

CRABS!



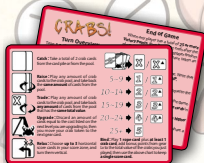
60 Crab Cards



18 Objective Cards



4 Gear Cards



5 Player Aids



5 Crab Tokens

Introduction

On this peaceful seaside beach, the crab season has come!

Hunters & gatherers are coming from near and far, searching for delicious looking crabs under every rock and pool.

The games are plentiful, but due to legal limitations you can only keep one crab per catch! Should you upgrade your gear to keep bigger crabs? Or maybe you can fulfill custom orders for special guests?

As a renowned crab hunter, you cannot miss this carnival, grab your gear and let's going crabbing!

Card Details



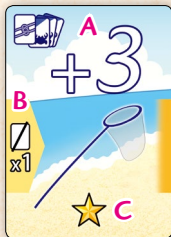
Objective Card

- A. The Victory Points (VP) you get when you gain this card.
- B. The score cards you must discard to gain this card. You can only discard **vertical score cards** from **your score zone**.



Gear Card

- A. The **bonus points added** during the “Bind Crabs” action when your crab token is on this card.
- B. The upgrade cost. This is the amount of cards you **must discard** in order to upgrade to this card.
- C. The VP you get when your token is on this card. Each star icon (★) is worth 1 VP.



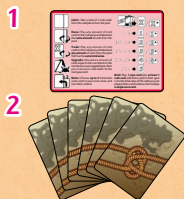
Crab Card

- A. The point value of this card, and also the VP given when this card is **placed vertical** as a score card in your score zone.
- B. The VP given when this card is **placed horizontal** as a score card in your score zone.
- C. Premium crab icon, cards with this ★ icon is **worth 1 extra VP** when placed in your score zone. (Regardless of direction)
- D. Crab illustration. Note that premium crabs are in golden color.



Game Setup

1. Each player takes a player aid card and a crab token of the corresponding color.
2. Shuffle all crab cards together and **deal 6 cards to each player** as their starting hand. Put the rest face down in the center of the table as a crab card pile, and then **reveal 10 cards** from the card pile as the starting crab pool.
3. Shuffle all objective cards together and **reveal 4 cards** to form an objective card display. Keep the objective card pile face down nearby for later use.
4. Place the gear cards from left to right in ascending order. All players place their crab token **to the left** of the lowest gear card.
5. The person who has most recently eaten crabs will be the starting player. You may now start playing!



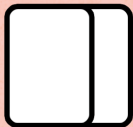
Turn Overview

Beginning clockwise from the starting player, each player will take a turn to perform 1 action of their choice; there are 6 different actions in this game:

- | | |
|----------------|-----------------|
| 1. Catch Crabs | 4. Upgrade Gear |
| 2. Raise Crabs | 5. Bind Crabs |
| 3. Trade Crabs | 6. Relax Crabs |

After you have taken an action, you may choose to trade in score cards for a single objective card.

At the end of the turn you discard down to a hand limit of 8 cards, and then the player to your left takes a turn.



Catch Crabs

Take a **total of 2** crab cards from the card pile or from the pool. You may freely choose the order which you take from.

Example: Bubbles take a [5] card from the pool, then she draws 1 card from the top of the crab pile.



Raise Crabs

Play any amount of crab cards from your hand to the crab pool, and then you choose and take back the **same amount** of cards from the pool.

Example: Blossom plays 3 cards from her hand, and takes back any 3 cards of her choice from the pool.

Trade Crabs



Play **any amount** of crab cards from your hand to the crab pool, add the total point of all cards you played, then choose and take back any amount of cards from the pool that has the **same total value**.

Example: Buttercup plays 3 cards: [3] [3] [4] from her hand with a total of 10 points, and then she takes back 6 cards: [1] [1] [1] [1] [1] [5] worth a total of 10 points from the pool.

Relax Crabs



Choose **up to 3** horizontal score cards in your score zone, and turn them vertical.

Example: Buttercup wants to relax crabs for this turn, she chooses a horizontal [5] ([4▲]) and turns it vertical.

Upgrade Gear



Gear cards will give you bonus points when you are binding crabs, and will make it easier for you to score crabs of higher value.

Discard an amount of cards equal to the cost listed on the next level you are upgrading to, and then you move your crab token to the next gear card to the right.

Discarded cards will go into the crab pool.

Example: Blossom discards 1 card to move her crab token from gear Lv1 to Lv2.



Bind Crabs

First you play one card face down as a rope card, then you play at least 1 crab card from your hand to score VP. **Add bonus points given by the gear card your token is to the total value of the face up crabs you just played**, then check the following chart to keep a corresponding vertical or horizontal card as **a single score card** in your score zone.

Discard the rope card and all other unused crab cards face up to the crab pool.

Be careful not to mix your score zone with cards from the pool!

5~9	➡	1	/	1▲
10~14	➡	2	/	2▲
15~19	➡	3	/	3▲
20~24	➡	4	/	4▲
25+	➡	5		





17



+3 = 20



4▲

Example: Buttercup wishes to score crabs, first she plays one card face down, then plays [2] [2] [4] [4] [5] from your hand. Her Gear Lv gives +3 so she has a total value of 20 points. She decides to keep [5] horizontally as [4▲] for her score card.

You **MUST** keep a score card from the cards you just played, if you don't have a corresponding card to the total you just played, then you cannot score this set of cards.



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2

Example: Bubbles has [1] [2] [5] [5] [5] in her hand. First she plays [1] as the rope, then tries to play [2] [5] [5] [5] for a total of 17 points, however she doesn't have [3] or [4] to use as a score card, so she can't play this set of card.

Instead, she plays [2] [5] [5] for a total of 12 points, then keeps a vertical [2] as her score card.

Objectives

Objectives: After you have taken an action, you may choose to claim **a single** objective card by discarding the corresponding **vertical score cards** listed as the requirement from your score zone, and place the objective card in your score zone.

At the end of your turn, refill the objective card display back to 4 cards.

The extra VP gained by the objective cards is immediately added to your total, and may immediately trigger the end game conditions.

End of Turn

Hand limit: Choose and discard cards from your hand down to a limit of 8 cards.

Then the next clockwise player gets a turn.

Remember to check your total score at the end of the turn, if you reach 25 or more the game will end soon!

End of Game

When any player has a total of 25 or more VP, then the game ends after the player to the right of the starting player finishes their turn, so that all players have taken an equal amount of turns.

VP will come from 3 sources:

1. Score cards in your score zone.
Note that golden crabs are worth an extra VP.
2. Objective cards in your score zone.
3. Gear card your token is on. VP given is equal to the amount of star icons (★) on the card.

At the end of the game, player with the highest VP wins.
In case of a tie, the player with more cards left in their hand wins.

If there is another tie, the player with a higher total in their hand wins.

If there is still a tie, then the players share a combined victory.



Example:

Buttercup is the starting player. At the end of her turn she reaches a total of 27 VP: 18 VP from score cards ([4♠] [4★] [4] [5]), 6 VP from objective cards, and 3 VP from the Lv3 gear card, thus her total is 27 VP.

Blossom and Bubbles will both take one more turn, then the game ends and they compare their final scores.

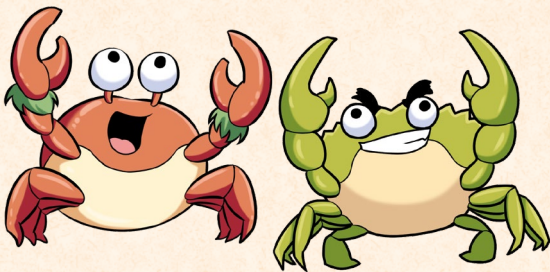
FAQ

Q1 Can I keep [2] & [3] two cards in place of a [5] card when scoring?

A1 No. You can only keep **a single card** as a score card each time you take the "Bind Crabs" action.

Q2 What happens when the crab card pile is empty?

A2 Nothing. When the crab card pile is empty, that means you can only take cards from the pool when you take the "Catch Crabs" action.



shane007 :

Crabs! is my first published design, it's a light strategic game with a short playing time, but nevertheless I have put a lot of time and effort into designing this.

Thanks to all my friends who gave encouragement and support along the way. And last but not least, big thanks to Taiwan based Moaideas Game Design for publishing Crabs!

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