold shares in international corporations. As a manager you will found subsidiary companies and earn bonuses. As a speculator you will invest in a variety of companies in hope for profits. Winner is the player who accumulated the most money at the end of the game.



Preparation

The board is divided into three areas:

The World Map:

The World Map is separated into six zones (labelled from 1 to 6). Each zone contains 20 small spaces. Later the buildings will be placed on these spaces.

The Safety Deposit Areas for the share cards:

Sort the share cards by company (green, red, blue, yellow) and value (1 and 5) and put them on their respective safety deposit areas facing up.

The companies:

NYSO	= green
Wings	= yellow
Empire	= blue
Smith & Smith	= red

The Share Price Scale:

The Share Price Scale of the companies is represented by a 15-story tall skyscraper. On the ground floor there are four colored spaces for each company. Place all four Share Price Indicators on their corresponding space. Each one indicates the share price of a company. At the beginning of the game the share price of all four companies is zero. The highest possible share price for a company is 15.

For now, the buildings and the money will stay in the box.



The Game Starts

At the beginning the players don't have money. Instead they receive one share card of their choice with a value of "1". Choose one player as your Banker. The Banker manages the money in the bank, unplaced buildings, and hands out the share cards. The player left from the banker is the Start Player.

When it's a Player's Turn

The following lists the sequence of actions of a player's turn:

1. The player may buy and/or sell shares.
(This does not apply to the Start Player in the first round.)
2. The player must roll both dice.
3. The player must place one building on the World Map, move one Share Price Indicator (if necessary), and earn his bonus.
4. Lastly, the player may buy and/or sell shares.

The First Round

The Start Player Rolls the Dice

The Start Player rolls both dice. The Colored Die determines the color of the building to be placed (i.e., green, red, blue, or yellow). In case the die shows the black or white face the choice is left to the player. The Numbered Die determines the zone on the World Map in which the building has to be placed.

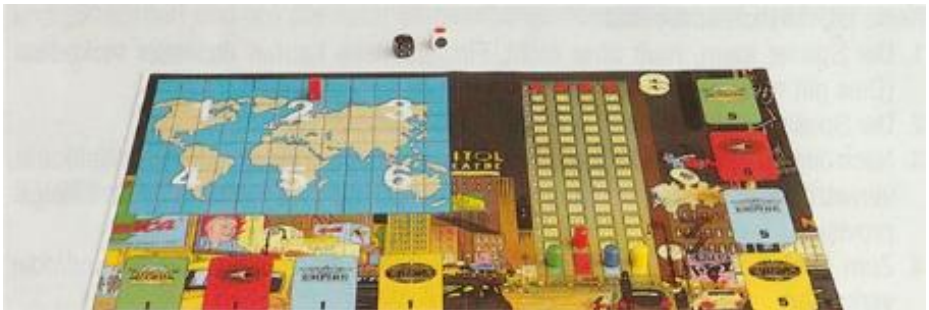
The Start Player Finds a Subsidiary

Now that color and zone have been determined the player finds a subsidiary by placing a building on the World Map.

Example: The dice show “red” and “2”. Therefore, the Start Player has to place a red building on any space in zone 2.



The player receives a bonus from the bank for founding the subsidiary. The amount of the bonus is based on the new share price of the company. Once the building has been placed the red company's share price is updated on the Share Price Scale by moving the red Share Price Indicator from 0 to 1. Now the company's share price is equal to 1. The Start Player receives FT 1000 (the share price times 1000) as a bonus from the bank.



Disbursement of Exchange Profits to Shareholders

In the next step all players who own shares from the company whose share price has just been increased will be disbursed a dividend. The amount of the dividend for each player is based on the exchange profit (share price increase) and the number of owned shares. When the company's share price is increased by one point, in this case from 0 to 1, then the dividend is FT 1000 per share.

The Start Player Trades Shares

After the disbursement of dividends the Start Player can buy and/or sell shares at the current share price. However, the player is not required to do so. It is not possible to buy or sell shares of companies whose share price is "0". A share always costs FT 1000 times the share price of a company. If the Start Player decides to buy a share from the company whose share price has just been increased then he immediately has to return the FT 1000 he earned a moment ago back to the bank. When trading shares the business partner is always the Banker. Sales between players are forbidden.

After trading the player sitting left from the Start Player begins his turn.

The Second Player and the Remaining Players

Now it's the second player's turn. He performs the same actions in the same order. With one exception: He has the opportunity to buy and/or sell shares before rolling the dice. Of course this also applies to the Start Player after the first round.

Forming Chains of Buildings on the World Map

Placed Buildings on the World Map may be isolated or adjacent to other buildings of the same color which are also called a chain. A chain consists of two or more buildings in the same color. The longer a chain is, the more a company's shares are worth.

A chain is formed by placing a building vertically or horizontally (but not diagonally) next to a building of the same color.

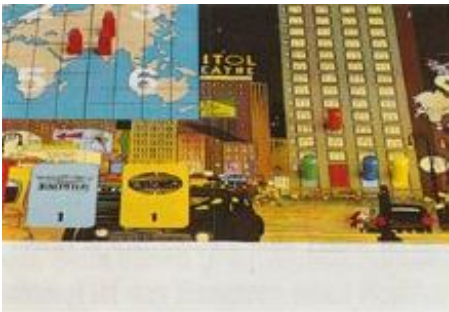


Important! The border lines between the six zones on the World Map represent no obstacles to chains. A chain may very well expand over two or more zones. Existing chains may be extended. Two or more isolated chains or isolated buildings of the same color may merge into a larger chain.

Chains of Buildings and Their Effect on the Share Price Scale

Placing an isolated building on the World Map has no effect on the Share Price Scale. However, the player who placed the building still receives FT 1000 as a bonus from the bank.

If a player extends a chain, for example from 3 to 4 buildings, then this will increase the company's share price by one point from 3 to 4. In this case the player receives FT 4000 as a bonus from the bank.

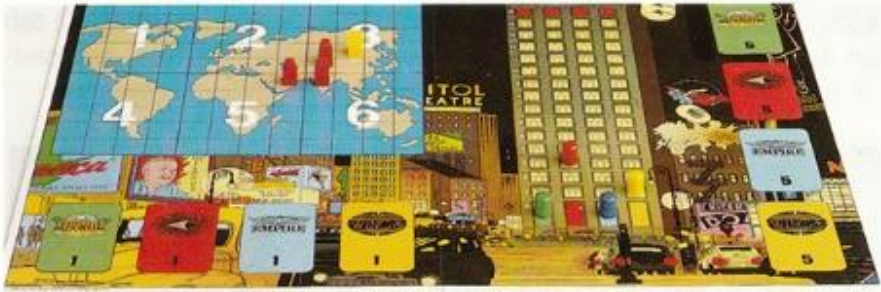


It is also possible to raise the share price by more than one point by placing a single building. For example, if there is an isolated red building and a red chain of three on the World Map, then the share price is 3. By placing a new red building next to the isolated one the share price will be increased by two points to 5. Now there is a chain of three and a chain of two buildings. The player will receive a bonus of FT 5000 from the bank.

Important! An isolated building has an effect on the company's share price if and only if the share price was previously "0" (also see page 7 "The Start Player Finds a Subsidiary").

Removing Buildings from the World Map

Buildings of different colors may not normally be positioned on adjoining horizontal and vertical spaces. However, they may be placed over a corner.



A building may only be positioned on a space next door to a differently colored building if this results in a numerical advantage over the other color - including the building that has just been positioned here.



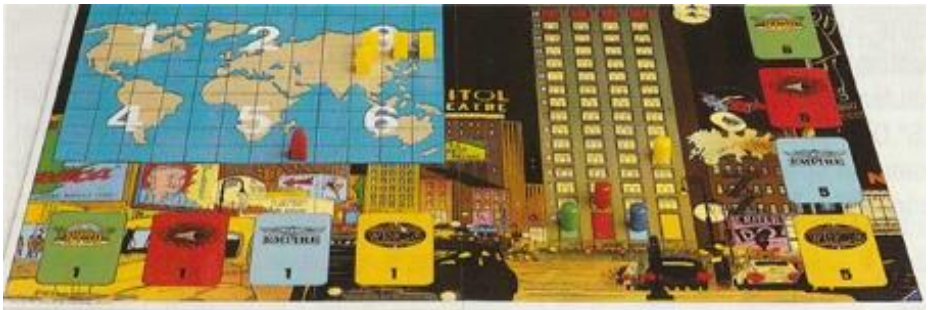
Buildings in the numerically inferior color are removed from the World Map. They are now out of the game and are not to be used again. Put them back in the box to prevent misunderstandings.

Removing the buildings also reduces the value of the company in question. The Share Price Indicator is now moved down by the value of the number of buildings removed.

Always proceed as follows when removing a building or a chain:

1. First of all, the building in question is positioned accordingly.
2. The share price indicator of the company in question is increased.
3. The player receives a bonus to the value of the new share price.
4. The buildings in the inferior chain are removed.
5. The Share Price Indicator is adjusted down for the company affected.

Important! If the only chain in a particular color is removed from the World Map while there is still at least one building in the same color on the World Map, the value of the relevant company's shares drops to 1 rather than 0.



A company's value can only sink to 0 during a game if it has no buildings left on the World Map. In this case, the players hold on to their now temporarily valueless shares. Once the company's value increases again, so does the value of the shares.

Important! If the positioning of a building is impossible unless it is placed next to chains with a numerical advantage, then the player must skip this action.

The Shares

The players are not the owners of the companies. Instead they are their managers. The players own only money and shares. The players may speculate with shares in all four companies. In this game it is of utmost importance to own shares. Acquiring shares in strong, highly priced companies and disposing shares in weak companies will determine your success or failure.

The position of the indicators on the Share Price Scale show both the value of the companies and the price of their shares. If a player wants to buy or sell shares then price is determined by the corresponding Share Price Indicator.

Example: The red company currently has a share price of 3. Therefore, the player may buy or sell one red share for FT 3000.

Shares come in with two different values: 1 and 5. The latter one represents a package and is five times more expensive.

Example: Again the red company has a share price of 3. The shares with a value of 1 cost FT 3000, while the shares with a value of 5 cost FT 15,000.

Important! The player whose turn it is may buy a maximum of five shares (i.e. before and after throwing the dice). This refers to five shares with a value of 1, or one share with a value of 5. A player may sell as many as he likes, and buy and sell in any order.

Exchange Profits

Every time the value of a company increases, players holding shares in this company receive the difference between the old and new share price multiplied by the number of shares as a dividend disbursed by the bank.

Example: The red company increased its value from 4 to 6 by the intervention of player A. Player A holds two shares in the red company, player B holds five shares. In this case, the share price increase amounts to FT 2000 for one share. Player A receives FT 4000 for his shares. Player B receives FT 10,000 for his shares.

Earnings through exchange profits will only be disbursed by the bank after the active player has been disbursed his bonus.

Exchange Losses

Removing buildings from the board results in share price losses. The value of the companies in question and their shares goes down.

A player who causes the value of a company to go down is not affected by the loss. The shareholders in this company all pay the difference between the old and new share prices, multiplied by the number of shares they hold, to the bank.

The following sequence must always be observed when payments have to be made because of loss.

1. First the player whose turn it is receives the bonus.
2. The dividends (share price increase times number of shares) are paid out to the shareholders.
3. Finally, the shareholders in question have to pay the share losses to the bank.

Example: Player A has extended the yellow chain of 5 into a chain of 6 but also removed a blue chain of 2 from the World Map. The yellow company's share price increased by one point from 5 to 6. The blue company's share price decreased by 2 points from 4 to 2. Player A holds three yellow shares and two blue shares. Player B holds one yellow and five blue shares. The exchange profit of the yellow company amounts to FT 1000 per share. The exchange loss of the blue company amounts to FT 2000 per share.

- 1) Player A receives his bonus of FT 6000.
- 2) Then player A receives a dividend of FT 3000 for his three yellow shares. Player B receives FT 1000 for his one yellow share.
- 3) Although player A holds two shares in the blue company, he does not have to pay anything to the bank because he caused the loss in its price. Player B has to pay FT 10,000 (FT 2000 per share) for his five blue shares to the bank.

Forced Sales

If a player does not possess enough cash to balance his price losses, he must make up the difference in shares. In a “forced sale” the shares that have to be sold lose half their value, i.e. the bank buys these shares back at 50% of the current value. These shares are then returned to the general stock. If a forced sale causes part amounts, these are always rounded down.

Example: If a player has to sell one share at the current price of FT 3000, he receives FT 1000 from the bank; if he sells two shares, he receives FT 3000.

No credit is ever given, either by the bank or by the players. If a player is unable to pay off all his debts even after selling all of his shares, he is out of the game.

The Game Ends

When any company achieves the maximum share price of 15 on the Share Price Scale or when all buildings of one color are used up (i.e. they are placed on the World Map or were removed from the board), the game ends immediately. Now, every player sells his shares according to the current share price to the bank. Each player's revenues from the sale and ready cash are added up. Winner is the player who accumulated the most money at the end of the game.

Variant I

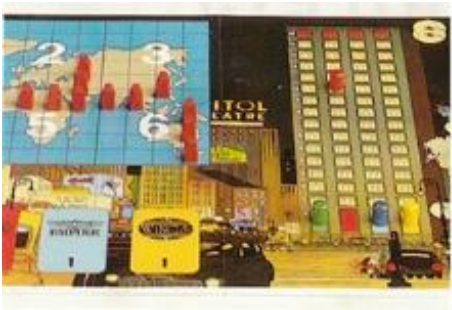
Experienced players may want to spice things up by trying the following rule changes.

1. At the start of the game players receive neither money nor shares.
2. Chains are only profitable up to seven buildings. If a chain is extended to eight or more buildings then this will not increase the share price any further. Therefore, any disbursement of bonuses or dividends are omitted.



In order to increase the share price of the company in question and to benefit from disbursements again, a new chain must be formed. But even now the following applies: the use of an isolated building does not increase the share price of the company, but still results in a bonus of FT 1000.

3. The growing of a chain may even have a negative impact on the company's share price. However, this can only occur by merging multiple chains of the same color. Now the rules for exchange losses apply as described on page 16 ("Exchange Losses").



Variant II

The black face of the Colored Die receives a new meaning. Until now the players were free to choose the building's color if either black or white was thrown. Now this changes as follow:

If white is thrown the player is still free to choose the building's color. However, if black is thrown the player must choose the color which has the fewest buildings on the World Map. In the case of equality, the player can choose between the colors in question. This variant may increase the playing time, but also makes it more tactical.

Variant III

In this variant the Colored Die is not used. Players will only roll the Numbered Die. They can always choose the building's color freely. This variant is intended for experienced players. With this change "Shark" becomes a strategy game.

Further variants arise if the three suggestions above are combined together. Let your imagination run wild. We wish you lots of fun and good entertainment.

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