

RULES

CRIC

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It's time
for the Big Ocean Tournament!
Each year, sharks from all around
the world compete in an impressive
feast in the hopes of earning the title
of Sharp-Toothed Shark Sovereign.

Are you ready?
On your mark... fish!

KROC

GOAL OF THE GAME

Collect different types of food, and gain more points than your opponents to become the champion of the big shark feast! ★

The term "shark" refers to the players.

CONTENTS



Double-sided Shark tiles _____ x5

(Full Shark side and Hungry Shark side )



Food cards _____ x50
including Special cards

- 8 Jellyfish Lollipop
- 5 Seaweed Salad
- 3 Crustacean Platter
- 12 Fish Kebab (6 of each)
- 5 Fishbone
- 5 Treasure
- 7 Trident
- 5 Pirate Bottle



Bite cards _____ x4
(See Variant on page 7)

SETUP

Each player chooses a Shark tile ① and places it in front of them, Full side up.

Shuffle the Food cards ② and make a deck, face down in the center of the table.

Draw as many cards as there are players + 1 (3), then place them in a row next to the deck to make the dinner table. Alternate their sides: 1st card face up, 2nd face down, 3rd face up, etc. During the game, you will cover these cards with other cards to make stacks.

Pssst!

Use the school of fish technique to shuffle your cards: Lay them face down on the table, then mix them frantically! Your cards will be ready in the blink of an eye!

With 2 players: Make a row of 4 cards for the dinner table.

In this example, we have 3 sharks facing each other, so you place 4 cards:



GAMEPLAY OVERVIEW

It's time for the competition! The game plays over a series of rounds until there are not enough cards in the deck or one player has 5 tridents. Each round has 3 phases:

Fish, Fight, then Flood.

APPETIZER: FISH

Each player makes a shark mouth with one or both of their hands (depending on if they are Full or Hungry, see next paragraph). Then they say "**Cric Crac Kroc**" at the same time. On "**Kroc**", choose a stack of cards by touching your shark mouth to it as quickly as you can.



FULL OR HUNGRY

Full sharks make a mouth using just 1 hand, while Hungry sharks make mouths with both hands. Hungry Sharks may choose the same stack, or choose 2 different stacks.



Full sharks become Hungry by picking up a pirate bottle, see page 7.

ENTREE: FIGHT

Leave your mouths where they are and look at each stack. 2 different things may happen:

ONLY 1 SHARK CHOSE THAT STACK:

They take all the cards in that stack and place them in front of them, face up.



MULTIPLE SHARKS CHOSE THE SAME STACK:

Only the shark with the most mouths on that stack takes the cards. They place them near their other cards, face up. If sharks are tied, nothing happens.



Do not change
unchosen stacks.

DESSERT: FLOOD

Add 1 card from the deck to each stack (even the unchosen ones), placing them as follows:

-  face down if the top card is face up,
-  face up if the top card is face down,
-  face up if the stack is empty.

CARD EFFECTS

FOOD CARDS

These cards are worth points at the end of the game:



Jellyfish Lollipop _____ 1 pt ★



Seaweed Salad _____ 2 pts ★★



Crustacean Platter _____ 3 pts ★★★

Only 1 of your Crustacean Platters is worth points.

Any additional ones _____ 0 pt ✗

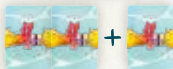


Fish Kebab _____ 3 pts ★★★

A Fish Kebab is always made up of 2 connecting cards (yellow fish or blue sushi).

Any additional card connected to this color Fish kebab etc... _____ +1 pt ★

Only 1 Fish Kebab _____ 0 pt ✗



SPECIAL CARDS

These cards give you advantages during the game:



Pirate Bottle

Immediately flip your Shark tile to the Hungry side, then return this card to the box. As long as you are Hungry, you have 2 mouths: You may choose 1 stack of cards with each mouth or the same stack with both mouths! Your bottle is only valid for 1 round: Remember to flip your Shark tile to the Full side at the end of the next round.



Fishbone

Yuck! You can't eat it! Immediately return this card to the box. It doesn't do anything.



Treasure

Immediately take the top card of the deck. Then return this Treasure to the box. If the deck is empty, this card has no effect.



Trident

Keep this card in front of you. If you collect a 5th Trident, you immediately win the game!

END OF THE GAME

The game ends in one of two ways:

A shark gains their 5th Trident. They immediately win the game! Congrats!

OR

There are not enough cards in the deck to add 1 to each stack: This means it's time to count points!

The shark with the most points wins the game and is named the Sharp-Toothed Shark Sovereign. In case of a tie, the Hungry shark wins. If no tied shark is Hungry, they share the victory!

SCORING EXAMPLE



VARIANT: BITE CARDS



During setup, draw 1 Bite card and place it in the center of the table. You use the effect during the entire game.



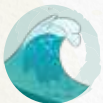
Huge Jaws

2 of your Crustacean Platter cards are worth points (instead of just 1).



Super Looter

When you gain a Treasure, steal 1 card from any other shark instead of taking the top card from the deck.



Big Wave

During setup and each Flood phase, always place cards face up.



Bunch o' Bones

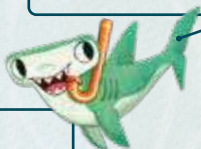
All players keep their Fishbone cards. At the end of the game, the shark(s) with the most fishbones gains **5 points** ★!

MEET THE SHARKS



Whale Shark:

The whale shark is the biggest fish in the ocean! It can reach an impressive length of 12 meters and weighs up to 21.5 tons.



Hammerhead: Its nostrils and eyes are on each side of its T-shaped head.

Catshark:

Its eyes are almond-shaped with vertical pupils, just like a cat, which is where it gets its name.



Sawtooth:

It lives around 40 meters below sea level and can descend up to 310 meters deep!



Great White:

This animal has 5 to 7 rows of teeth, with an average of 600 to 800 total teeth.



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