

# GET BIT!

by Dave Chalker

Your robots were out for a peaceful swim (they're waterproof) until a ravenous shark showed up and began to chow down on their arms and legs! Eventually the shark will be full and leave one of you alone if you can stay afloat long enough. Remember: you don't have to swim faster than the shark, you just have to swim faster than your friends!

Time: 10-20 Minutes

Players: 4-6 (see Variants for special rules for 2 and 3 players)

## COMPONENTS

6 robots of different colors  
42 cards, numbered 1-7 in 6 different colors  
1 shark

## SETUP

Each player takes a robot and all the cards that match that robot's color. In a five player game, remove the "7" from each player's hand: it will not be used in the game. In a four player game, remove the "6" and "7" from each player's hand: they will not be used in the game.

Take all the robots and place them in a line in the center of the table, in a random order, lying down as if they were swimming in the same direction. Place the shark at the end of the line at the feet of the last robot.

Play begins. Be sure to note the exception for the first round under the Get Bit phase.

## PLAY

Game play is done in three phases: Choose Cards, Move Robots, and Get Bit.

### Choose Cards

To begin the round, each player chooses a card from his hand and puts it face down on the table in front of himself. If any cards have been previously played, the newly played card goes above those cards.

When all players have selected their cards, all the cards are turned face up.

### Move Robots

The player who played the lowest untied number moves his robot to the front of the line. Then the player who played the next lowest untied number moves his robot to the front of the line, and so on until everyone who played untied numbers has moved. Anyone who plays the same number as any other player does not move.

### Get Bit

The Get Bit phase is skipped during the first round of play.

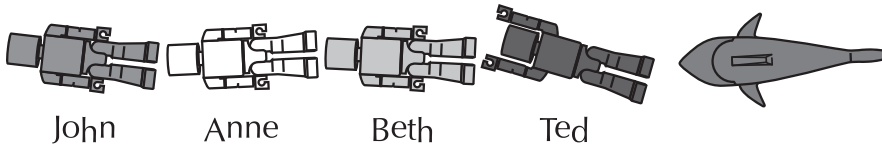
After all robots have moved (or not, if tied), the robot in the back of the line gets bitten by the shark. His player removes one of the robot's limbs (a complete arm or leg), and moves his robot to the front of the line. That player then picks up all his cards on the table and puts them back in his hand. If a robot is out of all four of his limbs, that player and his robot are eliminated from the game.

Any player who has only two cards in his hand picks up all his cards on the table and puts them back in his hand. Otherwise, the cards played this round are moved into that player's stack of played cards. These cards remain face-up so they can be inspected by other players.

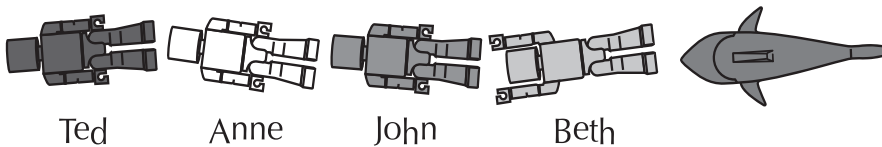
The next turn begins back with the Choose Cards phase.

## EXAMPLE:

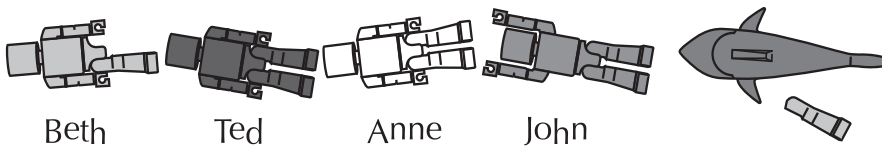
John, Anne, Beth, and Ted have their robots in the following order at the start of the round:  
John chooses to play his “4” card, Anne chooses to play her “1” card, Beth chooses to play her “4” card, and Ted chooses to play his “5” card.



Once all the cards are chosen, they are turned face up. Since Anne played the lowest untied number, she moves to the front first. Then since Ted played the next lowest untied number, he moves to the front next. John and Beth do not move, since they tied each other.



Since Beth is now in the back after movement, the shark bites her robot. She removes one of its limbs, moves it to the front, and picks up all of her played cards.



Ted is down to one card in his hand, so he also picks up all his played cards. All other players leave their played cards on the table. The next round then begins with all players choosing cards.

## GAME END

Repeat these phases until there are only two robots left. As soon as this happens, the shark eats the robot in the back, and the player whose robot is in the front wins the game!



[www.maydaygames.com](http://www.maydaygames.com)

## VARIANTS

### 2 Players

Each player takes two robots, and removes the “6” and “7” cards from the hands as if it were a four-player game. Players play for two different colors of robots. Game play progresses as normal until a robot is eliminated. The player whose robot is eliminated loses the game, and the other player wins.

### 3 Players

Each player takes two robots. Players play for two different colors of robots. Game play progresses as normal until a robot is eliminated. The player whose robot is eliminated loses the game, and the front most robot that has not been eliminated wins the game.

### Memory Game

Game play proceeds as described above, but instead of keeping the cards played open, during the Get Bit phase, all cards previously played are turned face down.

### Longer Games

Instead of removing a whole arm or leg when a robot is bit, remove only half an arm or leg each time.

**Get Bit!** was Designed by Dave Chalker, with illustration and layout by Gavin Schmitt. Creat-a-Men (the robots) were developed by Ken Lilly at [www.creatusmaximus.com](http://www.creatusmaximus.com)

All Mayday Games products are compliant with applicable provisions of CPSIA regarding specific prohibitions and restrictions on lead paint, lead content, phthalates, and with the California Air Resources Board’s ruling on formaldehyde emissions. Additionally, our products are engineered to prevent breakage by forces exerted during normal use and abuse by children under 3.

Made in China

All Rights Reserved and © Mayday Games