

LIVE

CRABRAGE!



PIM
THUNBORG



BONEDUST

RULES





THE WORLD WE KNOW
DIED A LONG TIME AGO.



UPON THE BURNT,
BARREN ASHES
OF OUR FUTURE,
THEY **THRIVED**.

RADIATION SWEEPED
THROUGH THEM.



TWISTING,
TURNING.

BECOMING
SOMETHING
STRONGER.

SMARTER.

MORE BEAUTIFUL.



IN THIS WORLD, A NEW
SPORT HAS TAKEN OVER.

DOMINATING THE AIR WAVES.

A RUTHLESS BATTLE FOR
THE GOLDEN CLAW.



THIS IS EVERYTHING...

THIS IS **CRABRAGE!**



COMPONENTS



1 Rage Pool



40 Rage Tokens



4 Billboards



1 Golden Claw



2 Rumble Dice



4 Arenas



1 Action Board



1 Microphone



6 Action Cards



5 Team Boards



160 Fan Tokens (32 per player)
Glory on the reverse side



20 Crab Dice (4 of each colour)



5 Fanbase Cards



5 Signature Move Cards

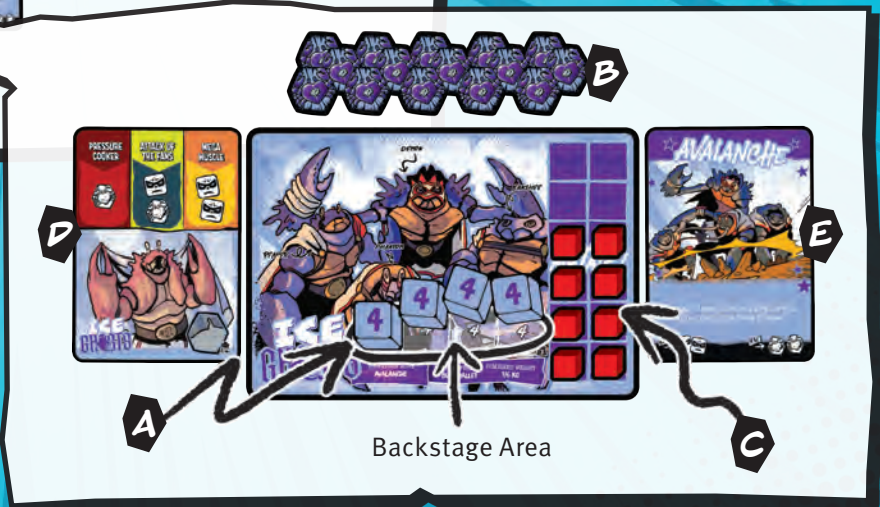
SETUP

- 1 Place the **rage pool** in the centre of the play area and place all **rage tokens** on it.
- 2 Take 3 **arenas** for  (3/4 players) or 4 arenas for  (5 players). Place them either side up in a rough circle around the rage pool.
- 3 Place the **action board** face up to the side of the arenas.
- 4 Shuffle the 6 **action cards** and place them in a face down action deck to the side of the board.
- 5 Place the 2 **rumble dice** near the action board.
- 6 Stand up the **Golden Claw** near the action board where players can use it as a reference.
- 7 Each player chooses any **team board** and places it in front of them. They then take the following:
 - A 3 **crab dice** of their team's colour, placing them from left to right on the slots on their team board (aka "backstage"). Crabs must be placed matching the muscle (dice value) shown in their slot. For , take all 4 crabs.
 - B All **fan tokens** of their team's colour, placing them in a supply above their team board fan side up.
 - C 6 **rage tokens**, placing them on the bottom-most available slots on the rage ladder on their team board. For , take 8 rage tokens.
 - D 1 **fanbase card** matching their chosen team and player count, placing it face up next to their team board.
 - E 1 **signature move card** matching their chosen team, placing it face up next to their team board.
- 8 Spin the **microphone**. The player it points to takes the microphone.
- 9 Starting with the player who has the microphone and moving clockwise, each player places one of their crabs in any arena (keeping its muscle). There is no limit to the number of crabs there can be in an arena. Each team adds 1 fan to the arena they enter.
- 10 Shuffle the **billboards** and place 1 randomly next to each arena. For , ignore the Barnacle Brawl billboard.





Example setup for **13**



GAME OVERVIEW

EVERY YEAR, **MILLIONS** OF SALIVATING CRUSTACEANS FROM ALL OVER THE WORLD COME TOGETHER TO WATCH WHAT HAS UNDOUBTEDLY BECOME THE **GREATEST** COMPETITIVE EVENT EVER TO BE BROADCAST:

CRAB RAGE!

THE HALLOWED SKELETON ARCHIPELAGO, A SMALL COLLECTION OF ARENAS FAMOUS FOR **SHIPWRECKS**, **CURSES**, AND **MISCHIEF**, WILL PLAY HOST TO THIS YEAR'S MAIN EVENT AND WELCOME THE **FIERCEST** CRAB WARRIORS EVER TO HAVE GRACED ITS FINE SANDS.

YOU PLAY AS A **FEISTY** TEAM MANAGER, LEADING YOUR CRABS TO **VICTORY** BY EXECUTING STYLISH MOVES, TAKING CONTROL OF ARENAS, AND WINNING OVER THE FANS. WHEN THE TIDE DRAWS IN AND THE COMPETITION ENDS, FANS IN EACH ARENA WILL SHOWER THEIR HEROES WITH **GLORY**.

THE TEAM WITH THE MOST GLORY WINS AND TAKES HOME THE **GOLDEN CLAW**.



CRAB RAGE!
2098
IS HERE!

ROUND STRUCTURE

CRAB RAGE! is played over four rounds.

Each round consists of five phases:

- 1. REFEREE PHASE** – Add a new action card to the available actions.
- 2. ACTION PHASE** – In turn order, each manager performs actions.
- 3. RUMBLE PHASE** – In arena order, managers compete for fans.
- 4. FAN PHASE** – Each manager gains rewards for their fanbase.
- 5. RAGE PHASE** – Each team builds rage.

After four rounds, move to End of Game (p15).



ROUND OVERVIEW

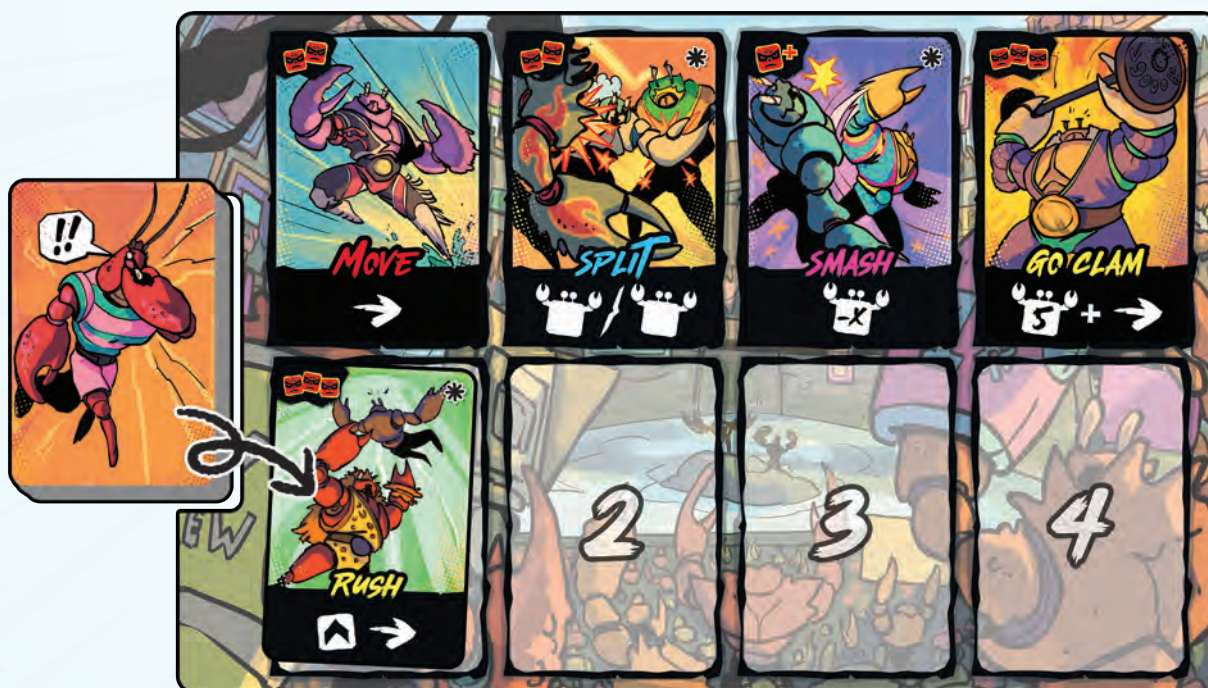
1. REFEREE PHASE

"THE REF'S SWITCHING UP THE RULES!"

A New Rules. Flip over a card from the top of the action deck and place it into the first available slot on the action board. This reveals a new action available to all managers during the Action Phase.

B Billboard Rotation. Move the billboards one arena clockwise.

This does **not** happen in round 1.



Rush is flipped from the top of the action deck during the New Rules step of the Referee Phase.

2. ACTION PHASE

"HERE THEY GO!"

Starting with the manager with the microphone, and moving clockwise until everyone has passed, each manager must choose to do one of the following:

ACT

Select an available action (see below). Place rage equal to its cost from your team board onto the action.

Select any 1 of your crabs to perform the action and resolve. Actions with a * can only be performed when the crab is in an arena.

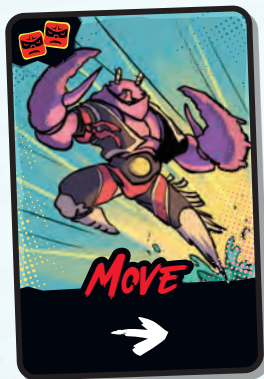
OR

PASS

Once you pass, you cannot perform any more actions that round.



ACTIONS (Action board)



Move

Move your chosen crab (from an arena or backstage) to any other arena.



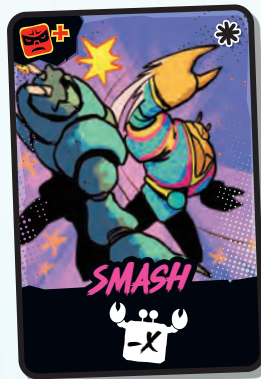
Go Clam

Set the **muscle** of your chosen crab (in an arena or backstage) to 5 **AND** then **move** it to any other arena.



Split (arena only *)

Split up any **existing alliance** in your crab's arena. Both teams from that alliance must go independent.



Smash (arena only *)

Unleash **X** rage to deal **-X muscle** to 1 **rival crab** in this arena. There is no limit to how much rage you can unleash to do this.

A crab's muscle can never drop below 1.

ACTIONS (Action cards)



Rush (arena only ✱)

The crab/s with the **most muscle** must leave your crab's arena. This might include your crab/s. You then choose where the crabs **move** to. Each follows movement rules.



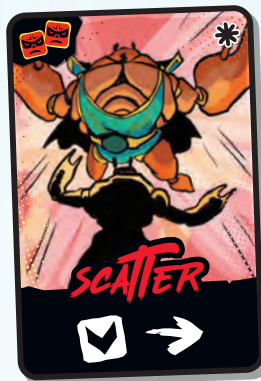
Psych Out (arena only ✱)

Switch the **muscle** of your chosen crab with any 1 rival crab in its arena.



Charm (arena only ✱)

Add **1 fan** from your supply to your crab's arena.



Scatter (arena only ✱)

The crab/s with the **least muscle** must leave your crab's arena. This might include your crab/s. You then choose where the crabs **move** to. Each follows movement rules.



Swap (arena only ✱)

Swap the **position** of your chosen crab with that of any **rival crab** in any other arena.

Both crabs must follow movement rules.



Rage

Unleash **X** rage to **increase** the **muscle** of your chosen crab by **X**. There is no limit to how much rage you can unleash to do this.

Note: A rival crab is a crab of another team, regardless of alliances.

STYLE BONUS

If you are the **first** manager to use an action this round, add 1 fan to the arena where the action is performed.

If the action affects **multiple arenas**, you choose in which to place the fan. If the action happens **backstage**, place the fan on the crab performing the action, then add it to the first arena they enter.



SIGNATURE MOVES

Each team has a unique signature move that can be used once in a game. A signature move replaces a regular action.

To perform their signature move, managers must:

- 1 Unleash 2 rage from their team board to the rage pool.
- 2 Choose an arena with at least 1 of their crabs in it.
- 3 Perform the move.
- 4 Place 2 fans in the chosen arena.
- 5 Flip the card over to mark it as used.



MOVEMENT RULES

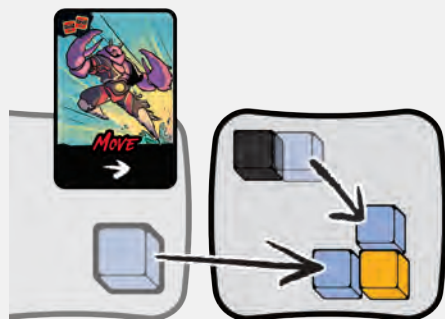
Whenever a crab moves, keep the same muscle unless something else causes it to change.

Whenever a crab moves to an arena with other crabs present (except during setup), the manager of the crab entering the arena must do one of the following:

1

FORM AN ALLIANCE

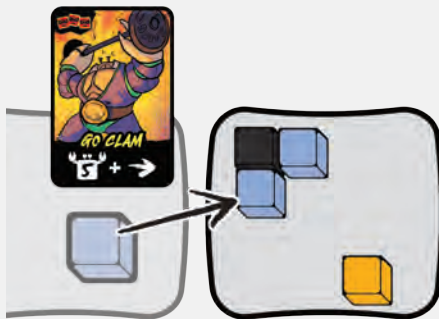
Join an independent team's crabs in that arena. You are now in an 'alliance'. An alliance can only include 2 different colour crabs. However, there can be any number of crabs of each of those colours. Each manager's crabs can form only 1 alliance in each arena.



2

BOOST AN ALLIANCE

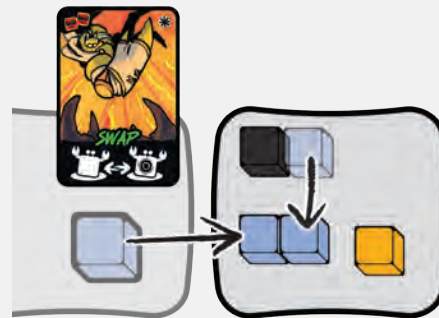
Join an alliance that your other crabs are already a part of in that arena.



3

GO INDEPENDENT

Group all your crabs together in that arena. If your other crabs are part of an alliance in that arena, they must leave that alliance. You are now an 'independent team'.



Note: If multiple crabs are forced to move, resolve movement in play order, starting with the active player.

Whenever any crab, or team of crabs, moves into an arena (except during setup), the **team** is affected by its billboard:

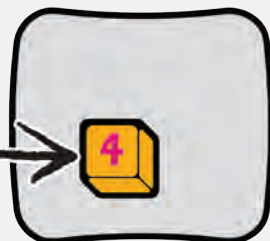


MEGA MUSCLE

+1 muscle to any 1 crab of any team entering this arena.

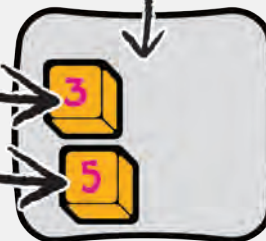
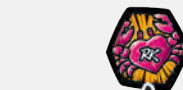


+1



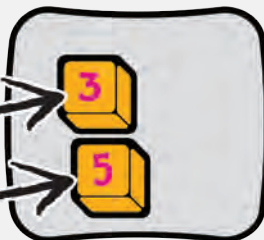
ATTACK OF THE FANS

+1 fan in the arena to any team entering this arena.



PRESSURE COOKER

+1 rage to any team entering this arena.



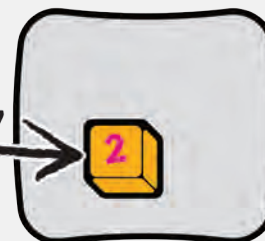
BARNACLE BRAWL

-1 muscle to any 1 crab of any team entering this arena.

A crab's muscle can never drop below 1.



-1



3. RUMBLE PHASE

"FIIIIIGHT!"

In alphabetical order, moving clockwise, check each arena one at a time:

- A** Add up the total muscle of each independent team and alliance in the arena. The one with the most muscle is the winner.
- B** The winner places fans in the arena from their supply equal to the **total number of crabs** in the arena.
 - If the winner is an alliance, the two teams in the alliance each place half the earned fans. If an alliance must place an odd number of fans, the team with the most total muscle places the additional fan. If there is a tie in muscle, no one places the additional fan.
- If there is a tie for winner, each tied independent team or alliance rolls 1 rumble dice. The winner is the one who rolls the highest number of pips. If there is a tie, roll again.
- If there is a tie between three, four, or five teams, the first tied manager in turn order chooses an opponent to roll against until one team is left standing.
- C** All losers build 1 rage for each of their **own crabs** in the rumble and place onto the bottom-most available slots of the rage ladder on their team board.



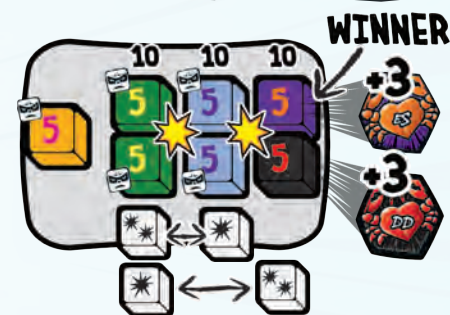
Blue wins the rumble with 10 muscle, and places 5 fans in this arena (1 per crab in the rumble).

Yellow, Green, and Black lose, but each build 1 rage for their crabs in the rumble.



The Blue/Black alliance wins with 9 muscle. They can't split the 5 gained fans equally but Blue is adding more muscle than Black, so Blue places 3 fans in the arena and Black places 2.

Green builds 1 rage for their 1 losing crab, and Yellow builds 2 rage for their 2 crabs.



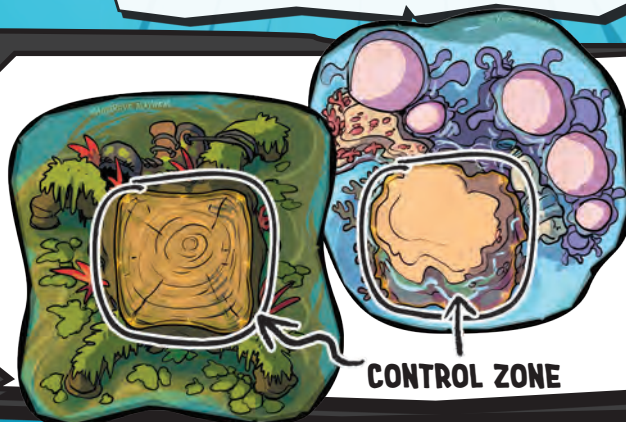
There's a three-way tie. Green is earliest in turn order, so picks Blue to roll against first, and wins. Green then rolls against the Purple/Black alliance and loses.

Purple and Black win the rumble. They can't split the 7 fans equally, and both have the same muscle, so they each place 3 fans in this arena.

Yellow, Green, and Blue lose, but each build rage equal to the number of their crabs in the rumble.

CONTROL ZONES

Use the central control zone of each arena to keep track of which independent teams or alliances currently have the highest muscle. There may be multiple independent teams or alliances in a control zone.



4. FAN PHASE

"AND THE CROWD GOES WILD!"

Players now reap the rewards of their fanbases.

If a player has at least 1 of their crabs in an arena, they gain the corresponding reward shown on their fanbase card for that billboard.

- Place any rage built from the rage pool onto the bottom-most available slots of the rage ladder on your team board.

NOTE: Rage is not meant to be limited. If you cannot take from the rage pool, take from the action board.

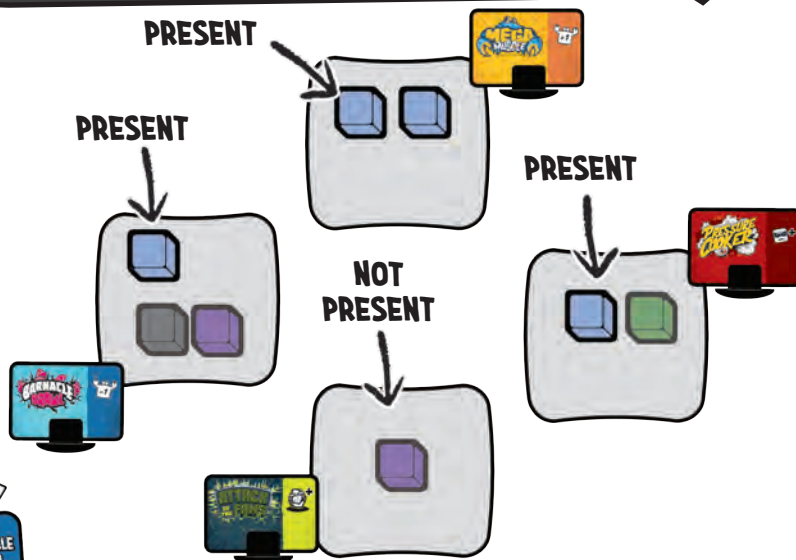
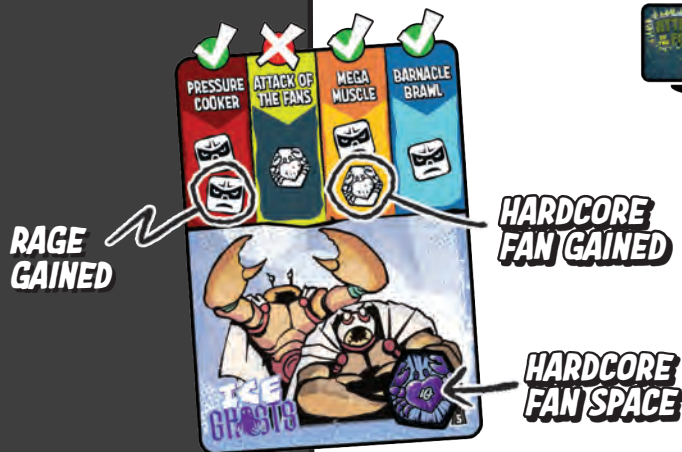
- Place any fans gained from your supply onto their spot on your fanbase card as "hardcore fans".

Hardcore fans are used during End of Game (p15).



FANBASE CARD SPOTLIGHT

In this example, Blue is present in 3 arenas, so they gain the rewards for those arenas: 4 rage and 1 hardcore fan. Blue is not present in Attack of the Fans however, so they do not gain its reward.



5. RAGE PHASE

"THEY'VE GONE ALL OUT THIS YEAR!"

- 1 Move all rage on the actions back to the rage pool.
- 2 Each player builds 3 rage, taking it from the rage pool and placing it on the bottom-most available slots on their rage ladder. For 3, build 1 extra rage each. *Mutation can occur here (see below).*

- 3 The player with the most total rage goes berserk, howls to the electric moon, and steals the microphone. If there is a tie, it's time for an off-screen rumble. Each tied player rolls 1 rumble dice. The player with the most pips takes the microphone. If there is a tie, roll again.

- 4 Start the next round.

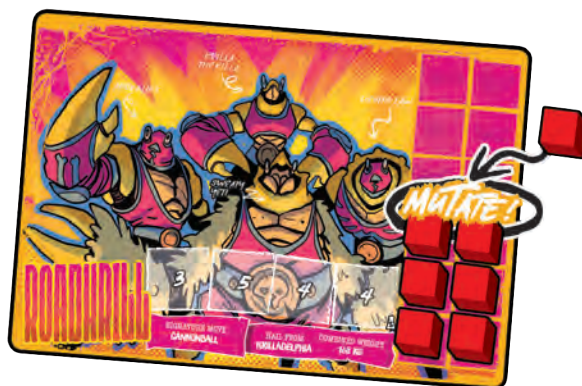
If this is the end of the round 4, with no more action card slots available, instead move to End of Game (p15).



MUTATION

Whenever your rage builds beyond 6 – inside and outside of the Rage Phase – you must choose 1 of your crabs and roll them. The rolled value is their new muscle.

The only exception to this is during setup for 3 players, where players take 8 rage but this does not trigger mutation.



Yellow's rage builds to 7, so they choose their lowest dice to mutate. They roll a 3: a lucky boost to that crab's muscle! The other crabs are not affected. Rage remains on the rage ladder.

END OF GAME

After the end of round 4, resolve the following steps:

1. HARDCORE FANS

Each player declares how many hardcore fans they have on their fanbase cards. They then shout out fans in each arena in turn:

- A** Starting with the billboard first in alphabetical order, any players with fans in the arena secretly decide how many hardcore fans they would like to shout out, and hold them in a closed hand.
- B** Players simultaneously reveal their chosen hardcore fans and add them to that arena alongside any fans already there.
- C** Repeat until all arenas are resolved.

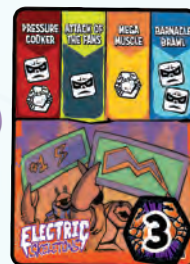
The number of hardcore fans on fanbase cards is open information until the Hardcore Fans step begins.

Players are looking at the Mega Muscle arena. Green, Black, and Purple already have fans in this arena, so they secretly select a number of hardcore fans from their fanbase cards. Blue does not participate as they have no fans already in the arena. After simultaneously revealing 1, 4, and 2 fans respectively, the managers add them to the arena.

Green has 2 hardcore fans remaining after calling out 1 for this arena.



Purple has 3 hardcore fans remaining after calling out 2 for this arena.



Black has 0 hardcore fans remaining after calling out 4 for this arena.



After shouting out hardcore fans, Green has 6 fans in the arena, Black has 8, and Purple has 7.



Blue has no fans in the arena so cannot shout out hardcore fans.



2. SCORING

In alphabetical billboard order, one arena at a time, resolve as follows:

Count the number of fans each player has in that arena. The player(s) with the **most fans**, gains **glory** equal to the total number of players. The player(s) with the second most fans gains glory equal to the total number of players minus 1, and so on.

If there is a tie, all tied players gain glory for their tied position. If a player has **no fans** in an arena, they gain **no glory** for that arena.

Record the glory gained by placing that amount of glory in the scored arena.



In a 4 player game, the players are scoring the first arena.

Purple has the most fans (8) and so gains 4 glory (by flipping over some of the fans).

Black and Green each have 6 fans, so they tie for second place, gaining 3 glory each (4 minus 1).

Blue comes in third, so gains 2 glory (4 minus 2).

3. WINNING THE GAME

After the final arena has been scored, the player who has gained the **most glory** across all arenas wins the game and takes the Golden Claw!



4321



2314



3142



4430

WINNER → 13 11 10 7

When glory is totalled, Purple wins with 13.



SPOTLIGHT DUEL

In the event of a tie, a **spotlight duel** is triggered:

Tied players face off by rolling each of their competing crabs one at a time. The player with the highest total muscle wins.

At any time, before rolling the next crab or completing the duel, players may unleash 1 rage to reroll their current crab.

In the event that managers tie the spotlight duel, they share the glorious victory.



4331



2314



3142



3440

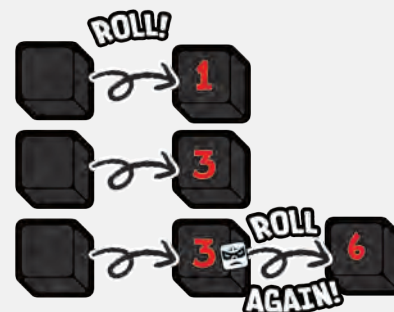
TIE → 12 11 12 7

Purple and Black have tied with 12 glory each. This triggers a **SPOTLIGHT DUEL!**

One dice at a time, Black and Purple roll their 3 dice.

On the third dice, Black unleashes 1 rage from their rage ladder to reroll the dice once.

Black ends up winning with a total muscle of 10 and takes the Golden Claw.



8 vs 10 **WINNER**

CREDITS



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CRAB RAGE SEASON

Each choose a team to take through a season.
Play 5 games and crown a winner!
Score 5 for the winner and one less for each after.

CRAB RAGE #	SCORE					STANDING					MANAGER + TEAM
	DD	ES	IC	JT	RK	DD	ES	IC	JT	RK	
Example	15	9	12	16	6	4	2	3	5	1	Tor Blango + Jurassic Thorax
1											
2											
3											
4											
5											
Standings Total											

WINNER	Team:	Manager:
--------	-------	----------

CRAB RAGE #	SCORE					STANDING					MANAGER + TEAM
	DD	ES	IC	JT	RK	DD	ES	IC	JT	RK	
Example	15	9	12	16	N/A	4	2	3	5	N/A	Tor Blango + Jurassic Thorax
1											
2											
3											
4											
5											
Standings Total											

WINNER	Team:	Manager:
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