



KAMAKAI

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Meet the animals that inhabit the seas. Be the first to collect 1 fish, 1 turtle, 1 crab and 1 seahorse in front of you.

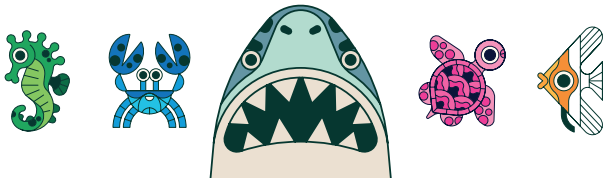
But watch out!

The terrible Kamakai, the largest of the tiger sharks, is also prowling these waters, frightening the other sea creatures.

AIM OF THE GAME

Be the first to collect 4 different Sea Creatures, but watch out for Tiger Shark attacks!

A simple roll of the die could scare off 1 of your creatures.



CONTENTS

52 Sea Creature cards

Each card shows an image of a Sea Creature. There are 4 different types of Sea Creature:



Fish



Seahorse



Turtle



Crab



1 Attack die
with 4 color sides,
1 Seaweed side,
and 1 Shark side

(Place a sticker on each side of the die.)



5 Tiger Shark tiles

There are 4 different colors for each Sea Creature: red, yellow, green, and blue.
If a card is gray, it is considered to have no color

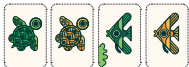
SETUP

All players receive a Tiger Shark tile and place it on the table in front of them, to their left. Any remaining tiles are placed in the box, they will not be needed.

Shuffle the Sea Creature cards to make a draw pile. Place the draw pile face down in the middle of the table, within reach of all players. Make sure you leave enough room for a discard pile on one side. The youngest player, or the one who does the best shark smile, goes first.



PLAYER 1



Draw
pile



Discard
pile



PLAYER 2



HOW TO PLAY

Starting with the first player, you each take the 2 following actions:

1. Draw a Sea Creature card
2. Place the card to the right of your Tiger Shark tile
3. Roll the Attack die

1. Draw a Sea Creature card

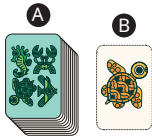
Draw a Sea Creature card and place it in front of you, to the right of your Tiger Shark tile.

When you draw a card, you may either take:

A The top face-down card from the draw pile

OR

B The top face-up card from the discard pile, if there is one.




2. Then place the card, face up, to the right of your Tiger Shark tile.

When you place your card, you can put it wherever you want in the line, and you may change the order of the other cards in front of you.



3. Roll the Attack die

When you have placed your card, roll the Attack die!

The die falls on Color sides: 

If you have at least 1 Sea Creature card that matches the color of the die, you must take 1 and place it face up on the discard pile. If you do not have a Sea Creature card that matches the color, nothing happens. Your turn is over; your creatures have had a lucky escape!

The die falls on Shark side: 

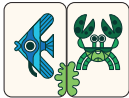
Place the card nearest to your Tiger Shark tile face up on the discard pile.

The die falls on seaweed side: 

Nothing happens and your turn is over.
It is now the turn of the player on your left.

Hidden in Seaweed

On some Sea Creature cards there is one half of a Seaweed image. **If you draw a card like this and place it next to a card** that completes the other half of the Seaweed, your turn ends immediately. Do not roll the Attack die this turn. Your Creatures are hidden from the Tiger Sharks by the Seaweed!



Tip: Colorless Sea Creature cards

Sea Creature cards that do not have a color are less likely to end up in the discard pile because the only die roll that can put them there is the Shark!



Special case: Draw pile empty

If you want to draw the top Sea Creature card from the draw pile but the pile is empty, shuffle the discard pile to make a new face-down draw pile.

THE END OF THE GAME

When you have at least 1 of each of the 4 Sea Creatures in front of you (turtle, crab, seahorse, and fish), regardless of the colors of the cards (gray included), you immediately win the game. You do not have to roll the Attack die!

