



Item no. 335290

2-8 Players
Ages 6+

INSTRUCTION

Now you can play Big Fish, Lil' Fish with a twist...a card-spitting Card Shark! Play your cards right and the Card Shark will randomly launch cards at your opponent. Play your cards wrong... and the Shark may be pointed at YOU!

CONTENTS

- 1 Shark Shooter Card Launcher includes:
 - 1 Launcher Base
 - 1 Shark Body
 - 2 Pectoral Fins
 - 1 Dorsal Fin
 - 1 Tail

- 2 Decks of Fish Cards including:

- 24 Blue Fish Cards
- 24 Green Fish Cards
- 24 Purple Fish Cards
- 24 Orange Fish Cards
- 24 SHARK Cards



NOTE: Each color fish has several different sizes, from tiny to huge and are numbered from #1 (smallest) to #48 (largest).

OBJECT OF THE GAME

Players try to play all their cards into the Pond Pile in the center of the table without breaking the game rules. Point the Shark Shooter at your opponents and watch them scramble. But watch out, if someone points the Shark Shooter at you, you could get shot! The first player to get rid of all their cards wins!

BEFORE YOU BEGIN

Setting Up the Launcher

1. Remove all Shark Launcher pieces from the packaging.
2. Attach one Pectoral fin to each side of the body, the Dorsal fin to the top of the body, and the tail to the backside of the body by inserting the tips of the pins into the openings on the body and pressing firmly until they snap into place. (See Fig.1)

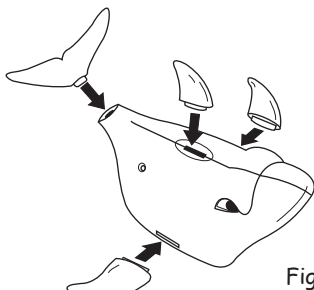


Fig.1

3. Turn the Launcher Base over.
4. Using a Phillips screwdriver (not included) remove the screw(s) and battery compartment cover on the bottom of the Shark Card Launcher.

1

5. Install three (3) "C" Batteries, making sure the (+) and (-) ends face the proper direction as indicated inside the battery compartment.
6. Replace the compartment cover and tighten the screw. (See Fig.2)

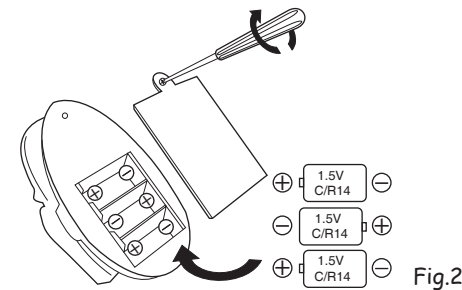


Fig.2

7. Shuffle the card decks together and divide the stack approximately in half.
8. Raise the Shark tail, place one stack of cards inside, and lower the tail. (See Fig.3)

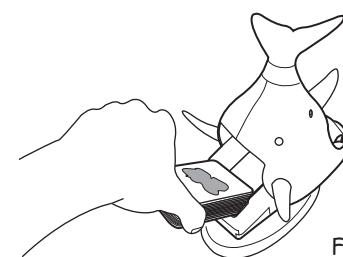


Fig.3

9. Place the Shark Shooter in the playing area with the mouth pointing at the dealer.

NOTE: If cards do not easily shoot out of the Shark mouth or become jammed, ask an adult to lift the Shark body off the Launcher Base and clean the rubber rollers with a damp cloth or with cotton swabs dipped in rubbing alcohol. You may also want to check the cards. If they have become warped, they may not be making contact with the rollers. Gently bend warped cards back into shape.

10. When you are ready to begin the game (See QUICKSTART), turn the Shark Shooter on (See Fig. 4).

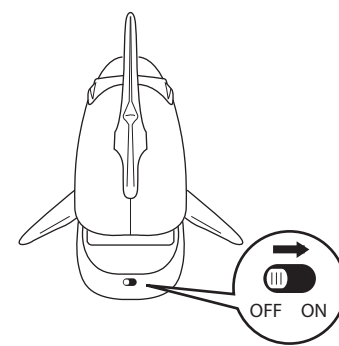


Fig.4

2

QUICK START

1. Once the deck is shuffled and half the cards are placed inside the shark, deal the second half of the deck to the players until all the cards are dealt out.
2. Players then look at their cards, and hold some, or all, in their hand as they wish. Any cards not held in a player's hand remain in front of them until needed.
3. Point the Shark Shooter at the dealer. The dealer turns on the Shark Shooter and plays the first card to begin the POND PILE in the center of the table. Then the Feeding Frenzy begins!
4. Once the first card is put down, play as many cards as you can as fast as you can, one card at a time. There are NO "turns." ANY player can play at any time - but you must obey the following rules:
 - a. **Rule #1 - Big fish eat little fish.** Only a bigger fish can be played on top of another fish.
 - b. **Rule #2 - Fish of the same color can't eat each other.** Bigger fish must be a different color than the fish they are played on top of.
 - c. **Rule #3 - SHARKS eat fish of the same color.** SHARK cards (no matter the size of the Shark) can be played on top of any fish of the same color.
 - d. **Rule #4 - No fish or SHARK can eat a SHARK.** When a SHARK card is played, the game pauses. The person who played the SHARK may point the Shooter at any OTHER player. The player the Shooter is pointed at resumes play by playing ANY card to the POND. Then the feeding frenzy begins again!
 - e. **Rule #5 - If the SHARK shoots at you, you MUST pick up the cards.** During the game, the Shark Shooter will shoot cards out of its mouth at random times and in random quantities. THE PLAYER SHOT AT MUST PICK UP AND PLACE IN THEIR HAND, ANY CARDS THE SHARK SHOOTS!



5. Any player breaking any of the 5 rules MUST PICK UP ALL THE POND CARDS, ADD THEM TO THEIR HAND, AND POINT THE SHARK SHOOTER AT THEMSELVES! They must then play a card to begin a new POND PILE.
- NOTE: Any of the following is also considered breaking the rules and Step 5 applies.
- a. Trying to take a card back once it has touched the POND.
 - b. Playing a card next to the POND, not in the POND.
 - c. Throwing a card into the POND instead of placing it.
 - d. Playing more than one card at a time

WINNING THE GAME

The game ends when one of the following happens:

- 1) **A player gets rid of all of their cards.** The first player to get rid of all of their cards wins the game.
- 2) **The Shark Shooter runs out of cards.** When the Shark Shooter runs out of cards, each player counts the cards left in their hand. The player with the fewest cards wins the game. If there is a tie, the player with the biggest fish in their hand wins the tie. (If no one notices that the Shark Shooter has run out of cards, you may keep playing until someone does!)

FROZEN POND

If no player is able to play a card to the POND, the POND becomes FROZEN! The dealer turns off the Shark then shuffles the POND cards, deals them to the players, and places a card in the middle of the table to restart a new POND, and play resumes.

3

GAME VARIATIONS

FOR TWO PLAYERS - Remove cards 25 through 48 and two SHARK cards of each color from the deck.

FOR YOUNG CHILDREN

If remembering and playing with all 5 rules at once is difficult for smaller kids, begin the game by playing with only Rule #1 - Big fish eat little fish. When they are comfortable playing with Rule #1, add Rule #2. Then, as they progress, add Rule #3, Rule #4, and Rule #5 when appropriate.

SAFE BATTERY USAGE

1. Non-rechargeable batteries are not to be recharged;
2. Rechargeable batteries are to be removed from the toy before being charged;
3. Rechargeable batteries are only to be charged under adult supervision;
4. Different types of batteries or new and used batteries are not to be mixed;
5. Only batteries of the same or equivalent type as recommended are to be used;
6. Batteries are to be inserted with the correct polarity;
7. Exhausted batteries are to be removed from the toy;
8. The supply terminals are not to be short-circuited;
9. Do not dispose the batteries in fire, batteries may leak or explode.
10. Batteries should be replaced by adult.
11. Use alkaline batteries for better performance.

FCC STATEMENT

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Modifications not authorized by the manufacturer may void users authority to operate this device.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Please keep this manual as it contains important information.



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4