

OUR OPPRESSION ENDS TODAY!



CHILL, DUDE, HAVE A
SHRIMP OR SOMETHING...
YOU'RE JUST HANGRY.

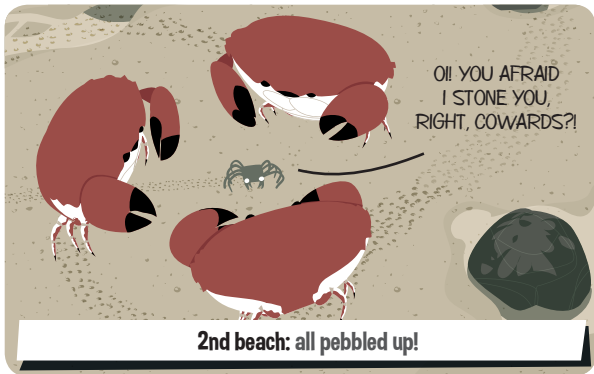
1st beach: in the beginning, there was nothing

1. You decided to free your people, who are oppressed in the whole wide world. However, you're only puny little square crabs. To be fair, you're even a bit ridiculous. For you, "the whole wide world" is just the area around Royan. You gotta start somewhere...

You have a supply of 5 shrimps stashed inside of your shell.

You start the game on the first available card (first without an Item), starting from the left, on the first row (sand). It's a normal game, you should know how it plays out!





OI! YOU AFRAID
I STONE YOU,
RIGHT, COWARDS?!

2nd beach: all pebbled up!

2. What is that new beach so full of pebbles?

Flip the 5 cards with Shrimps (a) and Pebbles (b) to make them available. Start the game with the same number of shrimps you had at the end of last game. To catch a fresh one, you gotta catch it by stopping on one (flip the card!). When you move into a pebble, you must stop to get rid of it (flip the card), and you cannot go further for this round!



I'M AFRAID...

...I MIGHT BE SCARED OF SUMTHING!



3rd beach: ah, the horror, the horror

3. You still have shrimps to get (a) and pebbles to get rid of (b). Also, each of us has an item phobia (and can't stand one particular item). Because, you know, some items are really gross and spooky.

Each player draws a 3rd Item card and hides it underneath their character card. You can only look at your own phobia. You cannot free the crab hidden underneath this item (which is too gross for you) so your teammate must be the one to do it. Then you can tell them about your phobia. Same goes for them, obviously... You made a mistake? Lose two shrimps!



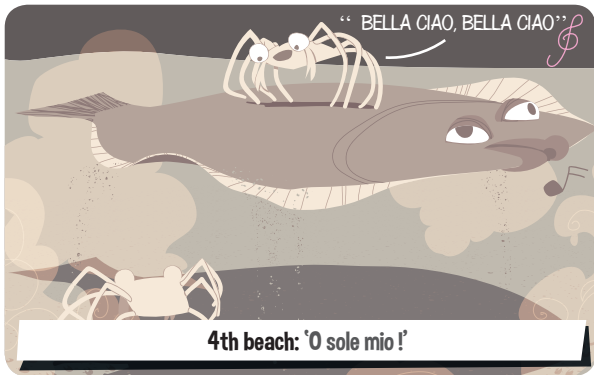
a.



b.



c.



“ BELLA CIAO, BELLA CIAO”

4th beach: 'O sole mio!'

4. At last, done with the pebbles! But wait, what are those flat fishy things? Fishy... wait. Fishes?! What if we stepped on one of them? Wow, it lifts and... reorients itself before landing. Weeee!

Flip the 5 Sole cards (d) to make them available. If you enter a card with a sole, you cannot continue your path normally and must take a 90 degrees turn!
Finally, something nice! Well, you're still phobic of some items... (c)



a.



d.



c.

THINGS ARE GOING SOUTH...

WELL, FOR YOU! I'M THE ONE
DOING ALL THE HARD WORK!

5th beach: welcome to the Wild West



5. Aaaah! We're surrounded by Baddies, this time (e)! It's a pincer maneuver, boss!

When you place a Brown Crab (or a Lobster mobster, it's the same kind of thuggish brute anyway), put it on the first available space (with no Item or freed crab) – choose if you place it on the left or on the right of the row (e).

We're surrounded, and it's a scary situation, yes... but that doesn't mean the items humans litter around are not gross and spooky (c). We're still phobic!




a.



e.



c.


An illustration of a large, black lobster with glowing blue eyes and antennae, positioned in the center. A small blue crab is visible near its legs. The background is a solid teal color. The entire scene is framed within a rounded rectangle.

LET'S END THIS
THING WITH THE
SURVIVAL OF THE
STRONGEST. WE'LL
ESTABLISH THE
SURVIVAL OF THE
SMARTEST!

6th beach: the lobster mobsters

6. Everything is dead quiet... alarmingly so. Nothing new, this time? We're done with the pebbles, soles, pincer maneuvers... even our phobia has receded. Weird. Oh. Ah. Lobsters (f). They seem to be angrier than before!



 You cannot move past lobsters or stop on their space (f). Even if you give them shrimps! Even worse, if you have to place a Lobster on the space you are on, you lose the game!

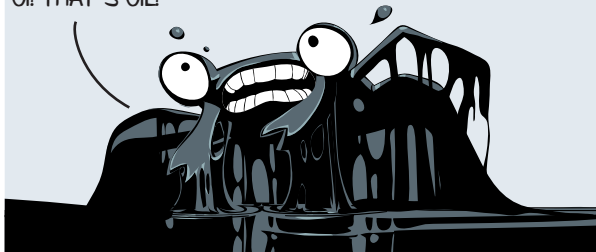


a.



f.

OI! THAT'S OIL!



7th beach: not a crab's crib

7. OK. The lobsters on steroids haven't stopped taking steroids. And the beach we arrive on... It's sticky with black stinky goop. Who could create that? And exactly who had the crappy idea of dumping it all on the beach?!

With the oil spill (g), your legs are all sticky. You can't move more than two spaces on each turn! Only 0, 1 or 2!
What a drag...



a.



f.



g.



8th beach: wimps

8. We were not the bravest crabbies of the world but now we're just wimps (h)!

You're afraid of everything you see! This means that every time you pass by at least a space (not stopping into it) containing an item, a freed crab, or even a shrimp, you lose one of your precious shrimps (whatever the number of things you pass by). If you stop on the thing, though, normal rules apply. Being afraid is against freedom of movement... that's for sure.



a.



f.



h.



9. After all we have been through, it had to come back... the great Horror (i)! It is way worse, as it has doubled... what a beast! It's probably because we exerted so much...

At the beginning of the game, each draw two extra Item cards. Keep them secret. Use the same rules as the Phobia (3rd beach), except you've now got two phobias instead of one.



a.



f.



i.

THE STRUGGLE FOR SURVIVAL OF OUR
SPECIES WILL NOT BE A MERE FACT!
WE'RE BIGGER THAN YOU.



10th beach: what sparks joy

10. We are anxious, shaking and all. One last push, and we'll be true heroes of the sea! We didn't even turn to the dark side! Except that...

Except that... nothing! We've only 4 li'l boyos to rescue (j). Hah, too easy! Is that a joke? Nope: each player takes 2 Items as usual. However, your items are those under which your teammate must find two little crabbies! Same goes for their items: you must find their Items! You made a mistake? Lose 2 shrimps!





11th beach: the final struggle

**11. No, wait what? Is it the last one?
And our species still hasn't gone
extinct? We rock! Well, provided we
pull this one off...**

We'll have to cope with the lobsters on
steroids (f), the pebbles (b), and the double
phobia (i), all at the same time! Welp.
Fortunately, the soles (d) have come back to
lend you a fin. Good news: you felt the tide
was turning...

