



BEWARE OF THE SHARK

A RAPID REFLEX GAME

Ages 4+ to 99

Players 2-5

Small and gentle Fish are swimming lazily in the sea. All of a sudden, the Fish see a Shark ready to grab them. They move quickly, but so does the Shark....

Get familiar with the elements

Dice-There are 2 identical dice in the game. Numbers 1-4



Lucky Fish- A Fish has managed to stay out of trouble. The Shark gives a token to the Fish on his/her right.

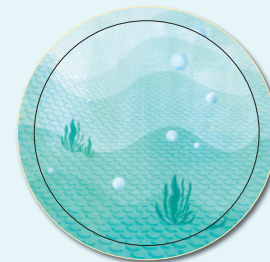


Victorious Shark-It's a good day for the Shark! Each Fish will give a token to the Shark.

Sea Board-The sea is divided into 2 parts. There is a small round board and a ring. The ring when attached to the small board will make the sea larger.

The sea is the area where the Shark can grab the Fish. If the Fish is off the board then the Fish are safe.

(Choose your own level of challenge by playing either with the small or large seaboard. Both are sure to test you differently!)



Game 1: Shark Attack

The Shark tries to catch as many Fish as possible and the Fish try not to be caught.

Aim of the game: The player with the maximum Fish tokens is the winner.

Setup:

At the start of the game, each player takes 8 Fish tokens. Choose one person to be the Shark who wears the Shark glove.

All other players choose a Fish and lay it down on the sea board and hold on to the end of the cord. All Fish have to be in the middle of the sea at the beginning of each round. You can decide if you wish to play with the smaller sea or larger sea. Keep one die close-by.

How to play:

Define the 'attack' number: The Shark chooses any one number between 1 and 4 and announces it. The Shark rolls the die.

If the Attack number is rolled:

All players try to pull their Fish out of the sea before the Shark can grab them. If a Fish is caught, that Fish must give the Shark one of his/her Fish tokens. This Fish now becomes the Shark for the next round and the Shark takes the player's Fish with the cord. The attack number will be decided again. The Shark can attack more than one Fish and each Fish caught must give the Shark a token each. The Shark can choose to make any Fish that s/he has caught, the Shark for the next round.

If the Attack number is not rolled:

The Fish must not be pulled out of the sea. If the players panic and yank their Fish out of the sea then that player has to give a token to the Shark. The Shark may also make a fake attack when the 'attack number' does not appear, but if s/he touches any Fish, s/he must give a Fish token to each player.

- If the Victorious Shark is rolled: All Fish need to give 1 token each to the Shark.
- If the Lucky Fish is rolled: The Shark gives 1 token to the Fish on his/her right.

End of the game:

The game ends when any one of the players has lost all his/her tokens and the player with the maximum Fish tokens is the winner.

If the Shark does not catch any Fish in a round, s/he continues being the Shark.

Game 2: Beware of the Shark

Aim of the game: The Shark has to catch the Fish whose number has been rolled.

Setup: The set-up is the same as in Game 1.

How to play:

The game starts just like in Game 1. The Shark rolls the die. The Shark must try and catch the Fish whose number has been rolled. Each Fish has a number printed on it.

- If the Shark catches the Fish then the Fish gives a token to the Shark. This Fish then becomes the Shark for the next round and the Shark takes the player's Fish with the cord.
- If the Shark does not catch the Fish then it must give a Fish token to the Fish s/he failed to catch. H/she remains the Shark for the next round.
- If a Fish player whose number was not rolled pulls his Fish away, s/he will give a token to the Shark. Even a slight attempt to pull away can cost you!

If you are playing with fewer Fish and a number is rolled whose Fish is not in play, then all Fish must sit quietly in the sea. If any of the Fish move then they need to give a token to the Shark. If the Shark or Fish is rolled, then play as before.

End of the game:

The game ends when any one of the players has lost all his/her tokens and the player with the maximum Fish tokens is the winner.

Variations:

Play in turns, clockwise, and agree on how many rounds you want to play. Each player can play the Shark for three successive rounds and then the next player takes on.

Game 3-Safe Unsafe

Aim of the game: The Shark has to catch the 2 Fish whose number has not been rolled.

Setup: 5 players are required to play this game. The setup is again similar as in previous play except this time, you play with 2 dice.

How to play:

The game starts just like Game 2. The Shark rolls the die. The Shark must try and catch the 2 Fish whose numbers have not been rolled. This time, the Fish whose numbers are rolled are safe and must sit quietly in the sea (e.g. if 1 and 4 are rolled that means that the Fish with number 1 and 4 are safe and the Shark must try and catch Fish numbered 2 and 5.)

- If the Shark catches both the Fish then s/he can choose to make any one of them the Shark for the next round. They both will give 1 token each to the Shark.
 - If the Shark catches only 1 of the Fish then the caught Fish gives a token to the Shark. This Fish then becomes the Shark for the next round and the Shark takes the player's Fish with the cord. The Shark will also give a Fish token to the Fish s/he did not catch.
- If the Shark does not catch any of the 2 Fish then it must give a Fish token to both of them. S/he remains the Shark for the next round.
- If any of the safe Fish pulls away from the sea then s/he will give a token to the Shark.
 - If the Shark or Fish is rolled, then play as before.

End of the game:

The game ends when any one of the players has lost all his/her tokens and the player with the maximum Fish tokens is the winner.

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