I alone you’ll go faster but together we’ll go further!

We are the last remains of a peculiar decapod crustacean species: the square crabs from the Grande estuary. From an evolutionary standpoint, we’re not that useful, notably because... Well, we physically can’t run. We’re bound to walk in a straight line all our life. And not even straight, but... Crab steering! Not exactly an interesting life... Especially for those born between two rocks.

We’re not that moronic though, because after only a few hundred thousand years, we realized that with two crabs who take turns climbing on top of each other, we could move in a grid pattern in all our environment! New horizons beckoned us!

Let’s use this discovery to free our buddies, who are trapped under items left on the beach by careless humans, whilst avoiding our sworn enemies: the formidable yet stupid brown crabs and the frighteningly shy lobsters.

2. OUR GOAL: FREEEEEEEDO000000OM!

Together, you need to free 8 of your trapped Crab comrades without getting caught by the Big Bad Brown Crabs and Lobsters!

3. YOUR (BEACH) PLAYSET:

- 2 Crab cards: It’s your buddy and you. You’ve been friends for a long time. If you’re Baster, you can use both of your hands to play, even if you have only one pincer left because of a bad encounter with a brown crab. (There’s a whole comic book trilogy about it.)

- 12 Item cards: you’ll find the 12 yucky things that litter all our beaches...

- 24 Baddies cards: Brown Crabs and Lobsters are your sworn enemies! There are 12 red and 12 blue of those. On the back, each Baddie can be seen on one of the 6 rows of the beach.

- 36 Beach cards: 6 cards for each of the 6 rows that make up the beach. On the front of 2 cards of each row, you’ll find an Item that was left there by careless humans! On the back of each Item card you’ll see a great Fried Crab. Some cards show 1 nice little icon (B) that is only used in Adventure mode. You’ll discover this mode a bit further.

- 5 Shrimp cards: your ammo to keep the Big Bad Brown Crabs and Lobsters busy! On their front (pink side), they are alive. On the back, they are very much less alive (black background, because black is all about death).

- 1 Crabs token: it’s the both of you! That’s exactly you, except here, you’re square crabs in a rounded shape.

Adapted cards: they are used in the Adventure mode (sounds about right...), which will be explained later. For now, leave that into the box, laddie, and only tackle it when you’re seasoned enough. The Atlantic beaches are not for rookies.
4. SETUP

Setup the beach between both players, making 6 rows of 6 cards each. There should be exactly 2 items in each column.

Shuffle the 12 item cards and deal 2 to each of you. Peek at your cards without showing them to your buddy! Same goes for them. Otherwise the game doesn’t work and it will be less fun that way. You are crabs anyway, SO YOU CAN’T TALK! These 4 forbidden items are those under which Baddies are hidden. These baddies are ready to jump at you if you stop there! On the other hand, you will have to free your Crab brothers and sisters who hide under the 8 other items. On that note, you should remove the 8 remaining item cards. They won’t be used during this game.

Stack the 5 Shrimp cards, from the 5 Shrimp card (on top) to the 1 Shrimp card (on the bottom).

Put the Grabs token on the first card without an item from the first row (the row with sand).

Each player takes their 12 Baddee cards, shuffles them, and puts them into a deck, face down.

Each player puts their character card in front of them. During the game, Boaster only moves VERTICALLY and Sunny, HORIZONTALLY.

5. LET’S GO!

Boaster always goes first. It’s always like that. There’s an actual reason for this. You wouldn’t understand. Then you play clockwise. It’s a bit stupid since there are only two players, but we wanted our game to have the same rules as every other game, even if we’re Ill measly crabbies.

On your turn, there’s going to be an uncanny thing, then a cool thing:

1. A Baddee (either Brown Crab or Lobster) will show up on the beach (mandatory).
2. The crabs move together (optional).

ALSO, STILL KEEP QUIET! YOU SHALL NEVER GIVE A VERBAL HINT! ONLY COMMUNICATE WITH GAME ACTIONS!

1. THE BADDEE SHOWS UP (mandatory)

You reveal the first card of your Baddee’s deck. You place that Baddee on the Beach card of your choice, simply observing the depicted row (to know what’s what, just take a look at the background behind the Brown Crab or Lobster).

CAREFUL: you can’t put it on an item, on another Baddee or on a freed crab (you’ll see that a bit further). However you can put it on anything else. A Shrimp, a Pebble (again, you’ll see that further). You can even put it on a card with the Grabs token (sometimes, you don’t have a choice), but it costs one Shrimp!

2. YOU MOVE (optional)

If you wish to do so, you move the Grabs token in a straight line (vertically if you’re Boaster, and horizontally if you’re Sunny) on the Beach card of your choice.

Depending on the space you go to, there are multiple possibilities:

- If Grabs land on a Beach card without an item or anything else (save for a crab buddy that has been freed), they enjoy the breeze, the iodine smell of the ebbe and flow, the lapping of water... nothing happens.
1. **ADVENTURE MODE:** A persecuted species

    1. You will need:
        - 1 deck of cards
        - 1 dice
        - 1 set of rules

    2. To start:
        - Shuffle the deck and deal 4 cards to each player.
        - Each player takes turns in clockwise order.

    3. The game:
        - The goal is to reach the end of the board before the opponent.

2. **ENDGAME**

    1. The game can end in different ways:
        - If a player reaches the end of the board, they win.
        - If a player collects all the cards of a certain color, they win.
        - If a timer runs out, the player with the most cards wins.

3. **BADDIES BROWN CRABS AND LUBESTERS**

    1. The game can end if:
        - You collect all the cards of a certain color.
        - You cannot move anymore.

4. **PLANNING**

    1. Before you make a move, consider:
        - The moves your opponent might make.
        - The cards you need to collect.

5. **MOVING**

    1. You can move your piece:
        - One space for each card in your hand.
        - You can move to any space.

6. **COLLECTING**

    1. You collect cards:
        - By picking up cards from the board.
        - By matching cards of the same color.

7. **SPECIAL RULES**

    1. If you land on a space with no card:
        - You must draw a card from the deck.

8. **WINNING**

    1. The first player to collect all the cards of a certain color wins.

9. **SCORE**

    1. The player with the most cards at the end of the game wins.
THANKS:

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Other Jeux Opl games

SQUEAKY CLEAN
Square crabs are not struggling for nothing. As we want to prevent their environment from making a landfill site out of our beaches, this game is entirely designed, developed and manufactured in France! Really. 100% And it’s even eco-designed! We promise we do our best in this regard.

FRIENDS

Jeux Opla, publisher of the game: www.jeux-opla.fr
Soleil, publisher of the comic book: http://www.soleilprod.com/
The artist, Arthur de Piz: http://www.arthuredepiz.com/
The Belgian distribution: http://gersemagames.com
The Swiss distribution: http://www.dekirkaproduktion.ch/

Opla
The game rules video can be found on our website:
www.jeux-opla.fr