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3-6 players' rules [Unofficial]

Preparation

First, decide how many rounds you will play. Choose a dealer. The following explanation is the rule of 3 his 7-player play. (1 or 2 players are posted on a separate sheet)

3 players

Use only one of the house cards, either green or pink

4-7 players

Use both house cards in both colors.

Common

- * Body cards (green on the back): Distribute one card to each player
- * Size cards (yellow back): Arrange them in numerical order. Place the size marker on top of the "11" card
- * House cards (blue on the back): The dealer shuffles all selected House cards and deals 10 cards face down to each player. Put the remaining cards aside.

Flow of a Game Round

The game round proceeds according to the following flow:

1. Deal 10 cards in your hand
2. Trick Taking
3. Judgment and Processing
4. Repeat step 2 to 3 ten times
5. Score calculation

Trick Taking

- * Do 10 tricks in one round. In one trick, play any one card from your hand.
- * The player left of the dealer starts and players one any card, players follow in clockwise order.
- * Each player can play one card of any color and any number face up in front of them.
- * After everyone plays one card, proceed to judgment and processing.
- * When playing a card, it is helpful to say the color and number loud.

4-player example

- * The start player played a green "25". The second player played a pink "8". The third player played a green "17". The fourth player played a pink "29".

Judgment and Processing

Judgment and Processing differs depending on the number of players.

3-player Game

- * The person who plays the card with the smallest number can move the Size Marker one card left or right. (He/she can also choose not to move the Size Marker)
- * The person who plays the card with the highest number wins all the cards.

4- to 7-player Game

- * Regardless of the color, the person who plays the card with the lowest number can move the Size Marker one card left or right. (He/she can also choose not to move the Size Marker)
- * Determine the size of the numbers on the cards of each color.
- * For each color, the player with the highest number wins all cards of largest size of that color.

6-player examples

- * The person who plays the pink "9" moves the Size Marker.
- * The person who plays the pink "26" will get one card of the largest size "4" in pink.
- * The person who plays the green "31" will get two cards of the largest size "3" in green.
- * All other cards will be discarded.

The following processing is common to 3 to 7 players.

House architecture

Players who have won a House Card must place all the cards they have acquired one by one on the hermit crab Body Card. If you already have other House Cards, place the newly acquired on the top of them.

Place the newly acquired house cards side by side on top of the house where you previously placed them.

Caution! House Collapse

You can only place up to 6 House Cards, excluding the Body Card. When placing more cards, place the card

closest to the Body card face down in front of you, and place the newly acquired card on the top.

Example: I got 2 new cards. Since you cannot have more than 6 cards, put the 2 cards closest to the Body Card face down in front of you.

On the roof card

* The 10/20/30 number cards for each color are special cards called roof cards, which are different from ordinary House Cards.

* The player who plays the roof card will not place more House Cards even if he wins House Cards in subsequent tricks. (That is, the size of the house is fixed with the roof.)

* If you get the roof card and the house card at the same time, you must place both.

Example: I got two new cards. Place it on the top level. Now that the roof has been placed, no more House Cards will be placed in subsequent tricks. The house size of this hermit crab was settled at "7".

Next trick

* The player with the lowest number (the person who moved the size marker) will lead the next tricks.

* If there is a tie, the player who moves the Size Marker last will lead the next trick.

Score calculation

After doing 10 tricks, you can start scoring.

Determining the size of the house

* The number on the Size Card with the Size Marker is the target size this round.

* If the house size of your hermit crab is smaller than or equal to the target size, the size is the score.

* If the house size of your hermit crab is the same as the target size, 5 bonus points will be added.

* If the house size of your hermit crab exceed the target size, the difference scores negative points.

* In addition, the sum of sizes of the cards placed face down in front of you due to the collapse of the house also scores negative points.

Score calculation example

* Since the size marker is placed on the "8" card, the target size is "8".

* 4 points, house size 4

* 13 points, house size 8 and bonus 5

* -14 points, house size 15, house size of card face down in front of you 7. $8 - (15 + 7) = -14$

1. When playing 4 to 7 players, if only one player has a different color and the smallest number is given as a whole $\frac{1}{SEP}$ → Place the card as a House Card and move the size marker.

2. When there are two players who play the card with the smallest number $\frac{1}{SEP}$ → The Size Marker is moved by the player who played a card first, then in turn other, other tied player(s) also move the Size Marker.

Advanced mode (3 to 6 players)

Since the cards to be used are decided according to the number of players, you can enjoy more thrilling experience. Sort out and use the following cards. The remaining cards will not be used and put back into the box.

* 3 players: use numbers from 1 to 30 in any one color

* 4 players: use numbers from 1 to 20 in both colors

* 5 players: use numbers from 1 to 25 in both colors

* 6 players: use numbers from 1 to 30 in both colors

FAQ: What should I do in such a case?

Preparation

- * Decide to use cards of either green or pink.
- * House size cards and size markers are not used
- * Shuffle all 36 house cards of the chosen color.
- * Deal 10 cards to each player.
- * Deal one Body Card to each player.
- * Place the rest of the House Cards in as a face-down draw deck.
- * Place one other hermit crab body card next to the deck for a virtual player, non-player character (hereafter abbreviated as NPC). The trick goes clockwise. Two players discuss and decide the position of the NPC's turn

The NPC's play sequence is now second.

About the first trick

- * In the first trick, the player with the first turn position plays one any card.
- * When it's NPC's turn, draw the top card of the deck and place it on the table.

Judgment and processing

- * The person who gives the strongest number wins all the cards of the largest sizes and places them above the Body card.
- * NPC does the same.

Example: NPCs plays the strongest numbers. Acquire and place the two cards of size "2".

Second and subsequent tricks

The second and subsequent tricks will be given to the player left of the player who won House Cards in this trick.

Score calculation

Scoring happens after 10 tricks

Target house size

- * The sum of house size of NPC's crab is the target size.
- * The player with the sum of house closest to the target size wins.

CAUTION!

- * If the sum of house size is larger than the target size, it bursts and you are defeated. However, if both players burst, the player closest to the target size wins.
- * You cannot place more than 6 House Cards, but cards

Solo Game Rules [Unofficial]

Preparation

- * Divide the house card into decks for each color. Remove the "30" card for each color.
- * Shuffle each deck and place it face down. Place 5 cards on the table and line them up. (Choose any one color)
- * Place 4 hermit crab cards in the field.

Game Flow

- * Take any one of the house crabs on the table and place it on one of the four hermit crabs. (see placement rules below)
- * After that, draw the top card from one of the decks and place it face up on the table so that there are five cards in the field again.

Card placement (see figure on the right)

- * Leftmost hermit crab: Only green house cards can be placed
- * Two hermit crabs in the middle: Green and pink house cards must be placed alternately.
- * Hermit crab on the far right: Only pink house cards can be placed.
- * If there are house cards on the hermit crab, place new cards on top of them. At that time, the number must be the same or lower than the cards placed so far.
- * Up to 7 house cards can be placed on each hermit crab body. If you place 7 house cards, the house is built successfully. Take all 7 cards and put them face up in front of you. This will be your score. Also, this will reset the hermit crab body and you can build on top of it again.

Give Up

If you can't or don't want to place a card on a hermit crab or you don't want to place house cards on a hermit crab, you can receive them as a penalty and discard the cards. Place those cards face down as penalty in front of you.

Example: The player thinks that all the hermit crab house placed as shown on the right can not be placed anymore, receives it as a penalty and puts it face down in front of himself/herself.

Special Case: Roof Card

When there is a hermit crab with a roof card, the rules are different from the normal placement. When placing a new house card on the hermit crab where the roof card is placed, the card must be placed closest to the body. Therefore, it cannot be placed unless it has the highest rank than the previous card.

Consecutive Number Bonus

- * When replenishing cards from the deck, if you put out

adjacent numbers in the same color as one of the four cards on the table, you can place one of them face up as a score.

Example:

- * A new pink "18" has been drawn. You can score by placing any one of "17", "18" and "19" in front of you.
- * The player places "19" in front of him. After that, replenish the card row so that there are 5 cards again.

Card placement example

- * Since the roof card is placed on the leftmost hermit crab, you can only place the card closest to the body and thus must be larger than 21.
- * The second hermit crab from the left must have a pink number less than or equal to "17".
- * The third hermit crab from the left has nothing on it, so you can put any card (green or pink) on it.
- * The rightmost hermit crab will be completed if you can put one more card, and then you can place the cards in front of you to score.

End of the game

The game ends when both color decks are exhausted and you can no longer build a house with a set of 7 cards even if you place 5 cards on the front. Hermit crabs and cards left on top of bodies are not included in the score calculation.

Score calculation

- * Cards placed face up in front of you → Total number of house sizes on the cards = Score
- * Cards placed face down after giving up → Total number of house sizes on the cards = Penalty

Example

- * Cards placed face up: Total House Size is 60 → 60 points
- * Cards placed face down: Total size of the house on these 4 cards is 12 → -12 points
- * Total: 60-12 = 48 points