

HAI NOON

HELLO & GOOD DIE!

A snappy diving game by
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for 2-4 players, ages 8 and up, approx. 30 minutes



IDEA

An idyllic dive in the sea: colourful shimmering corals, countless colourful shoals of fish, boundless discovery tours and hungry sharks. Wait...What? Well, it's not a nice situation you've got yourselves into. But don't panic! Only one of you will be eaten.

OBJECT

Stay alive as long as possible!

The first player to be bitten twice loses the game; everyone else wins – as do the sharks, of course...

CONTENTS



hungry



full

12 Shark Tiles

(double-sided)



healthy



injured

4 Diver Tiles

(double-sided)



1 Cage Tile

(insert into the plastic stand before the first game)

48 Action Cards

- 1 4x Camouflage (1x per colour)
- 2 8x Cage/Harpoon (2x per colour)
- 3 8x Shark swims on (2x per colour)
- 4 8x Flip shark (2x per colour)
- 5 8x Diver swims on (2x per colour)
- 6 8x All sharks swim on (2x per colour)
- 7 4x Wild Card



SET-UP

If you play with **4 players**, the game is set up as follows:

(changes for 2 and 3 players see page 5)

Choose **1 diver each** and **keep your player color in mind**.

Then place all the **Diver Tiles** (with the "healthy" side facing up) so that they form a **square in the middle** of the table ❶.

Place one **Shark Tile adjacent** to each diver (with the "full" side facing up), and also **diagonally** to each diver (with the "hungry" side facing up) ❷.

Now you have a big square of 4x4 tiles. **Leave space on each side for up to 3 Action Cards**.

Shuffle all Action Cards and place them next to the playing area as a face-down **draw pile** ❸, next to which you need some **space for the discard pile**. Now **draw 3 Action Cards** from this pile and keep them in your hand.

The player with the longest front teeth starts the game.

space for
3 Action Cards



draw pile

❸



space for
discard pile

HOW TO PLAY

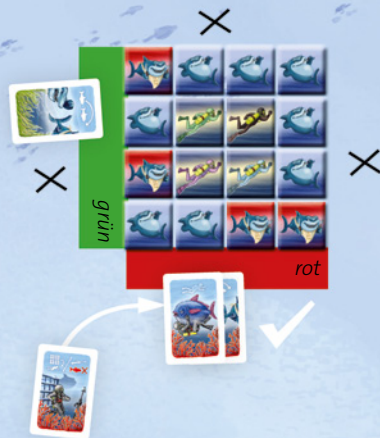
You always execute phases 1) and 2) in a clockwise direction until the end of the game: **1) play a card, 2) draw cards.**

1) Play a card:

When it is your turn, you **must place** an Action Card from your hand on one of the 4 sides of the playing area and then **perform** the specified action (see **ACTION CARDS**, page 6).

The following rules apply to placing a card:

- If there have been **no cards placed** yet (e.g., at the start of the game), you may play the card **to any side**.
- **In the first round**, if your hand of cards allows it, you have to place the card **on an empty side**.
- A **different card colour** must be placed on **each of the 4 sides** of the playing area.
- If you want to play a card whose **colour is already on one of the 4 sides** of the board, you **must place** this card **on that side**.
- If you add a **third card** to one of the sides, the action is followed by a **shark attack** (see **SHARK ATTACK**, page 4). Then put the 3 cards from that side on the discard pile.
- In rare cases, it might occur you do **not have any cards** in your hand **at the beginning of your turn**. In this case you **perform only phase 2**.



Example: You want to place a red "Cage/Harpoon" Card. There is 1 green card on the left side, 2 red cards at the bottom, nothing at the top and on the right side. Since red is already represented, you have to add your red card there (at the bottom). Then you perform the action (cage). Since there are now 3 cards at the bottom, the shark attack takes place here.

2) Draw cards:

You draw cards from the draw pile until you have **3 in your hand again**. When the draw pile is used up, the discard pile is shuffled and becomes the new draw pile. Then you continue clockwise (again, first phase 1, then phase 2, etc.).

SHARK ATTACK

If you play a **third card** on one of the 4 sides of the playing area, the **action is followed by a shark attack**.

The **2 sharks on this side** become active:

- If it is a **"full" shark** (blue/toothpick), it is **flipped to the "hungry" side** (red/cutlery).
- If it is a **"hungry" shark** (red/cutlery), it attacks the **adjacent diver**. He is **flipped to the "injured" side** (bandaged leg). **The shark is flipped to the "full" side** (blue/toothpick).
- If the diver was **already injured** before the attack, the **game ends** after this attack (see **END OF GAME**, page 5).

ATTENTION: After a shark attack, the shark is only flipped back to the "full" side after a shark attack if it has actually caught a diver, i.e., if the Diver Tile has been flipped over. If the attack is **not successful** for some reason (harpoon, cage, camouflage, "dummy"), the **shark stays hungry**.

The **3 Action Cards** that triggered the attack are placed **on the discard pile**. "Cage/Harpoon" Cards that were played as **harpoons remain** on this side until the next attack.

After that you continue with phase 2.

Example:

There are 3 red cards at the bottom.

The 2 sharks in the middle become active.

The left diver is not

attacked because the shark is full – the shark is now turned to the "hungry" side. The shark next to the right diver is hungry and attacks: the right diver is turned to the "injured" side and the shark is turned to the "full" side.



END OF GAME

As soon as an "injured" diver falls victim to another shark attack (and thus would have to be **flipped over again**), the game ends. This diver becomes the sharks' prey...
All surviving divers have won. In rare cases, there can be 2 losers.

CHANGES WITH LESS THAN 4 PLAYERS

Changes for 2 players:

- Each of you plays **2 divers**. These must be placed **diagonally to each other** in the set up.
- With the actions "Cage/Harpoon" and "Diver swims on", you have to **choose** which of your 2 divers to act with.
- If your 2 divers are **attacked at the same time** and you play a harpoon, you have to **choose 1** of your 2 divers for defense. The second diver has to endure the shark attack...

The **game ends** immediately when the **first diver becomes prey**.
The player who still has both divers wins.

Changes for 3 players:

You play **1 diver each** (pink/turquoise/green). The **black Diver Tile** acts as a "dummy". This "dummy" is considered **permanently camouflaged but takes up space**. It cannot be injured or eaten and does not make a shark feel "full" after an attack.

VARIANTS

Shorter game: All sharks start on the "hungry" side.

Longer game: All sharks start on the "full" side.

„Last diver swimming“: If a diver is **attacked for the second time**, he is **eliminated**. Eliminated divers act as **dummies**. The remaining players play with the dummy rules of the 3-player game **until only 1 diver is left**. **This player wins** the game.

ACTION CARDS

Basically: Sharks always swim **clockwise**. Divers can swim in **both directions**, clockwise and counter-clockwise (**not diagonally**). The **action** of the card played **must be performed**. The **actions** of the cards are executed **before a possible shark attack** is triggered.



DIVER SWIMS ON

Your diver swaps places with any adjacent diver or swims to an adjacent free place (if 1 or more divers are camouflaged).



CAGE/HARPOON (your choice of action)

AS CAGE (active): You place the **cage on any diver**.

- ➔ If the cage is **already on a diver**, it **must be placed on another** diver.
- ➔ In the event of a **shark attack** involving a diver with a cage, the **cage is destroyed** and is **put back** next to the playing area. Nothing happens to the diver, but the **shark remains hungry** (red).

AS HARPOON (passive): You can also play the card in **response to a shark attack** (no matter whose turn it is) – but only to the side from which the shark attack is made (the **harpoon must be the same colour**). Nothing happens to the diver with the harpoon, but the **shark remains hungry** (red).

- ➔ Even a **diver with a cage** may use a harpoon. The shark is repelled and **stays hungry** (red), the **cage remains intact**.



SHARK SWIMS ON

You let **any shark swap places** with an adjacent shark.



FLIP SHARK

You flip **any shark** to the **other side** ("hungry" to "full" or "full" to "hungry").



ALL SHARKS SWIM ON

Every shark swims 1 place further in a clockwise direction – so each shark takes the place of the next shark in a clockwise direction.



CAMOUFLAGE

Your diver is **immune** to shark attacks **until the beginning of your next turn**. The Diver Tile is removed from the playing area until your next turn. If there is more than 1 place available when you re-enter (due to several camouflages at the same time), you may choose where you want to re-enter.



WILD CARD

Can be played **to any side/colour**. If the wild card is the only card on one side, you can still play any colour there.