



v2.4
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3 - 8 Players
30 - 60 Minutes
Ages 8+

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Overview

SharkBait is a family dice game for 3 to 8 players, ages 8 and up. Games typically take 30 to 60 minutes, depending on the number of players.

Contents

- 1 Scoring Track Mat
- 1 Token Mat
- 8 Ocean Mats
- 8 Pawns
- 2 black Shark Dice
- 8 white Fish Dice
- 1 green Start Player Token
- 7 yellow Trophy Tokens
- 16 red Shark Bait Tokens
- 20 blue Scoring Tokens
- 2 sheets of round token stickers

Some items may be hidden under the box tray when the game is first opened.

One-Time Token/Sticker Setup

The game's box contains sheets of round stickers that need to be applied to the tokens before playing the game.

The background color on each sticker matches the color of the token it should be applied to:

- The green Start Player sticker goes on the green token
- The 7 yellow Trophy stickers go on the yellow tokens
- The 16 red "Shark Bait" stickers go on the red tokens
- The 20 blue Scoring stickers go on the blue tokens

Setting Up

To set up for a new game:

1. Set the Scoring Track and Token Mat in the middle of the play area.
2. Give each player an Ocean Mat and 1 red Shark Bait Token.
3. Have each player select a pawn and place it on the "Start" location on the Scoring Track.
4. Stack Trophy Tokens and extra Shark Bait Tokens on the labeled locations on the Token Mat.
5. Setup the Scoring Tokens for the start of the game:
 - a. Place the Scoring Tokens facedown, mix and randomly choose a number of Tokens equal to the number of players in the game. Stack the chosen Tokens face-down on "Hold." The order of the stacked Tokens does not matter.
 - b. Place each remaining Scoring Token face-up on the numbered circle that matches the number on that Token.
6. Choose a player to start the game and give that player the Start Player Token and all dice.



Taking a Turn

The game is played over 7 rounds, with each player taking one turn in each round. The holder of the Start Player Token goes first, and play passes around the table to the left.

On your turn, you will roll dice and place them on your Ocean Mat. When completed, the dice on the Ocean Mat are scored, and you are awarded a Scoring Token based on the dice score. Here are the details ...

Rolling & Placing Dice

Start by rolling all 10 dice. After each roll, you may choose to either **PLACE A SHARK** or **PLACE SCHOOLS OF FISH**. (You may not do both on the same roll.)

PLACE A SHARK: You may place a single black Shark Die on your Ocean Mat. Sharks are placed below the number in the column that matches the number shown on the die.

NOTE: If both black dice show the same number, you may place both of them on the Ocean Mat together. This is referred to as a “Shark Fight” and has special scoring rules. (see: *Shark Fight* under “Scoring the Dice” on p. 5)

PLACE SCHOOLS OF FISH: Two or more rolled Fish dice with the same value are considered a “school” of Fish. (Fish already on your Ocean Mat are not used to form schools.) You may place any schools onto your Ocean Mat. Fish are placed above the number in the column that matches the number shown on the dice. Multiple schools of Fish may be placed on the same roll, but you are not required to place all of the available Fish.

If you do not have any Fish that can be placed, you must place a Shark if one is available.

BAD ROLL PENALTY: If you are unable to place Fish on your Ocean Mat after a roll when both Sharks are already on the Mat, you lose 2 Fish as a penalty:

- Set 1 of the rolled Fish dice to the side.
- Remove 1 Fish from the Ocean Mat. The Fish should be removed from the column with the most Fish. If two or more columns are tied with the most Fish, you may choose which column the Fish comes from.

The dice that are set aside due to the penalty are no longer used on this turn.

EXAMPLE ROLL

If you roll the following ...



... you have these options:

- Place the Black 4
- Place the Black 6
- Place any of these schools of Fish:
 - Two or three 2's
 - Two 4's

The Ocean Mat below shows how it would look if you chose to place both schools of Fish, and then roll again with the 2 Shark dice and the 3 remaining Fish dice.



Roll Again or Stop to Score?

After you are done placing dice, you either roll the remaining dice or stop to score the dice on your Ocean Mat:

- You must roll again if there are any Sharks that are not yet placed on your Ocean Mat,
- You must stop to score once both Sharks are on your Ocean Mat and you have fewer than 2 Fish dice left to roll.
- In all other cases, you choose whether to roll again or to stop and score the dice.

Scoring the Dice

Dice on the Ocean Mat are scored in a different way depending on if the Shark dice are in different columns (“Feeding Sharks”) or in the same column (“Shark Fight”).

FEEDING SHARKS: When the 2 Shark dice are in different columns, the Sharks are feeding, and the Fish are at risk ...

- 0 points for any Fish in the same column as either of the Sharks.
- 1 point for each Fish in between the Sharks’ columns.
- 2 points for each Fish outside the Sharks’ columns.

In the example below, the two Fish in the “5” column are worth no points, the two Fish in the “4” column are each worth 1 point, and the three Fish in the “2” column are each worth 2 points. This would be a total dice score of 8.



SHARK FIGHT: When both Shark dice are in the same column, the Sharks are fighting. All Fish are safe, but want to have the best view ...

- 4 points for each Fish in the same column as the Sharks.
- 1 point for each Fish in every other column.

In the example below, the two Fish in the “4” column are each worth 4 points, while the other 5 dice on the Ocean Mat are each worth 1 point. This would be a total dice score of 13.



Getting a Scoring Token & Moving Pawns

You are awarded the Scoring Token from the Token Mat that matches your dice score. Keep the Token until the end of the round.

- If the Scoring Token has “Shark Bait” on it, take a Shark Bait Token.
- If the Scoring Token has “Move” on it, move your scoring pawn the number of spaces indicated. For example, with a Token that has “Move 2” on it, you would move your pawn 2 spaces.

NO MATCHING TOKEN: If the Scoring Token that matches your dice score is not on the Mat, you are awarded the next available smaller Scoring Token. If your dice score is smaller than the smallest available Scoring Token, you are awarded that smallest Token.

In the example below, a dice score of 10 would award the “9” Scoring Token because the “10” is no longer on the Token Mat.



UPGRADING WITH SHARK BAIT: You may turn in 1 or more Shark Bait Tokens to upgrade your Scoring Token. For each Shark Bait Token turned in, you will instead be awarded the next bigger Scoring Token available on the Token Mat.

In the example above, with a dice score of 10, trading in a Shark Bait Token would award the “12” Scoring Token because it is the next available bigger Token. Trading in a second Shark Bait Token would award the “13”.

At the End of a Round

When each player has completed one turn in the round, all players compare their Scoring Tokens:

- If you are the player with the SMALLEST Scoring Token, take a Shark Bait Token
- If you are the player with the BIGGEST Scoring Token, do all of the following:
 - o Move your pawn 1 additional space along the Scoring Track
 - o Take the Trophy Token for that round
 - o Get Start Player Token and all of the dice

Once the comparisons are completed ...

- Move each of the Scoring Tokens stacked on the “Hold” space to its numbered circle on the Mat.
- Stack all Scoring Tokens won by the players in the round onto the “Hold” space on the Token Mat.

If there are any Trophy Tokens remaining on the Token Mat, begin the next round.

At the End of the Game

Once the 7th round has been completed, the game is over.

The player whose pawn is furthest along the Scoring Track is declared the winner.

If two or more players are tied, the tie is broken by:

- The player with the most Trophies wins
- If still tied, the player with the most Shark Bait Tokens wins
- If still tied ... it ends in a tie

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