



Lone Shark Card Game

The story is, there is a Lone Shark on the loose and he's passionately determined to collect the money owed to him. Each player or team owes the Lone Shark \$500 (four players) or \$250 (two players), but to pay off this debt, they have to go through a series of colorful characters, many of which are determined to collect what's owed to them as well. The clock is ticking and it's only a matter of time before the Lone Shark comes to collect his stash! The objective of the game is to pay off a \$500 debt \$50 dollars at a time (four players) or pay off a \$250 debt \$25 at a time (two players).

Cards in the Game

- Numbers 1-20 (Two of each)
- Thief (One)
- Nosy Neighbor (Two)
- Landlord (Two)
- Lender (One)
- Teacher (One)
- Governor (One)

- Child Support Officer (One)
- Tardy Slip (One)
- Lone Shark (One)
- Redeemer (One)

How the Game Works

Getting Started: To determine which player will go first, use a set of dice (provided when ordered directly from Anointed Fire™. The first person or team to roll seven goes first. If you purchased the game directly from the printer, you can roll dice online (just search Google; there are tons of sites that allow you to roll dice online freely) or simply choose a number and have everyone to pull from the deck. The person or team to get closest to that number is allowed to play first.

Two Players: When two players are playing the game, they will shuffle the cards and play or pull a total of 13 cards each, leaving 26 cards in the deck. Each player will put down a card on his/her turn. Every card that has a number on it represents (in dollars) the number featured on it, for example, a card with the number ten on it represents ten dollars. The next player will put down a card, trying to reach but not go over \$25. For example, if the first player plays a card with the number ten on it, the next player may play a card with the number seven on it. This means that there is \$17 on the board. The first player then has to play the number eight if she or he has it. If the player does not have the number eight card, the player must strategize; the player must play a high or low card in hopes that his or her opponent does not have the card needed to add up to \$25.

Example

Mark plays a ten card.

Sandra plays a seven dollar card.

Mark doesn't have an eight dollar card, so his goal is to try to guess what Sandra has. He believes that she has low cards, so he plays a low card. Mark plays a one-dollar card. This means there is now \$18 on the board. Sandra now needs to play a \$7 card or either go low or high enough to force Mark to go into overdraft. She plays a \$2 card. There is now \$20 on the board. Mark plays the \$5 card and collects the cards that have been played. He writes down \$25 in his account.

If Mark doesn't have a \$5 card, but the lowest card he has is a \$6 card, this means that he has to play that card, which brings the total to \$26. This amount, since it is over \$25, is considered an overdraft, so next to his name, the figure -\$26 will show, meaning, his account is in

overdraft by \$26.

When a player's card will put him or her in debt OR if the person chooses to draw because he or she does not have the number needed to reach \$25, the player may pull from the deck. Please note that when the game is over, if the player has not played all of his or her cards, the cards will be added together and recorded as debt to the player. For example, if Sandra pulls three cards, all of which add up to be \$30, but her opponent wins the hand, Sandra must write -\$30 on the scoreboard, meaning, she is in debt by \$30. This amount will be deducted from her overall score.

The first person to have \$250 in his or her account wins the game!

Four Players: When four players are playing the game, they will shuffle the cards and play or pull a total of 13 cards each, leaving no cards in the deck. Each player will put down a card on his/her turn. Each player is partnered up with the person sitting across from him or her. Players can choose their own partners or the losing team has to relinquish their seats to others who want to play.

The objective is still the same as if there were two players, however, there are no cards to draw.

Each player will put down a card on his/her turn. Every card that has a number on it represents (in dollars) the number featured on it, for example, a card with the number ten on it represents ten dollars. The next player will put down a card, trying to reach but not go over \$50. For example, if the first player plays a card with the number ten on it, the next player may play a card with the number seven on it. This means that there is \$17 on the board. Let's say, for example, that the third player plays the eighteen dollar card. This means that there is now \$35 on the board. If the fourth player does not have the fifteen dollar card, the player must strategize; he or she must play a high or low card, in hopes that his or her opponent does not have the card needed to add up to \$50. If the opponent does not have the fifteen dollar card, the next player will have an opportunity to win the \$50 for his or her team. If not, the game will continue until there's \$50 or more on the board. If a player plays a card, bringing the total to more than \$50, the amount on the board is counted as an overdraft.

Example

Mark and Jason are business partners

Sandra and Tanya are business partners

Mark plays a \$20 card.

Sandra plays a \$15 card.

Jason plays a \$4 card.

There is now \$39 on the board.

Tanya doesn't have an \$11 card, so her goal is to try to guess what Mark has. Her objective now is to overdraft Mark. So, she plays a \$10 card, bringing the total to \$49 on the board.

Mark now needs to play a \$1 card. If he does not have this card and plays anything higher, he has over-drafted the business account that he shares with Jason by whatever the amount is on the board. For example, if the lowest card he has is a \$3 card, it would be better for him to play that card. This would bring the total on the board to \$52, meaning, Mark and Jason's account will reflect a \$52 deficit. This will be subtracted from their overall score.

The first group to have \$500 in their account wins the game!

Thief: allows a player to steal \$25 (two players) or \$50 (four players) from his or her opponent or the opponent's team IF the next opponent cannot collect \$25 (two players) or \$50 (four players) with his or her next play! If the opponent can collect the amount needed, the Thief loses. The Thief card is then placed on the deck and is considered worthless.

Nosy Neighbor: You can force one of your opponents to show you and your partner his or her hand. Neither your teammate nor your opponent can disclose your opponent's hand to the opponent's teammate, however.

Landlord: Can take up to two already collected books from his or her opponent(s) IF the opponent(s) lose the current round. If the opponent does not lose that particular round, the Landlord is rendered void.

Lender: (only use when game consists of four players). Allows the player to give a loan to his or her teammate at any point in the game. When a player plays the Lender card, he or she has to exchange a card with his or her opponent. For example, if Tanya needs a \$3 card to add up \$50, her partner can loan the card to her in exchange for one of her cards. The Lender Card must be laid on the deck after use.

Teacher: can put an opponent in timeout for one play, for example, if Sandra plays the Teacher's card, she can stop her opponent from possibly playing the winning hand by putting him or her in a time-out session. When the opponent's turn comes to play, he or she must

stand in a corner until it is his or her turn to play again. If player decides not to play this card against his or her opponent, the card is worth ten points at the end of the game.

Child Support Officer: Allows a player to request any even amount from the opposing team, all the way up to \$24. When a player plays the CSO card, the opponent (clockwise) must determine if he or she has \$24. If the opponent does not have this amount, the opponent must audibly collaborate with his or her teammate, and the two must come up with enough cards to pay the \$24 from their live hand. (Note: Players cannot pay the CSO with their collected books). For example, Mark plays the CSO card and requests \$20. After looking at her hand, Sandra realizes that by adding her cards together, she cannot come up with \$20. She must then tell her partner, Tanya, the number on one of the cards that she has, and she has to do this out loud in the presence of her opponents. The two must keep up this (audible) banter until they come up with \$20. If they are unable to come up with \$20, one of the players will be placed in jail for the remainder of the game OR until his or her opponent is able to come up with the \$20 bail. This can be done through the player playing the game in the same manner in which it is designed to be played, only this time, the player's goal is to add up \$20 on the board when his or her turn comes around. When the player is able to pay the \$20, he or she must give the book of cards to the opposing team and whistle for his or her teammate. Note: The CSO card must be played! If not played, this card has no value!

Governor: Can pardon a player from jail. If a player's teammate is in jail, and his or her partner has the Governor card, the active player can use the card to pardon his or her partner. When this happens, the team is still required to pay the requested amount, but they'll have the remainder of the game to do so. If player decides not to play this card against his or her opponent, the card is worth ten points. If the player does not pay off his or her debt to the other team, the owed team can act as Lone Sharks and collect three times the amount owed to them from the opposing team's stash.

Tardy Slip: Allows a player to willingly skip a turn and commence playing whenever the player decides to start again. For example, the deck now consists of \$37 and it's Jason's time to play. Jason doesn't have the \$13 dollar card needed to win the game, and he's concerned that anything he plays just may help his opponent to win. Nevertheless, Jason has the Tardy Slip. He plays this card and the next player clockwise to him must play. His opponent, Tanya, plays a \$5 card, bringing the total on the board to \$42. His teammate, Mark, then plays a \$1 card. Now, there's \$43 on the board. Jason looks at his hand and realizes that he has one of the \$7 cards. Even though it's now Sandra's time to play, Jason interrupts the game by shouting,

“Tardy Slip!” From here, he plays the seven dollar card, allowing him and his teammate to secure the stash.

Lone Shark: this card should not be in the deck, but instead, is placed to the side. When an individual or a team loses the game, that person or team must pull the Lone Shark card, take a picture with it, and post it on social media, signifying his, her or their loss. If a team is more than \$1,000 in debt or an individual (two player game) is \$500 in debt, the Lone Shark should be placed on the board, signifying their loss. That person or team must take a picture with the card and post it to social media, signifying his, her or their loss. Losers must hashtag their photos with #loneshark #loser

Redeemer: Pardons all the playing team's debt! The person who collects this card can hold it for the entirety of the game; that is, until he or she plays it. The player is not required to return the card after a round is complete IF the player has not played the card. This card allows the player who holds it to wipe away all of the debt owed by himself/herself or the player's team as a whole! Can only be used for ONE play and one action! Look at the chart below to see how the Redeemer card can be utilized.

Player	Function
Thief	This card allows the player to bind the Thief card, forcing the player to give the exact same amount that he or she is requesting! Can be played out of term when needed! For example, if Mark has the Thief Card and demands that Tanya pay him \$20, Sandra (Tanya's partner) can play the Redeemer card to pardon her partner.
Nosy Neighbor	Overrides the Nosy Neighbor card and forces the opponent who plays the Nosy Neighbor card to stand to his or her feet and speak or sing (opponent's request) a sincere apology to the opponent or the opposing team. If the opponent refuses to speak or sing his or her apology, that opponent automatically forfeits the game.
Landlord	Can take away the books that the Landlord has taken. Nothing more, nothing less!
Teacher	Can get the player's partner out of timeout.
Governor	Renders the Governor powerless!
Child Support Officer	Renders the CSO powerless!

Rules, Regulations, Penalties

1. The first team to reach \$250 (two players) or \$500 (four players) or more is the winner!
2. Game must be played with two or four players.
3. Anytime a player wins a hand, that player or his/her teammate must say Cash-out, otherwise, the other team can steal their stash.
4. Anytime a player or a team wins the game, they must say or shout, "Lone Shark."
5. Only one card can be played at a time, unless a player plays a card that allows him or her to do otherwise.
6. The only card that can be held for an entire game is the Redeemer card. Every other card must go back into the deck once a team wins \$25 (two players) or \$50 (four players)! Once the Redeemer card is played, it must go back into the deck.
7. Players cannot disclose what cards they have with their teammates unless a player plays a card that allows him or her to do otherwise. Players can, however, communicate with their teammates, but they simply cannot disclose their hands or send any type of signals indicating what they have in their hands. They can ask questions. For example, they can ask, "Do you need me to step in?" They can also make comments like, "Play low" or "Stay above ground." The word "ground" in this game means ten dollars.
8. If a player is caught cheating, he or she forfeits the game.

Note: This game is designed for two to four players only.