FINSPAN

SHARKS & REEFS

designed by Michael O'Connell
developed by David Gordon and Elizabeth Hargrave

art by Ana María Martínez and Catalina Martínez

1-5 players · 45-60 minutes · ages 10+ · competitive

Sharks & Reefs dives deeper into the marine ecosystem of Finspan. This expansion introduces beautiful new coral reef habitats to your ocean mat and more incredible sharks—with fearsome new abilities!

OVERVIEW & GOAL

In addition to all the gameplay variety of Finspan, players can now nurture colorful coral reefs in each of their ocean's three dive sites. Healthy reefs enable you to play powerful reef fish, unlock fish abilities, and score bonuses at the end of the game. Meanwhile, sharks scatter schools of young (to form even more schools elsewhere) and leave behind food scraps that any fish in your ocean can consume.

COMPONENTS

5 coral reef overlays



5 starter fish cards



1 achievement board



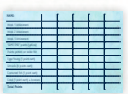
3 achievement tiles



90 coral tokens



1 scorepad



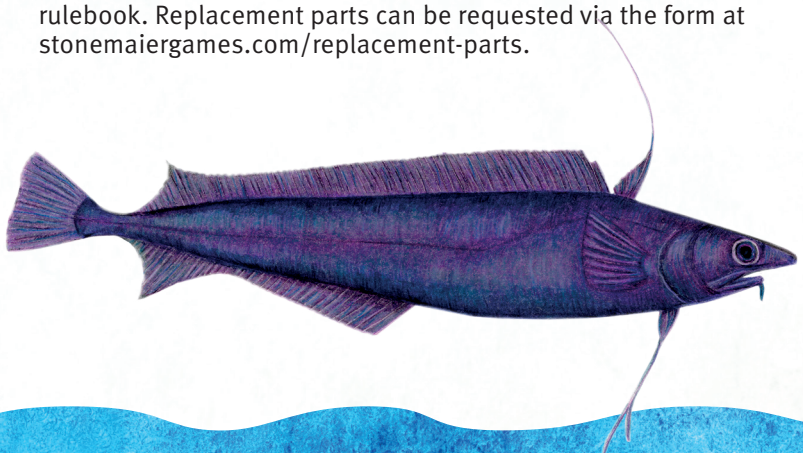
75 fish cards



5 player aids



The solo mode components are listed in the Nautoma rulebook. Replacement parts can be requested via the form at stonemaiergames.com/replacement-parts.



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SETUP

INITIAL COMBINING OF PREVIOUS AND NEW COMPONENTS

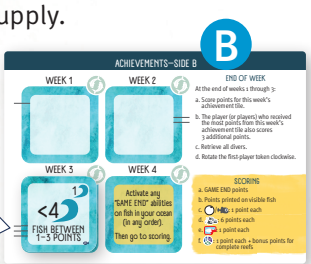
1. Shuffle the new fish cards into the fish deck.
2. Shuffle the new starter fish cards in with the other starter fish.
3. Replace the original achievement board and scorepad with their new versions.
4. Shuffle the new achievement tiles in with the original tiles.

GLOBAL & PLAYER SETUP

After standard Finspan setup, perform the following:

A Place the coral tokens in the general supply.

B If using side B of the achievement board, randomly select 1 tile per matching slot.
Important: Always ensure that the chosen tiles' week-number lines match the lines on the board.

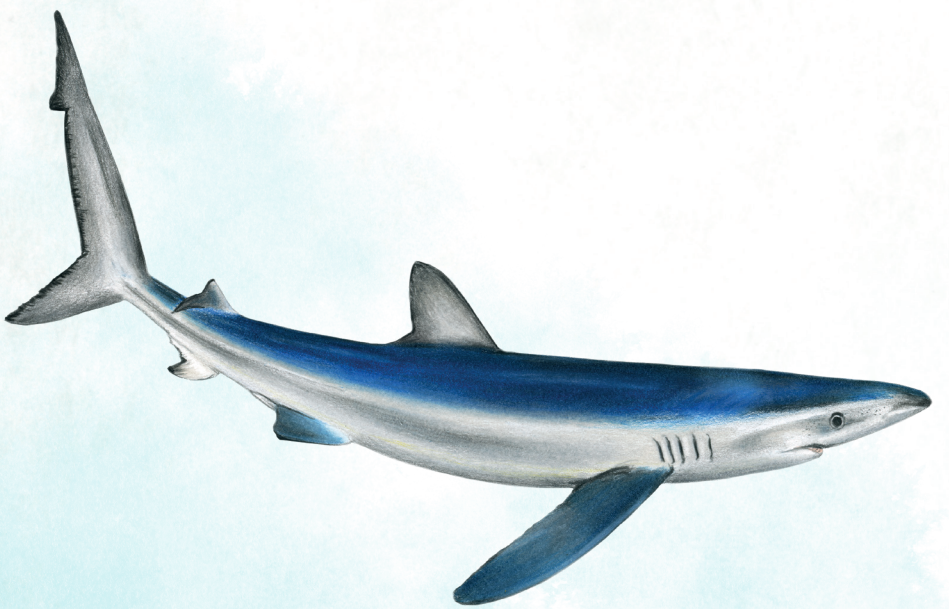


ALIGN WEEK-NUMBER LINES

C Each player places either side of any coral reef overlay on their ocean mat. Each player places either side of any coral reef overlay on their ocean mat, **covering the existing twilight ( ) zone.**

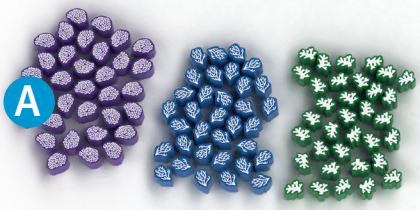
D Each player gains a Sharks & Reefs player aid.

You can skip the rulebook and instead watch a rules video at stonemaiergames.com/games/finspan/rules-faq.



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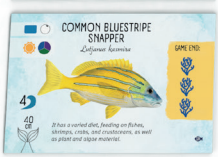
















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CORAL REEFS

GAINING CORAL

You may grow your coral reefs using coral from diving as well as from fish abilities. A dive site may never have more than 6 coral in it.

Whenever your diver moves onto your coral reef overlay during a dive, if that dive site has fewer than 6 coral and if you discard the indicated item (egg, young, or card), then you may place 1 coral from the supply into the reef at that dive site. You may do this at most once per dive.



Whenever you gain coral as a benefit from a fish ability, you do not need to pay anything for it. Simply gain the coral from the supply and place it in a coral reef (as instructed by the card).

CORAL ICONOGRAPHY

The colors of the coral icons on the fish cards (, , or) indicate the dive site where coral must be present (as a requirement) or where coral may be placed (as a benefit). The multicolor coral icon () indicates “any dive site.”

CORAL REQUIREMENTS

Reef fish require 1 or 2 coral (as specified on the card) to already be present in the dive site before you play them there. Reef fish may only be played in the Sunlight Zone (as shown on their card).

Whenever a fish card indicates a coral requirement, that coral must be present at the same dive site (unless otherwise stated).

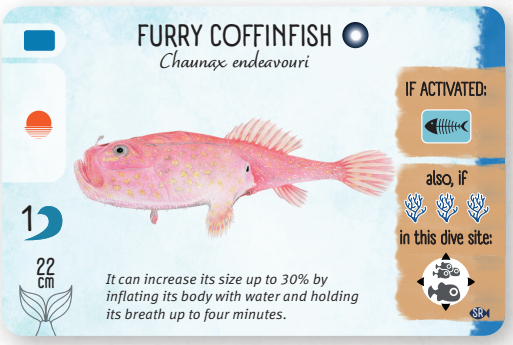
- The indicated requirement is a minimum; you may have more coral than required to play a reef fish or gain a benefit.



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NEW FISH ABILITIES

Some fish have two-part abilities with coral requirements. When you activate one of these abilities, start by choosing whether to gain the first benefit. Then, if you meet the coral requirement, you may gain the second benefit. If you do not meet the coral requirement, you may still gain the first benefit. Similarly, if you choose not to gain the first benefit, you may still gain the second (if you have enough coral in that dive site). However, you only gain the second benefit after you gain or decline the first.





As a requirement: You may only play this fish in a dive site that has at least the number of coral shown.

As a benefit: If there are fewer than 6 coral in the indicated dive site, place 1 coral from the supply there (at no cost).



Single-color coral icons indicate a specific dive site; multicolor icons indicate “any single dive site” in your ocean instead.



A fish in your ocean consumes a shorter fish from your hand (tuck it underneath).



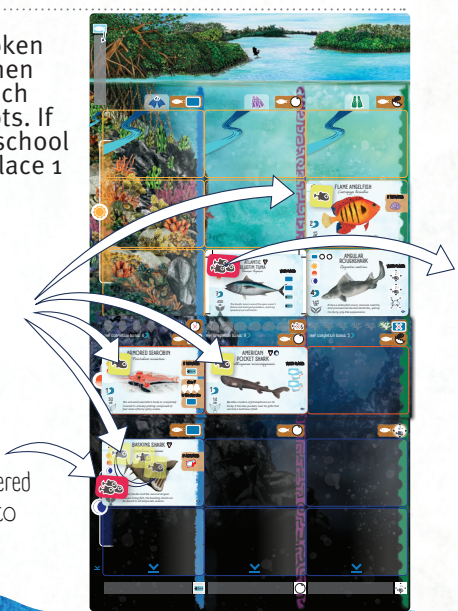
Choose a fish from your hand with the characteristic shown (if any), and play it for free (do not pay its cost).



As a cost: Play this fish for free (it has no cost).



Discard a school token from your ocean, then place 1 young in each of four different slots. If you do not have a school token to discard, place 1 young instead.

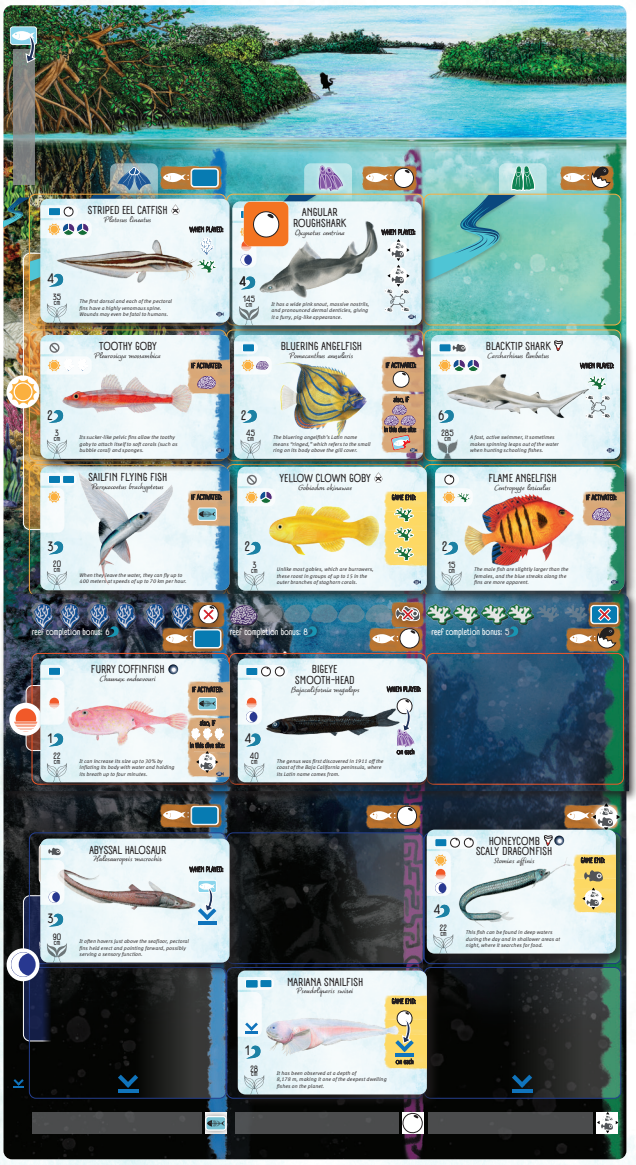


Adding one of the scattered young here allows you to make a new school.

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SCORING

Coral tokens in your ocean are worth 1 point each at the end of the game. If you have a complete reef of 6 coral in a particular dive site, also gain the bonus points shown on the overlay for that dive site: Score 6 points for blue (left), 8 points for purple (center), and 5 points for green (right). These bonus points vary based on the difficulty of gaining coral in the different dive sites.



At the end of the game, this player will gain 11 points for their coral tokens, plus an additional 6 points for filling the blue (left) reef, for a total of 17 points.



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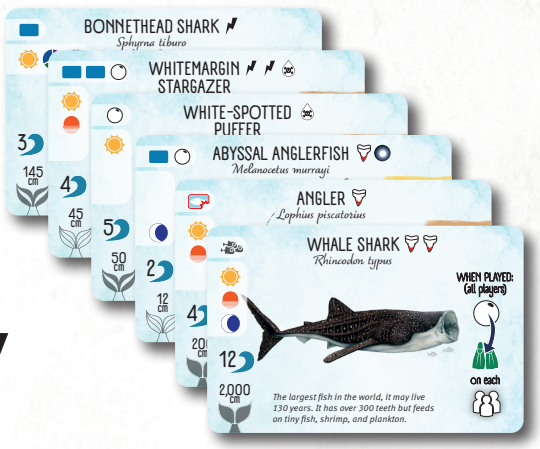
ACHIEVEMENT TILE DETAILS



Forage fish, printed on your ocean mat, do not have points, so they don't count for scoring this tile.



Count all the unique types of tags on fish in your ocean. Just as predator and über predator, the electrolocation and electric discharge tags should be treated as unique tags.



ALL UNIQUE TAGS:

bioluminescent
camouflage
active electrolocation
electric discharge
predator
über predator
venomous

This collection of fish has 6 unique tags: bioluminescent, active electrolocation, electric discharge, predator, über predator, and venomous.

COMMONLY OVERLOOKED RULES

- If you gain the "recover a card from your discard pile" benefit and your discard pile is empty, gain the top card of the deck instead.
- If you choose to gain a "play a card" benefit (typically for a specific place on your ocean mat), you must pay the card's cost and follow its placement rules.
- For the dive site benefits (at the top of each zone), you gain the benefit once (not once per fish) if you have at least 1 fish in the dive sight within the same zone.
- You may place a played fish on top of a shorter fish (card or forage) **either by choice or to satisfy a consume cost.** In other words, as long as the fish you're playing is bigger than the fish you want to play it on top of, you may play it there. This is most often done to cover the preprinted forage fish, which aren't worth any points by default (hence why they don't have the same white background of fish cards).

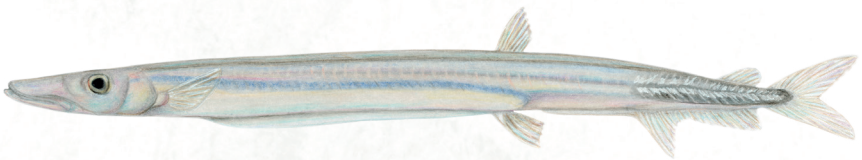
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