

Get Bit

3 - 4 players (best 4 players)

Uses one deck (52 cards) + one Joker

playing time 20 minutes

or

3 - 6 players (best 5 -6 players)

Uses one deck (52 cards) + one special deck (52 cards) with different suites (e.g Ridley's Gin Rummy deck) + one Joker

playing time 20 minutes

Swimmers are chased by a shark. The slowest "Gets Bit".

Split deck into suites. Each player picks a suite. The Joker is the shark and is placed in the middle. Each player places their king in the middle in front of the shark. Like so

K♦ K♠ K♥ K♣ 🦈

Each player shuffles their cards and cuts. The players with non duplicate cards place their king at the front, ordered from lowest to highest

e.g. if the cut cards are 9♦ A♠ J♥ 3♣ the swimmers become

K♠ K♣ K♦ K♥ 🦈

each player divides their cards into

Each turn the players place a card from their hand face down. Once everyone has chosen, the cards are turned over. The non duplicate cards allow the swimmers to pull ahead from lowest value to highest with players with matching cards stuck in their previous position.

A - 7 which are the players hand

8 - 9 which are not used and

10 - Q which are use to show the number of lives the player has left

The slowest swimmer "gets bit" by the shark and loses a life. This is shown by replacing the swimmer with the next lowest value K -> Q -> J -> 10 -> "out of the game"

e.g. if the following cards are played 7♦ 5♠ 5♥ A♣ then ♦ & ♠ pull head while ♠ & ♥ stay as is leaving ♥ to "get bit" ending with the following result

K♣ K♦ K♠ Q♥ 🦈

The played cards are then discarded.

Players continue to play cards with a swimmer "getting bit" each turn until they run out of cards in their hands. Players then gather up their discarded cards and start another round . They continue until there are only two swimmers left.

Once there are only two swimmers left the game ends and the swimmer in the lead wins.