

# FINSPAN

## SHARKS & REEFS

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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



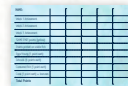
3 achievement tiles



90 coral tokens



1 scorepad



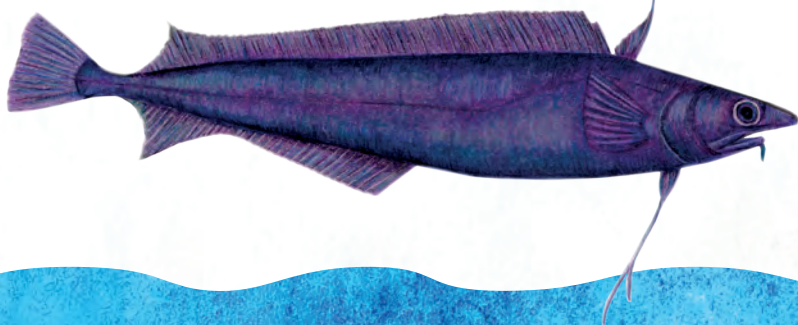
75 fish cards



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](http://stonemaiergames.com/replacement-parts).



## SETUP

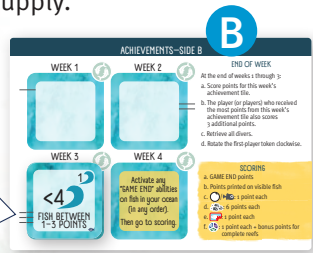
### INITIAL COMBINING OF PREVIOUS AND NEW COMPONENTS

- 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

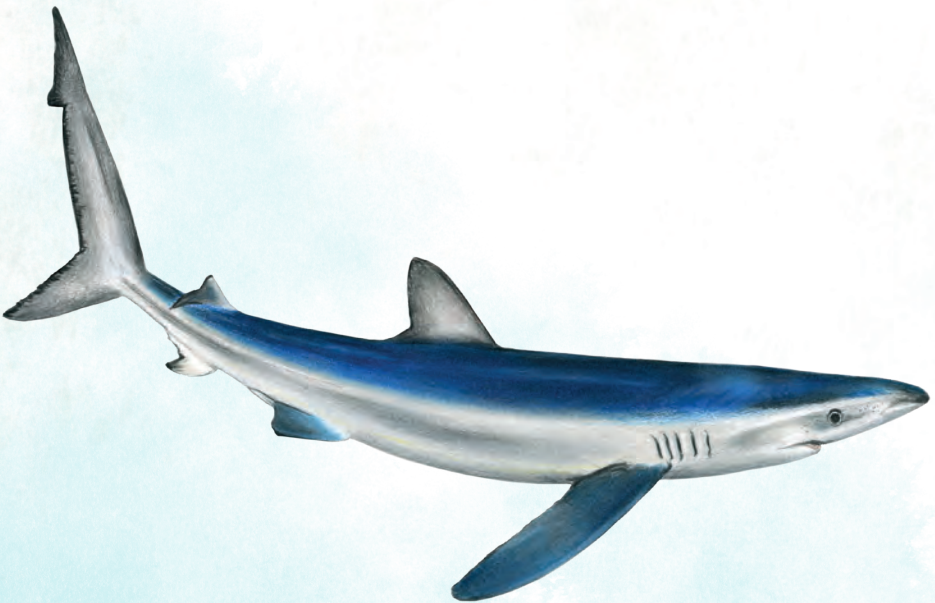
After standard Finspan setup, perform the following:

- 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.

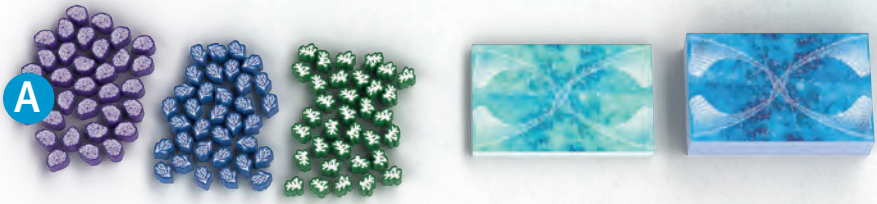


- C Each player places either side of any coral reef overlay on their ocean mat. Each player places either side of any coral reef overlay on their ocean mat, **covering the existing twilight (🌅) zone.**
- D Each player gains a Sharks & Reefs player aid.

You can skip the rulebook and instead watch a rules video at [stonemaiergames.com/games/finspan/rules-faq](http://stonemaiergames.com/games/finspan/rules-faq).



ACHIEVEMENTS—SIDE A		
<b>WEEK 1</b>  <b>EGGS AND/OR YOUNG</b> 1	<b>WEEK 2</b>  <b>ROWS OF FISH</b> 2	<b>END OF WEEK</b> At the end of week 4, through 5: 1. Submit points for this week's achievement. 2. Remove gift items. 3. Receive the first payout before leaving.
<b>WEEK 3</b>  <b>SCHOOLS</b> 3	<b>WEEK 4</b> Activate any "SAME" (NOT) abilities on fish in your ocean (in any order). Then go to scoring.	<b>SCORING</b> 1. Grab 1500 points. 2. Money generated on points this week. 3. Points used. 4. Points made. 5. Points used. 6. Points made. 7. Points used. 8. Points made.



- ATLANTIC THORNYHEAD**  
*Thornyhead thalassoma*  
  
 2
- GREAT HAMMERHEAD**  
*Sphyrna tiburo*  
  
 8
- NOORISH IDOL**  
  
 3
- TOOTHY BORY**  
  
 2
- COMMON BLUESTRIPED SNAPPER**  
  
 4
- ABILITY ICONOGRAPHY**  
 As a requirement, you may only use fish that have not been used in the previous 10 weeks.  
 As a benefit, if there are more than 10 fish, you can use the fish, plus a card from the "same" (NOT) category.  
 1 fish per week to keep collection in order.  
 Fish have your hand icon in the bottom left.

**C**

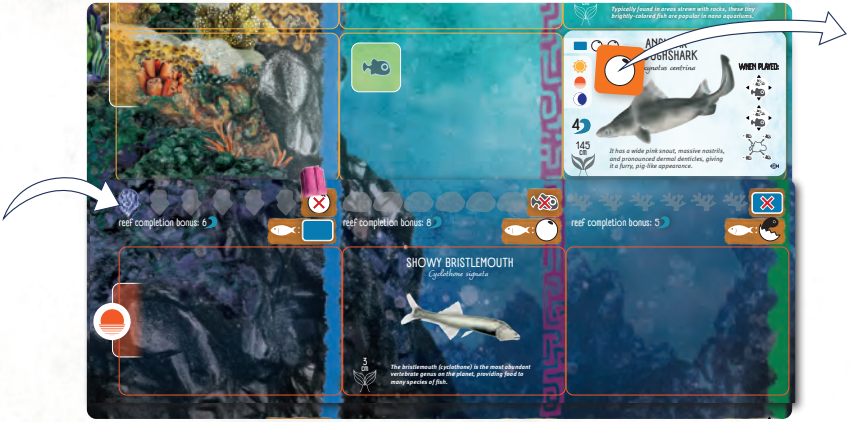
**D**

# 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 (blue, purple, or green) 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.

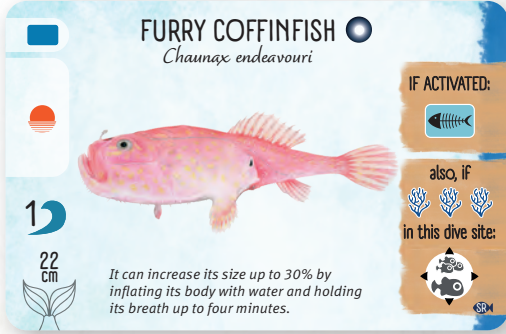
REEF FISH



REQUIRED CORAL (for this benefit)

## 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.

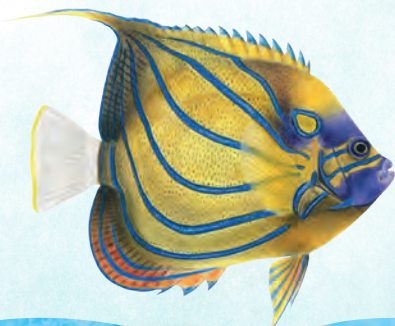
# SCORING

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.

The image shows a grid of 15 fish cards from the game 'The Reef'. Each card features an illustration of the fish, its name, scientific name, and a brief description. The cards are arranged in a grid with some missing, representing a player's collection. The cards are:

- STRIPED EEL CATFISH** (*Pleuronectes*): The flat dorsal and each of the pectorals form a highly sensitive spine. Although they seem to point to humans.
- ANGULAR ROUGHSHARK** (*Ogmodon nasutus*): It has a wide gill spread, massive nostrils, and pronounced dorsal dentition, giving it a scary, pig-like appearance.
- TOOTHY GOBY** (*Pomacentrus taeniurus*): Its scales are packed so close that nearby goby's to attack. Hard to catch unless you're looking for a real challenge.
- BLUERING ANGEFISH** (*Pomacentrus amabilis*): The bluering angelfish's body makes "rings" which appear as the result of rings on the body above the gill cover.
- BLACKTIP SHARK** (*Carcharodon carcharias*): A fast, active predator, it sometimes makes cutting-edge use of the water when hunting schooling fishes.
- SAILFIN FLYING FISH** (*Pteranodon boadepetes*): When released from the water, they can fly at 800 meters an speeds of up to 150 km per hour.
- YELLOW CLOWN GOBY** (*Gobodon obsoletus*): Unlike most gobies, which are burrowers, these reside in groups of up to 15 in the water beneath the largest corals.
- FLAME ANGEFISH** (*Centropyge brenslei*): The male fish are slightly larger than the females, and the fish reside along the fins are more apparent.
- FURRY COFFINFISH** (*Chasmodes*): It can increase its size up to 20% by inflating its body with water and holding its breath up to four minutes.
- BISEYE SMOOTH-HEAD** (*Biocalanus variegatus*): The gills and that discovered in 1911 off the coast of the San Francisco peninsula, where it can be seen today.
- ABYSSAL HALOSAUR** (*Halargyreus melanostictus*): It often hovers just above the seafloor, and when it's ready to move, it can swim forward, possibly creating a vacuum behind it.
- MARIANA SNAILFISH** (*Pseudoparus natus*): It has been observed at a depth of 2,720 m, making it one of the deepest dwelling fishes on the planet.
- HONEYCOMB SCALY DRAGONFISH** (*Stenopterygion*): This fish can be found in deep waters during the day and in shallower areas at night, where it catches its food.

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.



## 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

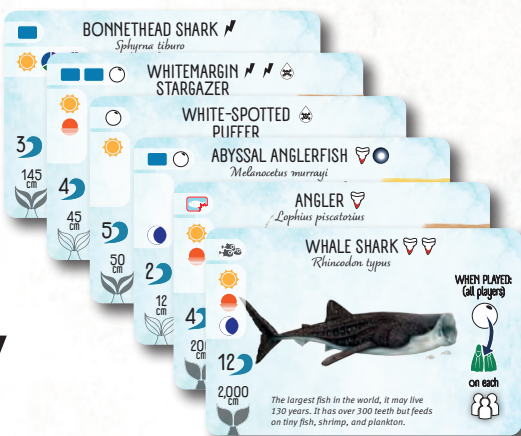
active electrolocation

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).

## WANT TO WATCH A HOW-TO-PLAY VIDEO OR READ THE FAQ?

Go to [stonemaiergames.com/games/finspan/rules-faq](https://stonemaiergames.com/games/finspan/rules-faq)

## HAVE A QUESTION WHILE PLAYING OR A STORY TO SHARE?

Post it on the Finspan Tabletop Game Facebook group, on BoardGameGeek, or in the Finspan channel of the Stonemaier Games Discord server: [stonemaiergames.com/discord](https://stonemaiergames.com/discord)

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