

Crab Battle!

You are crabs racing to be the first to the finish line

Players: 3-4

The goal: At the end of the fourth round be on the finish line or be the closest player to the finish line.

In case of a tie, there is no tiebreaker, there are simply multiple winners, crabs are unable to figure out tiebreakers

Setup

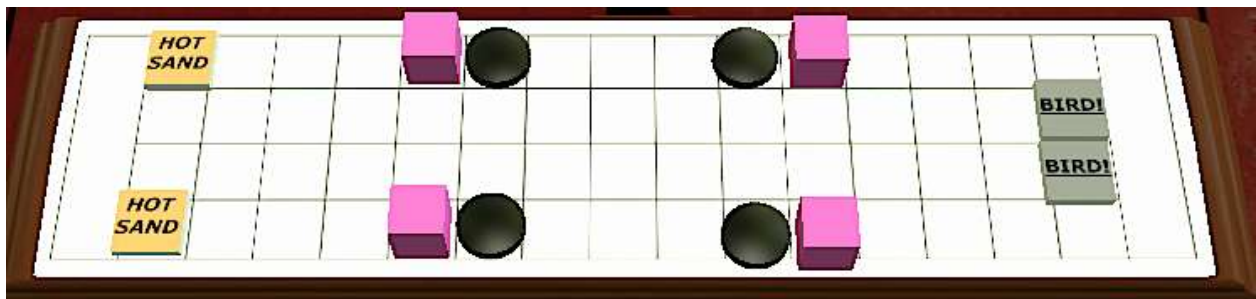
The last player to see a crab before deciding to play Crab Battle starts as the active crab (this includes cartoons, pets, or even meals), the active crab rotates at the end of each round.

Shuffle the deck and place 6 cards in the trade row leaving the far left card face down and flipping the rest face-up.

If there are 3 players, place 5 cards instead.

Place hazards as shown in the image below OR each player may take turns placing hazards starting with the active crab. Each player may place 3 hazards with a maximum of 3 of each type being placed on the board.

Give each player 4 shells.



Gameplay

Crab battle is played over 4 rounds.

Refill the trade row at the start of each round, If the trade deck is empty, shuffle the discard pile and it becomes the new deck.

Players take turns bidding one shell starting with the Active Crab, going clockwise until every crab has bet 4 shells.

Once players have finished bidding on the trade row, flip the face-down card face-up. Then from left to right each player with the most bids on a card resolves its effects, if more than one player has the most tokens, every crab resolves its effects starting with the active crab. After all effects resolve, each crab gets their shells back.

If a movement would move a player beyond the finish line, they move to start.

Hazards

May not be placed on start/finish line, crabs or other hazards



Holes: When a crab moves onto a hole, if there are 1 or more other holes it must Move to one of them.

BIRD!

Bird: if a crab moves onto a bird, they move backward two spaces, then the bird is removed.



Coral: Impassable terrain.

HOT SAND

Hot Sand: Crabs move an extra space after landing on hot sand, then the hot sand is removed.

Resolving Hazards

When landing on a hazard while performing actions on a card, immediately resolve the hazard's effect, then if there are any remaining effects on the card continue resolving those

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The Board and Movement

If a card or effect has multiple movement options and you can't do one option, you must do one of the other options if able.

Start/Finnish connects to all 4 lanes

Movement is orthogonal

The top and bottom rows connect to each other

Card List

Crab Gift-4
Crab Jump-3
Crab magic!-4
Speedy Crabs-3
Extreme Scuttle-3
Scuttle-6
Crab Confusion-2
Dig-4
Pinch-3
Crab Battle! -2
Mega Scuttle-1
Super Scuttle-5
BIRD-3
Hot Sand-3
Very Hard Pinch-4