

OBJECTIVE

Have fun, be creative, be silly, lose your inhibitions and get crabs. The more crabs, the better.

SET UP

Shuffle each of the 3 decks separately - WHO (Gold), WHERE (Purple) & WHAT (Red) - and place them face down in the center of the table along with all the crab chips.

Each player gets a pad and a pencil and draws 3 cards from the WHAT deck. Now you're ready to play.

The player with the most hair goes first.









WHO

WHERE

WHAT

CHIPS

SUMMARY

In a nutshell, the game is about creating a scenario on each turn: WHO, WHERE & WHAT.

You are an "outlandish" person (WHO) in an "unusual" place (WHERE) looking for an "unconventional" good time (WHAT). Just what kind of good time is up to the rest of the players. They write down a definition and you choose the one you like the most. If your card is chosen, congratulations, you have crabs! So grab a crab chip, it's the next person's turn.

THE PLAYER WITH THE MOST CRABS WINS!

HOW TO PLAY

On your turn, draw one card from the *WHO deck* and one card from the *WHERE deck* and place them face up in the center of the table and read them out loud. This is the set up for the scenario.

"I am an Extreme Couponer in a Dumpster Behind a Taco Joint and I am looking for a good time."

Each of the remaining players then chooses one WHAT card from their hand that they think would best complete and compliment the scenario.

They then write the name and definition of the WHAT card they chose on the pad supplied and pass it to you. Hint: Adding details that relate directly to the WHO and the WHERE to your definition is a good way to sell the idea. In theory.

The Reverse Centuar - I'd wrap you up in half-priced flour tortillas and ride around on your shoulders facing backwards.

Next, you read each definition out loud and choose which "good time" you like the best (criteria for "best" is up to you). Make your announcement by reading the full scenario:

"I am an Extreme Couponer in a Dumpster Behind a Taco Joint and I am looking for The Reverse Centuar."

The player who's card is chosen then takes a crab chip from the pile. **Congratulations**, **you've got crabs!** This signifies the end the turn.

The WHO, WHERE & WHAT cards that where used are discarded and placed to the side. The player to your right starts the next turn. At the beginning of each turn, each player should have 3 WHAT cards in their hand.

We recommend playing 3 rounds, but realistically you can play as many as you'd like. However long you play, one thing remains true, the player with the most crabs wins!

TRICK PLAYS

Scattered throughout the WHO and WHERE decks are few TRICK PLAYS intended to spice up game play a bit. Each card describes when and how the card should be played. To be honest, they are pretty self explanatory. Once they have been played, they are discarded.