

# Pizza Shark

## Game Rules



### What it's about

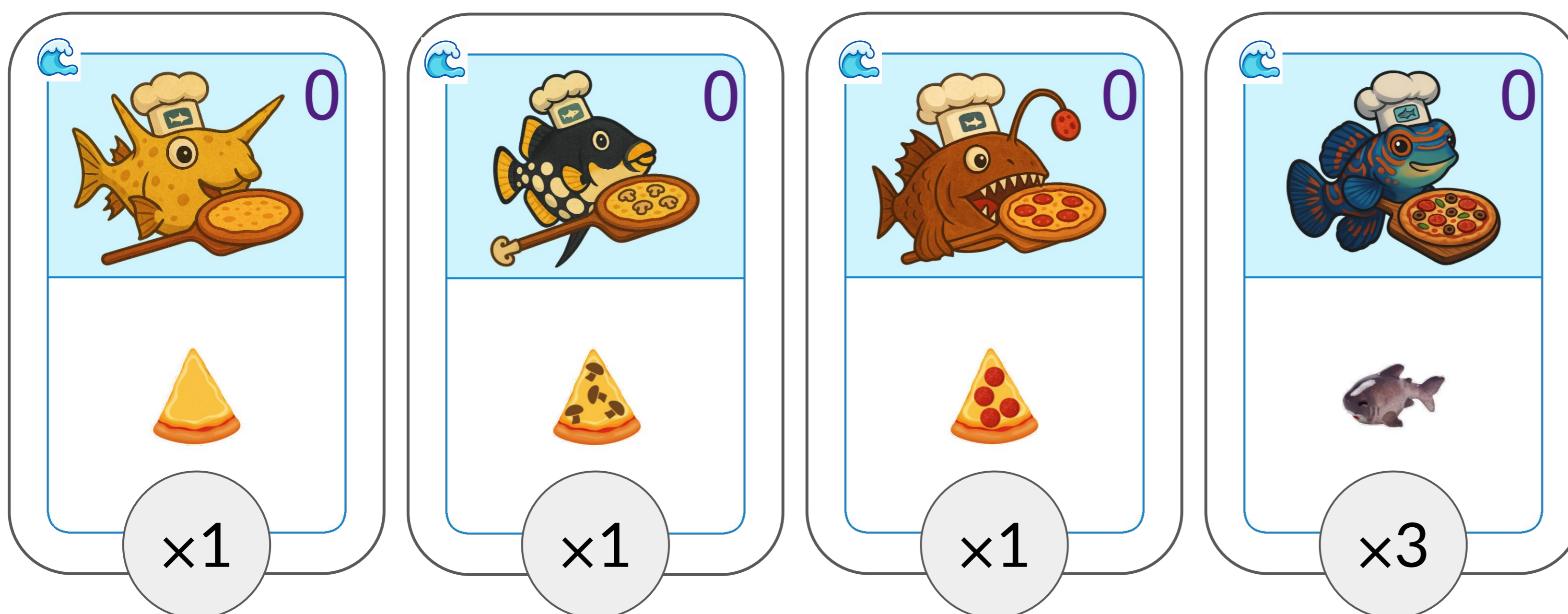
Welcome to *Pizzeria dello Squalo*! Our fish-owned and operated joint is always lively. You'll even get to meet Signor Squalo, our hungry shark owner!

We're jaw-fully sorry, but Signor Squalo likes to snatch pizza from the players. You'll need to upgrade the cards in your deck, and use them to grab pizza slices and anchovies from the kitchen (or from other players!).

Be the first to get 4 pizzas onto your tray to win!

### Setup

1. *Each player*: Take your tray, rule card, and starting deck:



*Tip: Starting cards are marked by  in the top left corner.*

2. *Each player*: Draw two pizza halves at random, and place them on available spaces on your tray. *Tip: New and younger players can skip this step.*

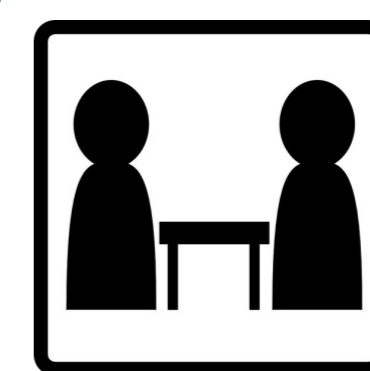
3. Place the anchovies, pizza slices, and shark where everyone can reach them.

4. Shuffle the main deck, and set up the ticket rail by dealing 4 cards face up. Place the deck face down beside them.

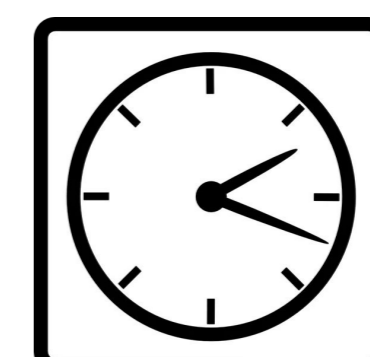
5. The person who ate pizza most recently goes first, and play continues clockwise

6. *Each player*: Collect 1 anchovy, plus pizza slices of your choosing:

	1st player	2nd player	3rd player	4th player
2-3 player game	1 slice	2 slices	3 slices	
4-player game	1 slice	2 slices	1 slice	2 slices

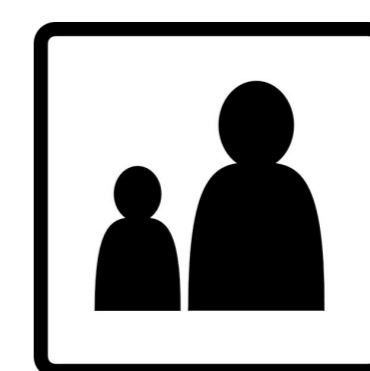


2 to 4



30-60 min

15 min per player



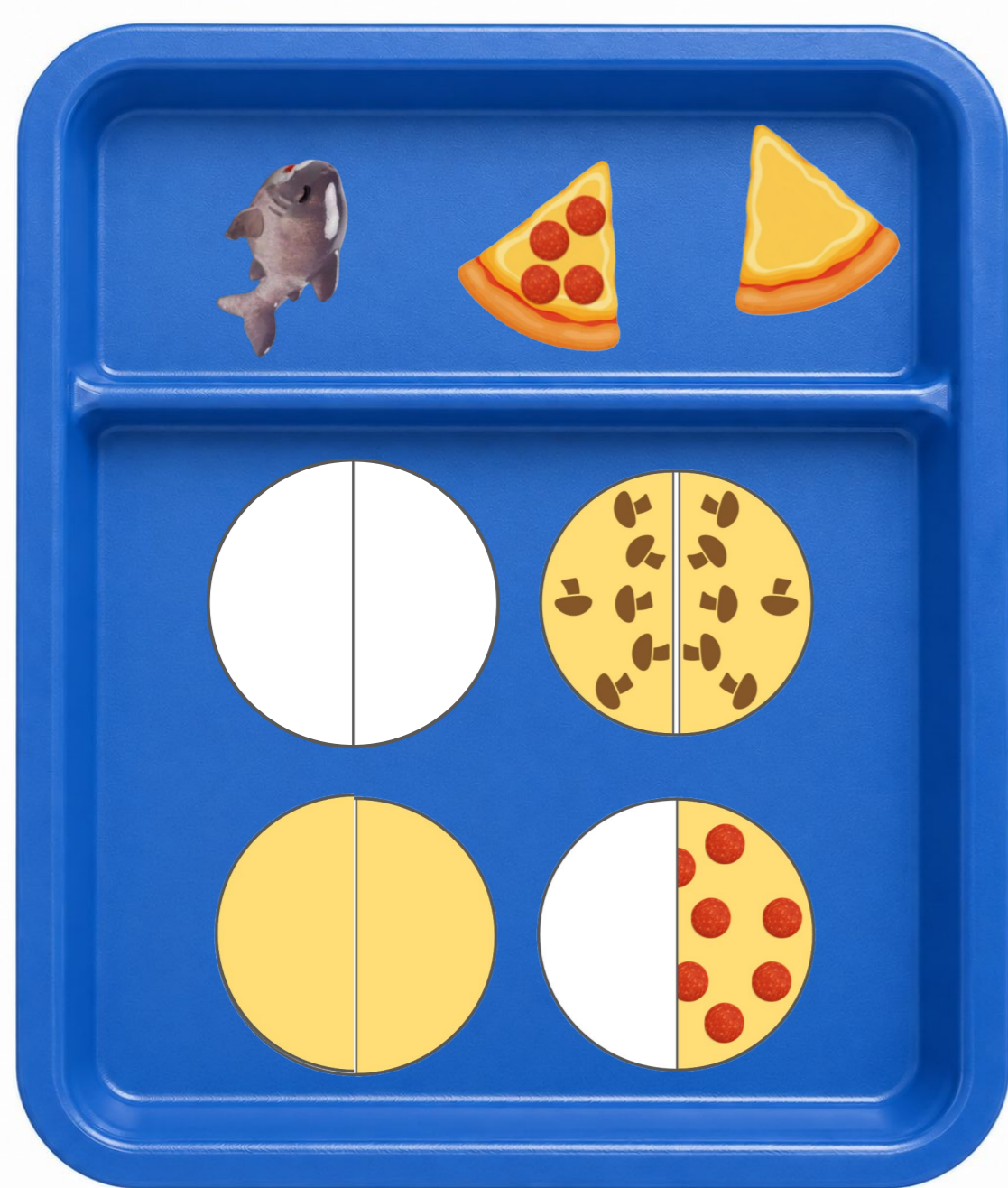
8+

### The finest ingredients:

- 1 shark
- 4 trays
- 12 pizza halves
- 30 anchovies
- 180 pizza slices
- 87 game cards
- 4 rule cards
- 1 priority token

# Setup (3 players)

Player #2



Player #3



Shark



Pizza & anchovy supply

Deck



Ticket rail



Initial slices  
+ 1 anchovy



3 preset halves +  
2 randomly selected ones

Player #1



Personal deck  
(6 cards)



## Turn of play

*This section describes the rules for 2-3 players. For a 4-player game, read this first, then turn to the 4-player team game section for additional rules.*

A turn has 4 phases:

1. Placing pizza slices
2. Playing cards
3. Upgrading
4. Shark attack!

### 1. Placing pizza slices

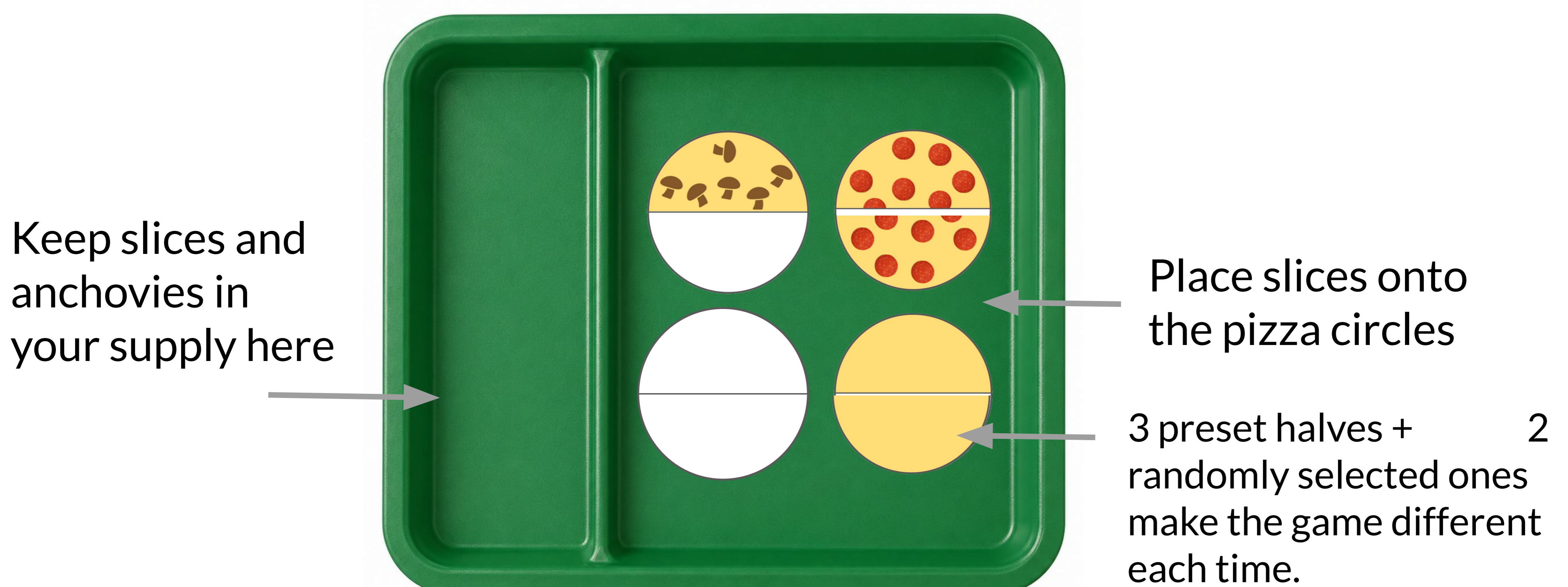
From the pizza slices you've collected, place as many slices of one type as you like onto pizza circles on your tray.

How to place slices:

- Each pizza has to be either 6 slices of one type, or 3 slices of each of two types.
- Where your tray indicates a specific pizza type, the slices you place must match it.
- You can never start a 5th pizza, or remove slices from the serving half of your tray, even if you regret putting them there.
- Skip placing slices if you like, or if you don't have any to place.

Once you've placed slices on your tray, they can never be eaten by the shark, or stolen by another player.

*Tip: Consider allowing players to place slices a little late if they forgot to do it before the next phase.*



## 2. Playing cards

1. Draw the top two cards from your deck, and place them face up in front of you.
2. Take the actions indicated on the cards you played in any order you like. All actions are optional. Whenever you collect a slice of pizza or an anchovy, put it in the collecting area of your tray.

## 3. Upgrading

You may upgrade one or both of the cards you played (**old cards**) to cards from the ticket rail (**new cards**). To upgrade:

1. Pay the cost of the upgrade in anchovies, returning the appropriate number to the supply.

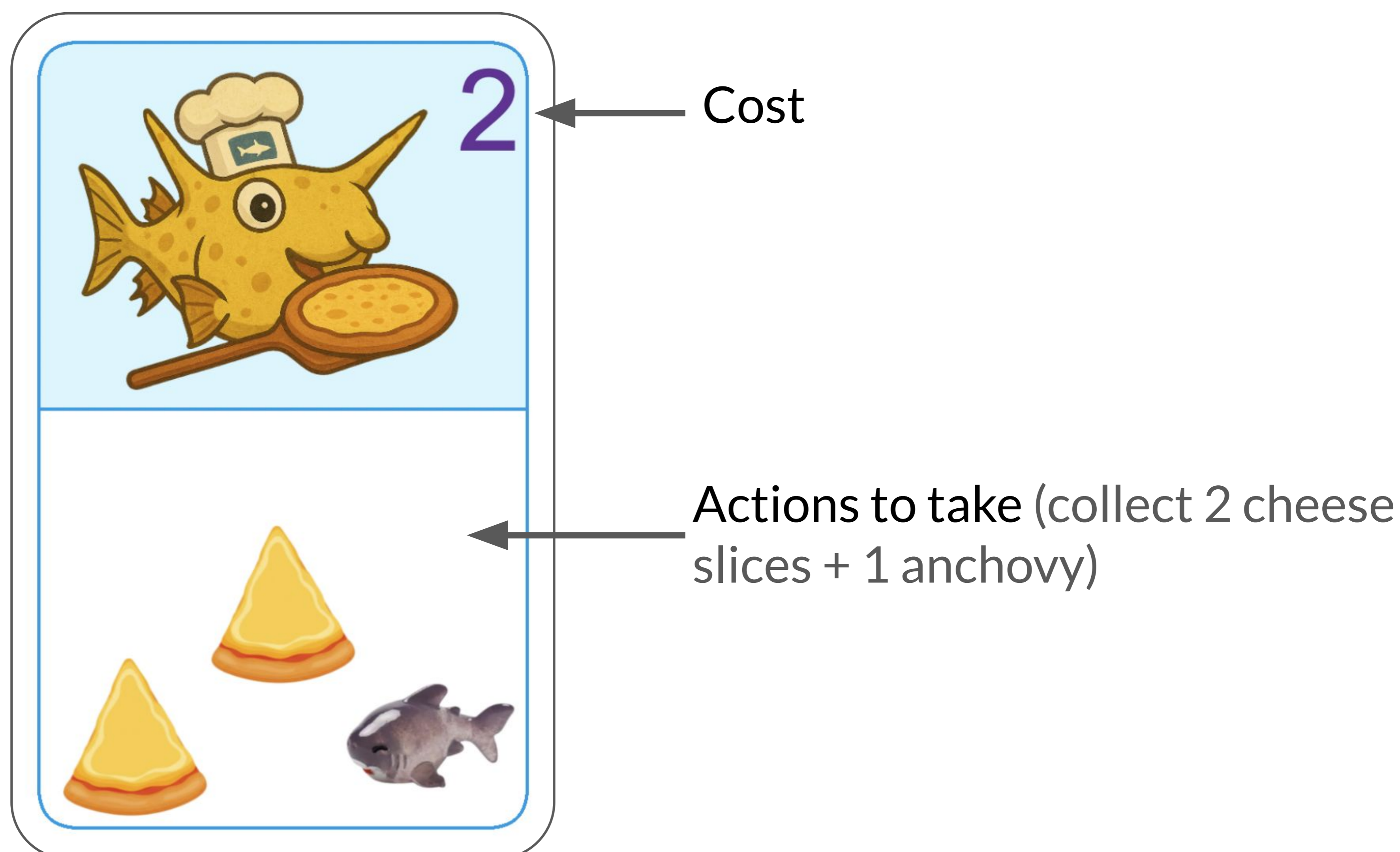
**Upgrade cost = (cost of the new card) - (cost of the old card),**  
with a minimum of 1 if upgrading to a card that costs the same or less.

2. Put the old card into the trash pile, and the new card into your discard pile.

*Tip: Early on, make sure you've got plenty of cards that give you anchovies, so that you can afford future upgrades!*

*4-player tip: Keep trashed starter cards separate in case you need to shuffle the deck mid-game.*

Place any cards you didn't upgrade into your discard pile as well.



## 4. Shark attack!

The active player (who just completed their upgrade phase) now reveals new cards for the ticket rail, triggering a shark attack. The revealed cards determine what the shark tries to eat from the players under attack.

*If the deck runs out, shuffle the trash pile (excluding starter cards) to continue.*

1. *If the active player didn't upgrade any cards, trash the oldest card on the ticket rail (the one farthest from the deck).*
2. Scoot the cards on the ticket rail away from the deck, making room next to the deck for new cards. Deal cards from the deck face up until the ticket rail has 4 cards again.
3. The shark attacks! It **eats slices you've collected**, but never pizzas from your tray.

Number of players	2	3	4
Who's under attack	Both players	Everyone except the active player	The active player's opponents
How many slices	The number of slices indicated by the cost of the card.		
Pizza types it wants	Slices that match the revealed card's type. If the card has no type, any type of pizza will do (the player under attack chooses).		

If you don't have enough slices for the shark, it will eat as many as you have of the types that it wants. Place the eaten slices into the shark's maw. *A multi-card attack counts as a single combined attack.*

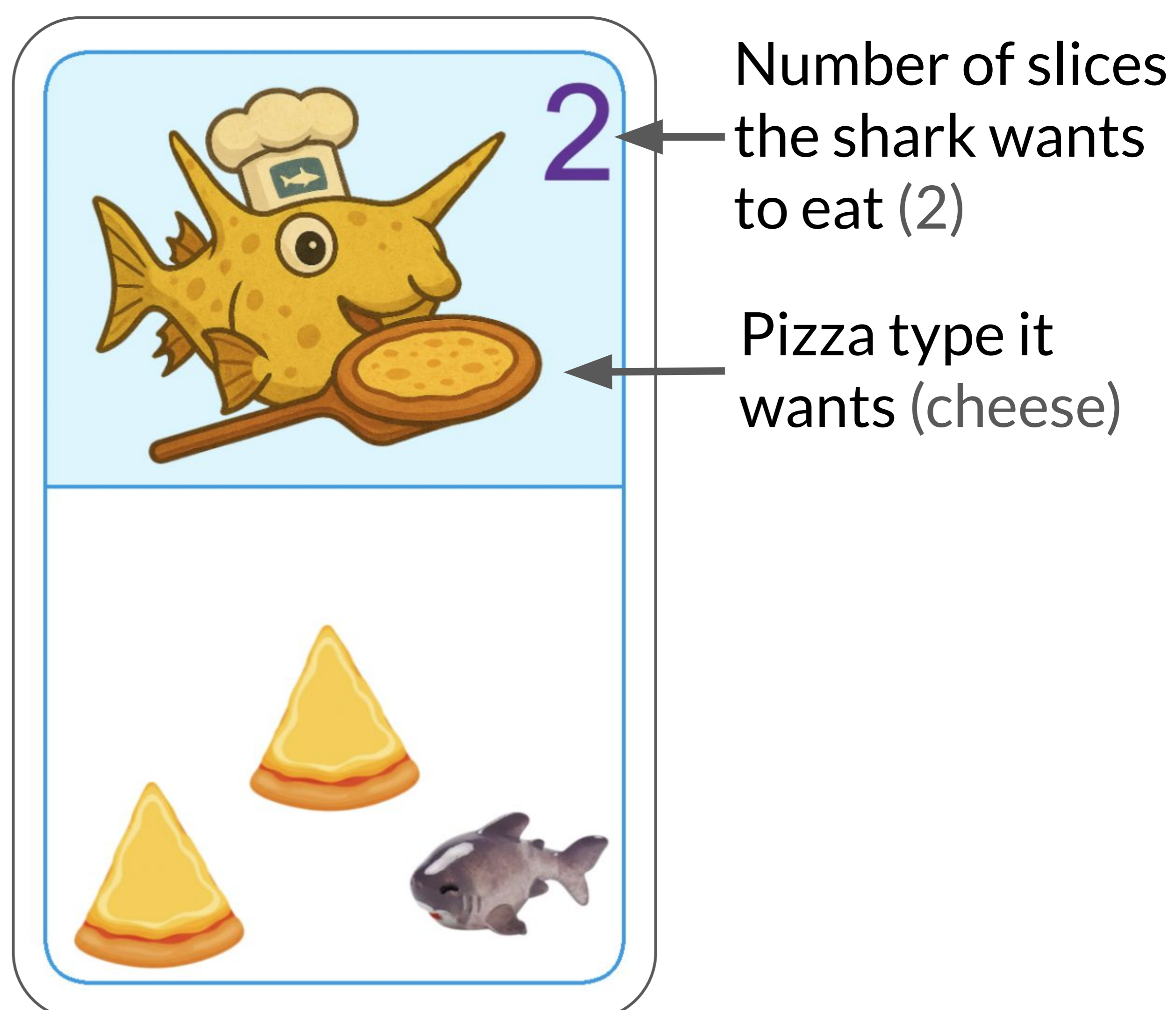
**Distracting the shark:** After seeing all the cards added to the ticket rail, you can **distract the shark** by letting it eat 3 of your anchovies. It'll take the bait, and won't eat any of your slices in this attack.

**Anchovy bonus:** If you are the only player whose slices the shark ate in this attack, take an anchovy from the supply (even if the shark ate less than it wanted).

Once the shark attack is resolved, the next player going clockwise begins their turn.

## End of the game

The first player to complete 4 pizzas on their tray wins.



## Goal cards (*intermediate*)

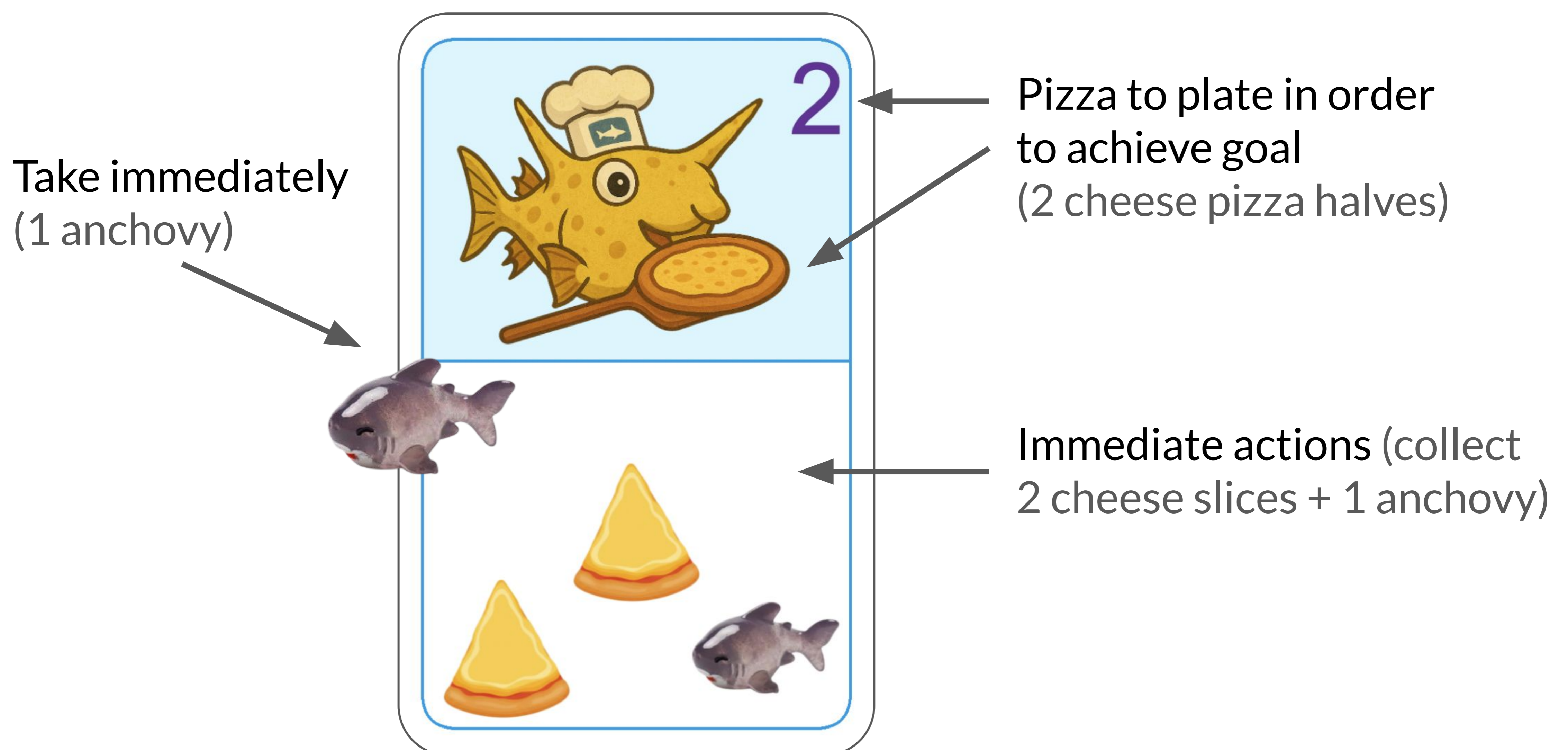
Add variety to the game by playing with goal cards!

**Setup:** Reveal cards from the main deck until you've revealed one card of each type (cheese, pepperoni, and mushroom) costing 3 or less. Place an anchovy on top of each one. These will be the goal cards and rewards for this game.

**Achieving a goal:** Be the first to put on your plate the number of pizza halves of the type indicated by the card.

**When you achieve a goal, immediately:**

1. Take the anchovy on top of the card.
2. Immediately play the goal card, taking all the actions on it in any order.
3. Put the goal card onto the trash pile.



## Four-player team game (*intermediate*)

With four players, the two players sitting diagonally across from each other are teammates, and both have to finish putting pizza on the serving half of their tray in order to win. This 4-player format keeps the game moving fast!

### Setup

After following the regular setup instructions (steps 1-6):

7. *Starting player*: Take the priority player token.

### Turn of play


The player with priority (indicated by the priority player token) and their teammate take their turns in parallel.

1. **Placing pizza slices**: Both players place slices.
2. **Playing cards**: Both players take the actions on their cards. If some action can only be done by one of the players (e.g., stealing a particular slice or achieving a goal), you may discuss who'll do it.
3. **(4-player only)** Each player may **pass one slice** to their partner.
4. **Upgrading and shark attack**: First, the player with the priority token upgrades their cards, and the shark attack for their turn happens. Then, the other player does the same. Both players on the opposing team get attacked each time. ***You can distract the shark from eating your teammate's pizza.***
  - Allowed**: One player lets the shark eat 6 anchovies, so both players are protected.
  - Allowed**: One player lets the shark eat 3 anchovies, and chooses to protect their teammate.
  - Not allowed**: One player lets the shark eat 1 anchovy, and their teammate lets it eat 2 anchovies. *All 3 anchovies for the distraction must come from the same player.*
5. **(4-player only)** Pass the priority token to the next player clockwise.

The other two-player team will then take its turn.

## Actions

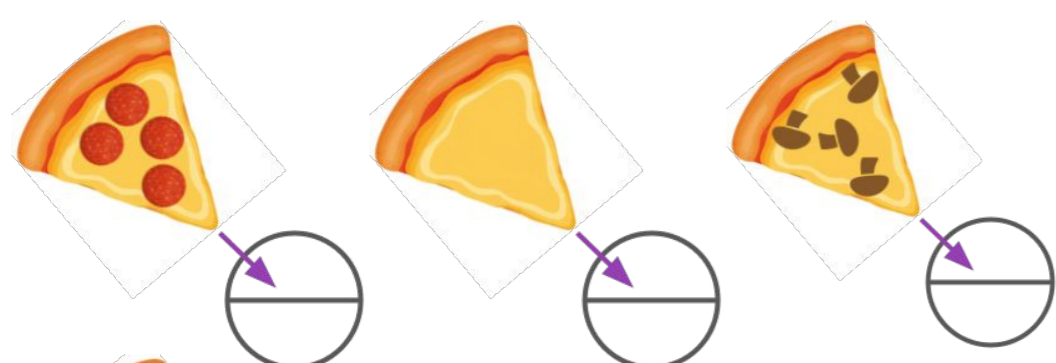
All actions are optional.

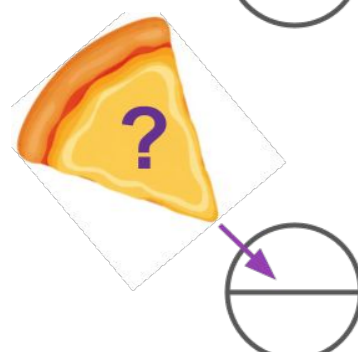
 Take a slice of the type indicated from the supply.

 Take a slice of your choice from the supply.


 Take an anchovy from the supply.

You can take the following actions only if you have the slices indicated. Otherwise, skip this action.

 Place one slice of the type indicated onto your tray.


 Place one slice of any type onto your tray.

You can take the following actions only if an opponent has the slices or anchovies indicated. Otherwise, skip this action. You can never take slices off a plate.

 Take a slice of the type indicated from an opponent.

 Take a slice of your choice from an opponent.

 Take an anchovy from an opponent.

 Take a slice of your choice from an opponent, and feed it to the shark.

 Take an anchovy from an opponent, and feed it to the shark.

 Take a slice of your choice from an opponent, and plate it immediately. You *must* plate the slice you took.