

v3.1
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3 - 6 Players
30 - 60 Minutes
Ages 8+

Artwork
by Chevee Dodd

Save the Fish from the Sharks!

Help save fish from being eaten by sharks! SharkBait is a family dice game for 3 to 6 players, ages 8 and up. Games typically take 30 to 60 minutes, depending on the number of players.

These rules first describe the standard way to play the game. At the end, the “Advanced Rules” give an alternative way to play for more experienced players or those who enjoy more direct player interaction.

Contents

- 6 Ocean Mats
- 6 Dice
- 1 Draw Bag
- 60 Fish
- 12 Shark Bait Tokens

Markings on the Fish & Shark Bait Tokens

One side of each of the Fish and the Shark Bait Tokens has some dots and a number on it.



The **NUMBER** is a “Shark Locator” and will be used to indicate where sharks are in during a player’s turn. The **DOTS are used for scoring** ... players count the total number of dots on the Fish and Shark Bait Tokens they have at the end of the game.

Setting Up

To set up for a new game:

1. Place all Shark Bait Tokens in the middle of the table, number side down, and mix them around.
 - a. Each player takes 1 Shark Bait token from the middle and places it in front of himself, number side down.
2. Place all Fish into the Draw Bag and mix them thoroughly.
 - a. If there are exactly 4 players, draw 10 Fish from the Bag and put them back into the box. If there are exactly 3 players, draw 20 Fish from the Bag and put them back into the box. These Fish will not be used in the game.
3. Give each player an Ocean Mat. Give the starting player all 6 dice.

Playing the Game

The starting player takes the first turn. When completed, the next player to the left will take the next turn. This continues around the table, to the left, until the game is over. The game ends when the last Fish is taken out of the Draw Bag, and then scoring takes place.

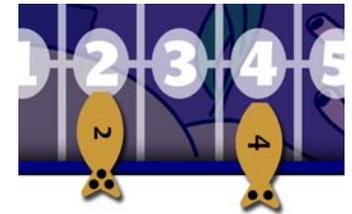
Taking a Turn

On your turn, you will do the following things, in order:

1. Draw & Place 2 Sharks
2. Roll & Place Dice
3. Gain Fish and/or a Shark Bait Token

DRAW & PLACE 2 SHARKS: Draw 2 Fish from the Draw Bag. These two Fish will play the role of sharks during this turn.

In the rare case where one shark is marked with a “1” and the other with a “6,” draw another Fish from the Draw Bag and return one (your choice) of the original sharks into the Bag.



Place the sharks on the Ocean Mat in the columns that match the number written on them.

ROLL & PLACE DICE: Your goal is to place as many dice as possible onto your Ocean Mat that will not be eaten by the sharks. Start by rolling all 6 dice.

After each roll, you may place dice as follows:

- Two or more dice with the same number may be placed into the column matching their number.
- A single Die may join existing dice already in its column. (A single die may not be the first thing placed into an empty column.)

Roll again if you were able to place at least one die on your Ocean Mat. If you cannot place any dice on your Mat, you are done rolling for this turn.

- **NOTE:** You may trade in a Shark Bait Token to re-roll. Simply put one of your Tokens back into the middle of the table and re-roll the dice.
- **You are never forced to place any dice onto the Mat ...** only place those that you want to.

GAIN FISH and/or a SHARK BAIT TOKEN: When you are done rolling and placing dice, you must remove all dice from the Mat that are in the same columns as the sharks OR in-between the sharks.

Example: With sharks in the 2 and 4 columns, any dice that were placed into columns 2, 3, or 4 must be removed from the Mat.

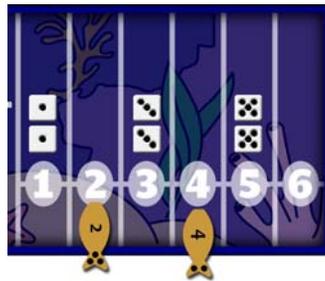
For each die remaining on your Mat, draw 1 Fish from the Draw Bag. You keep each of the Fish drawn from the Bag and both of the sharks for this turn. The Fish you keep should be kept number side down in front of you until you count your score at the end of the game.

If you had either ZERO or SIX dice remaining on your Mat, you gain 1 Shark Bait Token ... take one from the middle and place it in front of you, number side down.

When you are done gaining Fish and/or a Shark Bait Token, pass the Draw Bag and all 6 dice to the player to your left. It is now his/her turn.

EXAMPLE PLAY

In the example, pictured to the right, the player has sharks in columns 2 and 4, and two dice each in columns 1, 3, and 5. The dice in column 3 are removed (“eaten by the sharks”), leaving 4 dice on the Mat. The player gets to draw 4 Fish from the Draw Bag, as well as keep the 2 sharks, for a total of 6 new Fish in his collection.



End of Game & Scoring

If you draw the last Fish out of the Draw Bag – whether you were drawing sharks at the start of your turn, or drawing Fish at the end of your turn – the game ends immediately.

All players flip their Fish and Shark Bait Tokens number side up and count the dots showing on all Fish and Tokens.

THE PLAYER WITH THE MOST DOTS WINS THE GAME.

Advanced Rules

Play using these additions and changes to the standard game if you are looking for more interesting decisions and direct player interaction.

Changes to Setup

Pass the Draw Bag around and have each player draw 3 Fish from the bag to start the game with.

Changes to Taking a Turn

During step #1 – Draw & Place 2 Sharks – the sharks are no longer drawn randomly from the Draw Bag ... instead they are supplied by the neighbors on each side of the current player.

If you are a neighbor to the current player, at the start of his turn, you hand him 1 of your Fish OR 1 of your Shark Bait Tokens. You may peek at the number side of the Fish/Token before you hand it to the current player. (The 2 neighbors should not discuss or collude on this in any way ... but should independently give the current player a Fish or a Token.)

The current player then uses those 2 Fish/Tokens as the sharks for the turn. If the Fish/Tokens given are a “1” and a “6,” then the player follows the original rules – draws a third shark from the Draw Bag and returns one of the originals (a Fish goes into the Draw Bag, a Shark Bait Token goes in the middle of the table).

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