

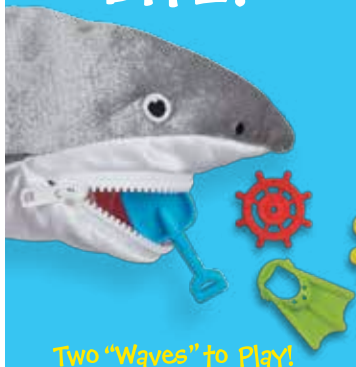
Melissa & Doug

FEED THE SHARK

3+ 2-4 10

SHARK BAIT

A touch-and-feel game with BITE!



Two "Waves" to Play!

OBJECT: Get rid of all your pieces by feeding them to the shark.

SETUP: Each player chooses a color and gathers all four pieces of that color. Set any extra colors aside.

PLAY: Player 1 (the youngest player) rolls the die. The die dictates one of three actions:



Feed The player "feeds" ONE of the objects shown to the shark by placing it in the shark's belly. (Tip: Place the object deep in the belly!) If the player does not have one of the objects shown, no action is taken.



Reach In The player reaches into the shark's belly (no peeking!) and pulls out an object with the goal to "feel" for a piece that is not theirs! The object is given to whichever player is playing its color. (If there are no objects in the shark yet, the player takes no action.)



Skip The player takes no action. The die passes to the next player.

Players take turns rolling and feeding/reaching in until one player has no pieces left. The first to run out of pieces is the winner!

TIP: For a twist, try removing pieces so players are using sets of 3 instead of 4, or keeping the pieces hidden so players cannot see what their opponents have remaining.

KEY

FEED



REACH IN



SKIP



3+ 2-4 10

SEA SAW GRAB

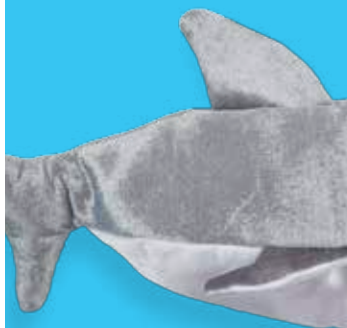
3+ 2-4 10

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Game invented by Forrest-Pruzan Creative.
Game play ©Forrest-Pruzan Creative, LLC

Shark Bait
#9454

OBJECT: Collect a complete set of objects in one color.

SETUP: Each player chooses a color, gathers all four pieces of that color, and places them inside the shark. Set any extra colors aside. Establish an area in the middle of the play surface for a discard pile.

PLAY: Player 1 (the oldest player) rolls the die. The die will dictate one of three actions:



Find The player reaches inside the shark, locates ONE of the objects shown by touch (no peeking!), and pulls out that object. (If the discard pile contains the object, the player may pull it from there instead.)

- If the object matches the player's chosen color, the player keeps it.
- If the object does not match the player's color, the player places it in the discard pile.
- If the player already has the objects shown, no action is taken.



Feed The player takes one object from his or her own pile and returns it to the shark's belly.



Skip The player takes no action. The die passes to the next player.

The players take turns rolling and finding/feeding until one player has all four pieces in one color. The first to collect a complete set is the winner!

TIP: For a twist, challenge the players to collect four of the same shape (instead of four of the same color) or place every game piece inside the shark, even if there are fewer than four players!

KEY

FIND



FEED



SKIP

