

← CONTINUED FROM SIDE 1

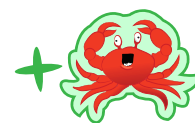
TEAM ACCUSATIONS

When you have 4 of the same Crab Card, you **CANNOT** say anything out loud. Instead, when you're ready, perform your secret signal and hope your teammate notices. If they notice, they will point at you and shout, "YOU'RE A LITTLE CRABBY!"



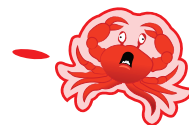
• If they are correct, and you do in fact have four-of-a-kind, you get a point.

Show all 4 cards to everyone to verify them, take a Crab Token from the Crab Pot, discard your 4 cards, and draw 4 new ones from the Draw Pile.



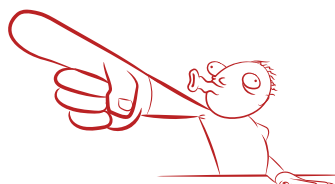
• If they are incorrect and you don't have a matching set of crabs, you lose a point.

Put one of your Crab Tokens into the Crab Pot. (You don't have to show your cards. Keep them and continue playing.)



OPPONENT ACCUSATIONS

If a player on another team suspects you're passing a signal, they can point and shout, "YOU'RE A LITTLE CRABBY!"



• If they are correct, and you do in fact have four-of-a-kind, they steal one of your points.

Show your cards to everyone, give the accusing team one of your Crab Tokens, discard your 4 cards, and draw 4 new ones from the Draw Pile.



• If they are incorrect, steal a Crab Token from the accusing team. (You don't have to show your cards. Keep them and continue playing.)

NOTE:

You can accuse any player of being a Little Crabby at any time even if it's not your side's turn. After any accusation is resolved, play continues.

CRAB TOKENS

You and your teammate(s) share Crab Tokens (points) and add them all together at the end of the game.

When your team must give another team a Crab Token, any teammate can give up the Crab Token.

If no one on your team has any Crab Tokens and you owe one to another team, take a Crab Token from the Crab Pot and use it to pay your debt.



ENDING THE GAME

The game is over when the last Crab Token has been taken from the Crab Pot. At that point, all teams should count up their combined Crab Tokens. The team with the most Crab Tokens wins.



TIES:

In the case of a tie, continue playing with just the teams that tied. The next point wins.

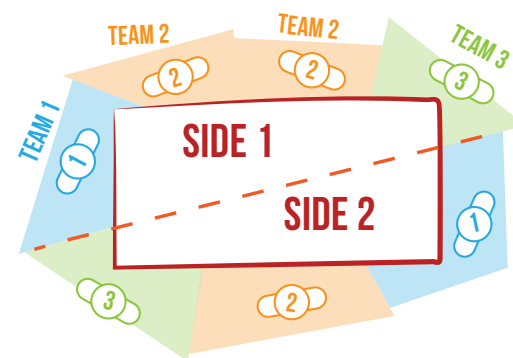
THREE MORE THINGS

- 1 You are not allowed to look through the Discard Pile.
- 2 You don't have to see a signal to make an accusation. You can mentally keep track of what cards another player has in their hand.
- 3 Your team can devise false signals to confuse the other teams or multiple signals for more complex strategy.



ODD NUMBER OF PLAYERS:

If you're playing with an odd number of players, form one team with 3 players during setup. Make sure 2 of the 3 players from that team sit on the same **SIDE**. They should sit next to each other so that their teammate can easily see them both.



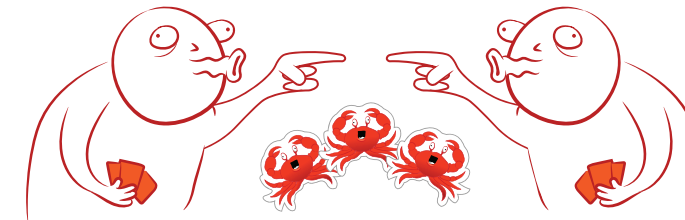
The 2 players on the same **SIDE** cannot accuse each other of Being a Little Crabby during the game.

During setup, each player on the 3 player team will only take 1 Crab Token, and all other players will each take 3 Tokens each instead of 2.

ONE MORE RULE - DOUBLE CRABS:

If 2 members of your team correctly accuse each other of being a Little Crabby at the same time (correct accusations must come within 1 second of each other), your team gets to collect 3 Crab Tokens from anywhere on the table. You can take Crab Tokens from other players, from the Crab Pot, or any combination.

If there is a 3 player team, they will not get a bonus for Double Crabs.



PRO TIP:

This is a great way to get points without taking them from the Crab Pot, which could potentially end the game.

DOES ONE TEAM KEEP WINNING?

Is one team dominating the competition? Try swapping teammates or give the winning team fewer Crab Tokens during setup.

Haven't I Seen You Somewhere?

"I'm a Little Crabby" is based on an old parlor game played with a standard poker deck. It has a variety of names and rules, but it's most commonly called "Kemps." We took our favorite parts from Kemps, rebalanced the number of cards, added more players, and put in a bunch of new mechanics.

When we first launched this game in 2017, there were two problems. First, it was not playable with odd numbers of players. Second, the title "You've Got Crabs" lacked a certain mass appeal. We've fixed both problems, and what you've got in your hands now is our favorite version of the game. It's the version we wish we had when we were kids and the version we wish we'd released the first time. We hope you love it as much as we do.

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MARITIME LAW

(THE RULES)

DON'T WANNA READ?
WATCH OUR VIDEO TUTORIAL INSTEAD:
WWW.CRAB.SCHOOL

CONTENTS

- 78 CARDS (13 TYPES OF CRAB CARDS - 6 OF EACH TYPE)
- 29 CRAB TOKENS
- 1 TURN INDICATOR (CRABBING LICENSE)

AGES 7+
PLAYERS: 4-10

GOAL

Catch the most crabs by the end of the game.



WHAT IS THIS?

In this game, each player gets a hand of 4 cards. You swap cards from your hand with cards in the middle of the table until you have four-of-a-kind. Then, pass a secret signal to your teammate. Your teammate sees the signal and shouts,



YOU'RE A LITTLE CRABBY!

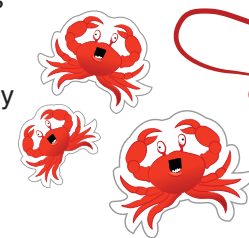


If they're right, your team gets a point.

If they're wrong, your team loses a point.

BUT...

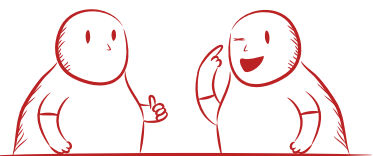
If you see other teams passing signals and correctly accuse them of being a Little Crabby before they do, you can steal their points!



At the end of the game, the team with the most points wins.

SETUP

1 Form teams of 2 players each. (If playing with an odd number of players, there will be a single team with 3 players on it. See "Odd Number of Players" on the other side.)



EXAMPLES OF GOOD SIGNALS:

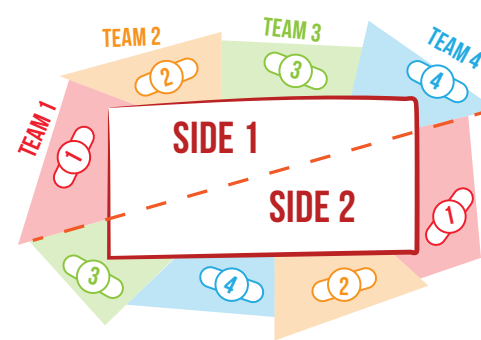
- Winking
- Tapping on the table
- Touching your nose

2 Each team meets privately to come up with a NON-VOCAL signal to indicate when either teammate collects 4 of the same Crab Card.

- DON'T** use words, numbers, or anything vocal in your signal.
- DON'T** use signals other teams can't see (touching under the table, etc.).
- DON'T** cheat. If it feels like cheating, it's cheating.



3 When all teams have returned to the table, each player should sit diagonally across from their teammate. Don't worry about perfect seating. The goal is to put distance between you and your teammate so that other teams have a chance of noticing your signals.



Now that everyone is seated, we're going to divide the table into two sides. Sides are different from teams! Imagine an invisible line down the center of the table to create **SIDE 1** and **SIDE 2**. At least one member of each team should be on each of the two sides.

Only one side plays at a time. For now, all you have to worry about is that at least one member of your team is on **SIDE 1** and at least one member is on **SIDE 2**.

IF YOU'RE PLAYING WITH ONLY 2 OR 3 TEAMS:

Remove any two types of Crab Cards (i.e. remove all 6 Crabaloupe cards and all 6 Crabrador Retriever cards) so that you're playing with **66 cards** instead of the full deck.

4 Shuffle the deck and put it face down on the table to form a Draw Pile.

5 Put the Crabbing License next to the Draw Pile and leave space for a Discard Pile (face down) and 4 more Crab Cards (The Ocean).

ARRANGE THE CENTER OF THE TABLE LIKE THIS:



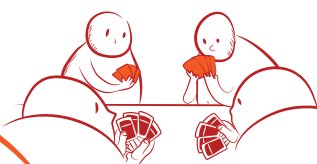
6 Distribute 2 Crab Tokens (points) to each player and put 8 Crab Tokens on the table forming the Crab Pot. You can use the box lid as the Crab Pot.



NOTE:

If you have extra Crab Tokens, put them away. They will not be used.

7 From the Draw Pile: Deal 4 cards to each player. Deal 4 cards face up to form The Ocean.

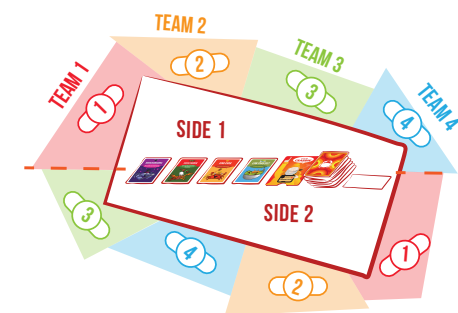


Keep your cards secret.

8 Pick one of the two **SIDES** to go first, and rotate the Crabbing License to point to that side. If there is a 3 player team, the **SIDE** with fewer players goes first.

PLAYING

Each player is trying to get 4 of the same Crab Card in their hand.



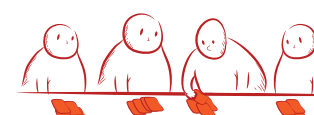
One side plays at a time. On a side's turn, all players on that side can **SIMULTANEOUSLY** swap any card from their hand with a card from The Ocean.

- You should always have 4 cards in your hand and there should always be 4 cards in The Ocean.
- You can only swap cards when it's your side's turn.
- There is no limit to the number of cards you can swap when it's your **SIDE'S** turn.

IMPORTANT:

There are no individual turns in this game. All players on a side swap as many cards as they want at the same time. If you see a card in The Ocean you want, grab it quickly before someone else does!

When you don't need any more cards in The Ocean, put your cards face down on the table to indicate that you're done swapping. When everyone on a **SIDE** has put their cards down, check to make sure no one wants to swap any more cards, then rotate the Crabbing License to point at the other side to begin their turn immediately.



NOTE:

You can always pick your cards back up to look at them (even when it's not your turn). Putting them down is just a visual indicator to the rest of the players that you are done swapping cards.

After rotating the Crabbing License, you can also count down, "3... 2... 1... Crabs!" before anyone starts swapping to ensure that all players on a side start swapping at the same time.

REPLACING THE OCEAN

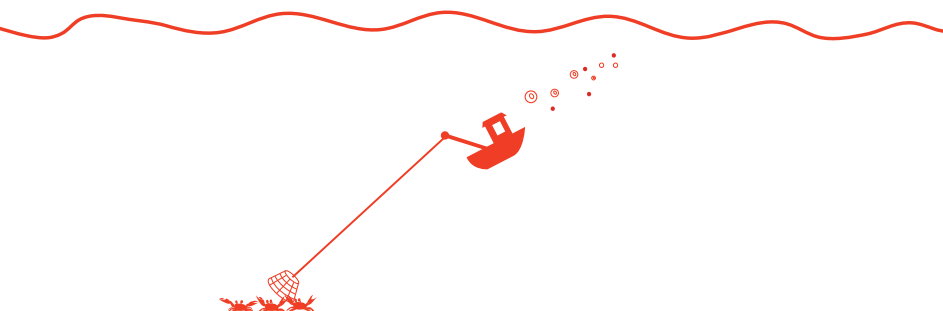
Gameplay continues until one side doesn't swap any cards. Without rotating the Crabbing License, ask the other side if they would like to swap any more cards. If any player on the other side wants to swap more cards, rotate the Crabbing License to the other side and continue play.

If no one on the other side wants to swap, put the 4 cards from The Ocean face down into the Discard Pile. Replace The Ocean with 4 new cards from the Draw Pile, and continue play from whichever side the Crabbing License is pointing.



NOTE:

If the Draw Pile runs out, reshuffle the Discard Pile and continue playing.



CONTINUE READING ON THE NEXT SIDE →