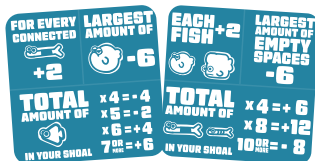# SHOAL

Contents

40 Fish Cards
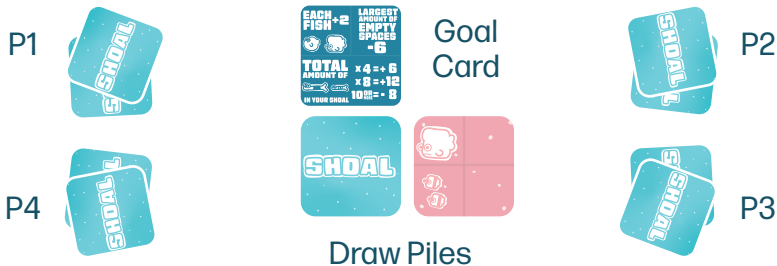

8 Goal Cards

Object of The Game

Players will compete to score the most amount of points by creating their own busy shoal of fish.

Every fish is worth 1 point but you can lose or earn extra points depending on the chosen Goal Card. After each player has layered 10 Fish Cards, add together your total amount of fish combined with the points won or lost from the Goal Card and whoever has the most points wins!

How To Set Up The Game

1 Seperate the Fish & Goal Cards

2 Shuffle the deck of Fish Cards and deal out 2 cards to each player.

3 Then create 2 central draw piles of Fish Cards.
For 2 players = 8 cards per draw pile.
For 3 players = 12 cards per draw pile.
For 4 players = 16 cards per draw pile.

4 Flip one of these draw piles so they are face up.

5 Finally, pick 1 Goal card and place it on the table where everyone can easily see it and set any unused cards aside.

Example of a 4 Player Set Up

P1

P2

Goal Card

SHOAL

P4

P3

Draw Piles

How To Play A Fish Card

There are 4 important rules to follow when playing a Fish Card.

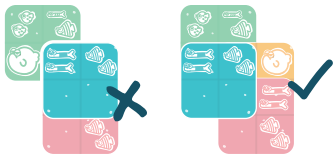**1** Fish must be placed swimming to the left & Fish Cards cannot be rotated.

2 After the first card, Fish Cards must layer on top of another Fish Card, not next to each other and no tucking!

3 When you layer cards, add fish next to another fish adjacently, not diagonally.

4 Fish can cover empty spaces and other Fish but empty spaces can only cover empty spaces.
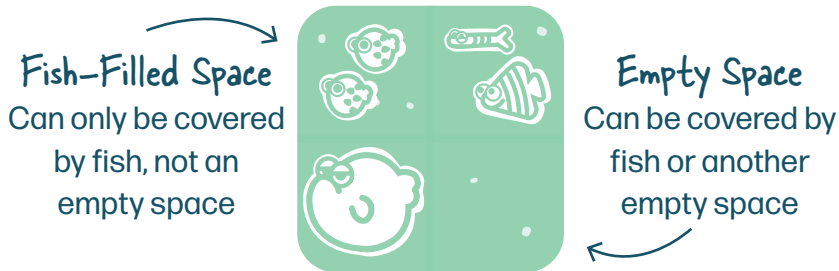
Fish Cards

There are 4 sections of every Fish Card.

Each section will have Fish or some empty space. As you play cards to grow your Shoal there are a few different ways you can choose to layer your cards:

1. Place a single section over a single section.

2. Place 2 sections over 2 sections.

3. Cover a whole card with a whole card.

When you layer a card you must at all times follow the 4 rules of how to play a card. There's also a handy reference on the sides of the box!

Fish-Filled Space
Can only be covered by fish, not an empty space

Empty Space
Can be covered by fish or another empty space

Example of a Player's Complete Shoal

After each player has layered 10 Fish Cards into their shoal, add together the total amount of fish combined with the points won or lost from the Goal Card and whoever has the most points wins!

EACH FISH +2

LARGEST AMOUNT OF EMPTY SPACES -6

TOTAL AMOUNT OF IN YOUR SHOAL
x 4 = + 6
x 8 = +12
10 OR MORE = - 8

Total fish = + 37   8 empty spaces = - 6

2 fish = + 4   12 fish = - 8

Player 1 total points = 27

How To Play The Game

Each player will take turns to create their shoal one card at a time. To begin, choose a starting player.
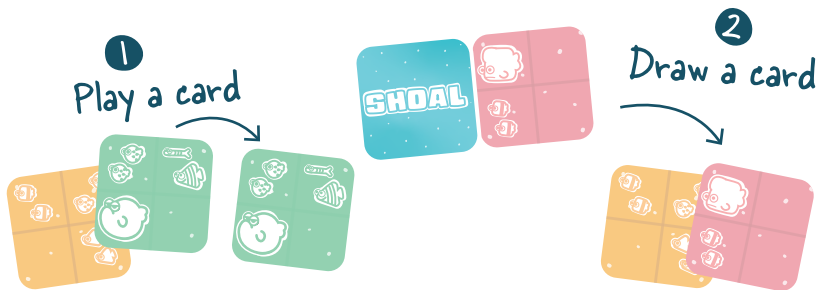
The starting player picks a Fish Card from their hand and places it in front of them to start their Shoal.

The player then draws 1 Fish Card from either draw pile to add to their hand.

Play then passes to the player on their left who does the same.

Play 1 card, draw 1 card, simple!

When everyone has played 10 cards its time to add up your score and see who's won!

1 Play a card

SHOAL

2 Draw a card

Goal Card

Each player will compete to earn bonus points from the central Goal Card depending on their shoal. There are 3 goals on each Goal Card which are described below

Each Fish

Bonus points per fish in the player's Shoal

Tallest Shoal

Reward for having the most fish-filled spaces in a vertical line.

Largest Amount

Bonus for having criteria more than opponents

Widest Shoal

Reward for having the most fish-filled spaces in a horizontal line.

Fewest Amount

Bonus for having criteria less than opponents.

Total Amount

Score depending on the required criteria

Connection

Meeting criteria by placing sections adjacently to form connected lengths.

End of Game

Once all players have played all 10 of their cards the game is over and now its time to see what everyone has scored!

Each fish is worth 1 point so add together the total amount of fish in your shoal combined with the points won or lost from the Goal Card and whoever has the most points wins!

Credits

Game Design - Mike Peacock

Illustrations - Mike Peacock

Marketing & Distribution - Molinarius Games

Publisher - Molinarius Games

Please visit us on www.MolinariusGames.com

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