

Extra card 2: **Send to the sharks / Exchange**



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Rules of the game

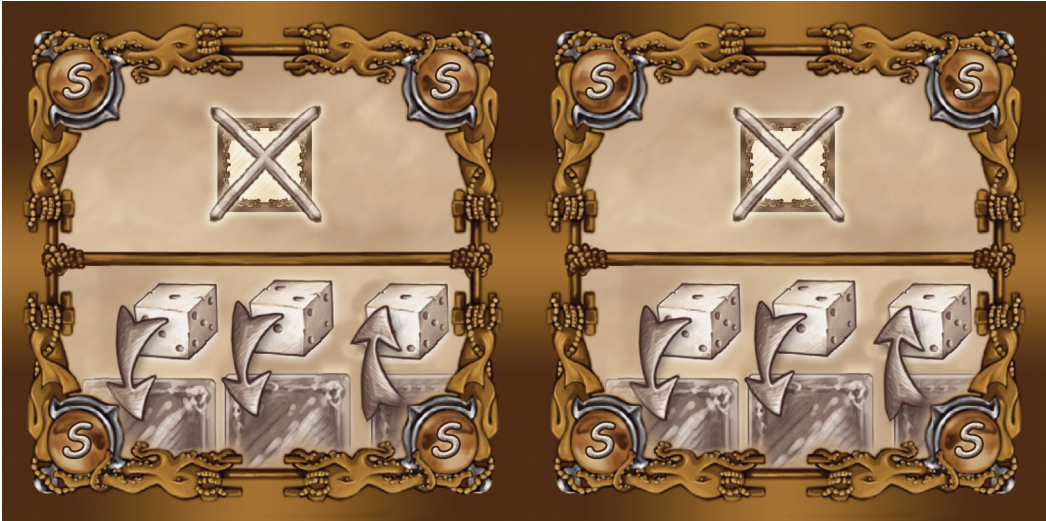
Each player gets a “dirty tricks“-card “Send to the sharks / Exchange”. The usual rules concerning “dirty tricks“-cards do apply: you may only play a “dirty tricks“-card after having rolled two dice and you may only play one of these cards per round. When playing such a card, you have to choose one of the two actions on the card. A played “dirty tricks“-card is then removed from the game, unused “dirty tricks“-cards score 1 extra point at the end of the game.

- “Send to the sharks”: The player flips the card of the tavern onto which he has added a die in the same turn onto its back side. When the cards are distributed, cards of the tavern which are flipped over are removed from the game regardless of dice added onto them. Nevertheless dice added to a flipped card still count as tie-breakers for adjacent cards which are not turned over. The “dirty tricks“-card is removed from the game after usage.
- “Exchange”: The player takes one of his own dice he has added to a card of the tavern in a previous turn back to his supply. Then he adds both dice he has rolled in that turn onto the corresponding cards of the tavern. This action can only be performed if the player has added at least one die to the tavern in a previous turn. The “dirty tricks“-card is removed from the game after usage.

Hint: If preferred, players can use the second extra card together with the first extra card “Shanghai forbidden / Re-roll all dice” in the same game. In that case each player gets both extra cards at the beginning.

Assembly instructions

Print the image and paste the front on the back, cut to size. Best use a ruler and a cutter and if necessary a small scissors.



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