

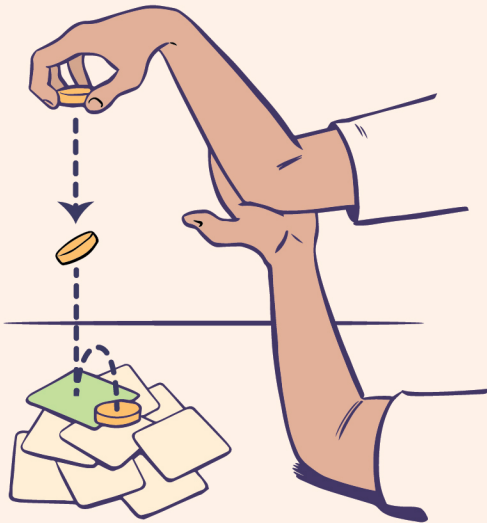
## SETUP

Shuffle the cards lightly and spread them in a pile on the table. Some cards may be face-up or face-down, some cards may be on top of others.

The player who most recently played a crane machine game (or the youngest player), goes first. Give this player the claw coin. Players take turns going clockwise, until a player claims their 6th card. After this, there is one more round of play, and the game ends.

## GAMEPLAY

On your turn, take the coin. Form the crane by placing one elbow on the table (not on any cards) and placing the other elbow on the palm of that hand. Keep your lower arm as vertically straight as possible, and use your upper arm to position the coin. The coin may not dip below your elbow. Drop it when ready. After it comes to rest, if the coin touches any card, take the topmost card that it touches.



## GAME END

After any player claims their 6th card, there is one more round of play (not including the player who got their 6th card first). After this, all players tally up their points provided by plushies and capsules shown on their cards. All of your capsules score based on the number of different colors of capsules you have collected. Try to collect at least one of each color!

1	2	3	4	5	6	7
0	1	2	4	7	11	16