



Gather your team!

CRAFTY CRITTERS

Let the heist begin!



Plan your strategy!

The Rulebook

GAME COMPONENTS & PLACEMENT



1. Game Board
2. Critter Deck
3. Trap Deck
4. Trap Discard Pile
5. Path Tiles
6. Compass Dice
7. -1 Crafty Point Tokens
8. Player Discard Piles
9. Player Tokens
10. Suspicion Trackers
11. Player Critter Card Hands
12. Food Tokens (Canned Goods, Nuts, Squash and Apple)

SETTING UP

Throughout this game, you will be racing against the other players.

Gather the most food stashes and escape the store to be the craftiest critter!



1

Shuffle the Critter, Trap, and Tile decks separately. Place them all in a convenient place on the table

2

Pick a starting player and choose your crew's colour. Each player picks and places their crew on a starting corner.

3

Place an Apple on each pre-placed four-way tile, a Squash on each side stash, and a Canned Goods, Nuts, and Squash in the middle stash. In a four person game, add an Apple to each side stash.

4

Set your suspicion tracker to 0 and leave all other game pieces nearby for future use. Get ready to race for the treats!

HIRING

Each player is dealt 8 cards. Each player then picks one card from their hand to keep and passes the other 7 cards to the player to their left. This continues until all players have picked 5 cards to hold in their hand, discarding the remaining cards to their own discard piles.

In a 2 player game, you may choose to deal a secret third deck on the table face down, then randomly select cards from this deck to discard, simulating the choices of an additional player during the drafting rounds. The cards discarded by this process are removed from play and put back into the box.



TURN ORDER

On your turn, you can take up to three actions. Each action type can be taken up to twice and in any order.

- Move your crew to an adjacent connecting tile.
- Play a critter card.

Moving Around

When moving to an adjacent tile, there must be a path that connects your tile to the next, or you must play a card that allows you to move there. After moving, you may place a new tile to any open tile pathways connected to the tile you are on.

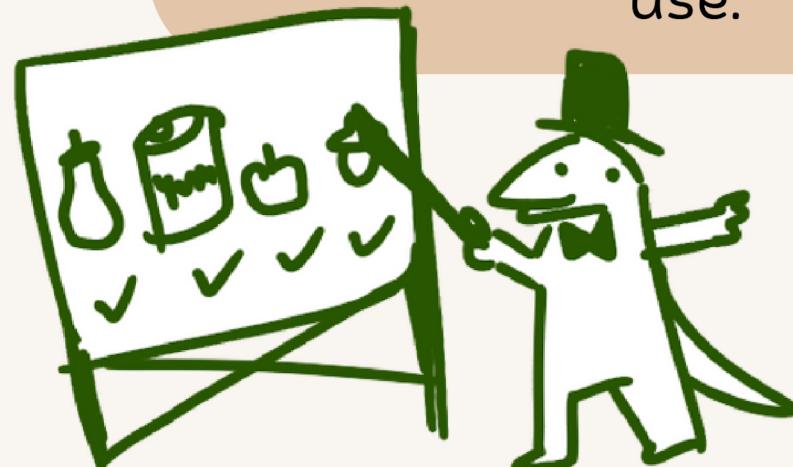
When you move from a stash tile, you may exit it by moving to any adjacent pathway connected to it.

When you move on to a tile with food on it, you may pick it up. You can only do this once per stash tile.

Playing a Critter Card

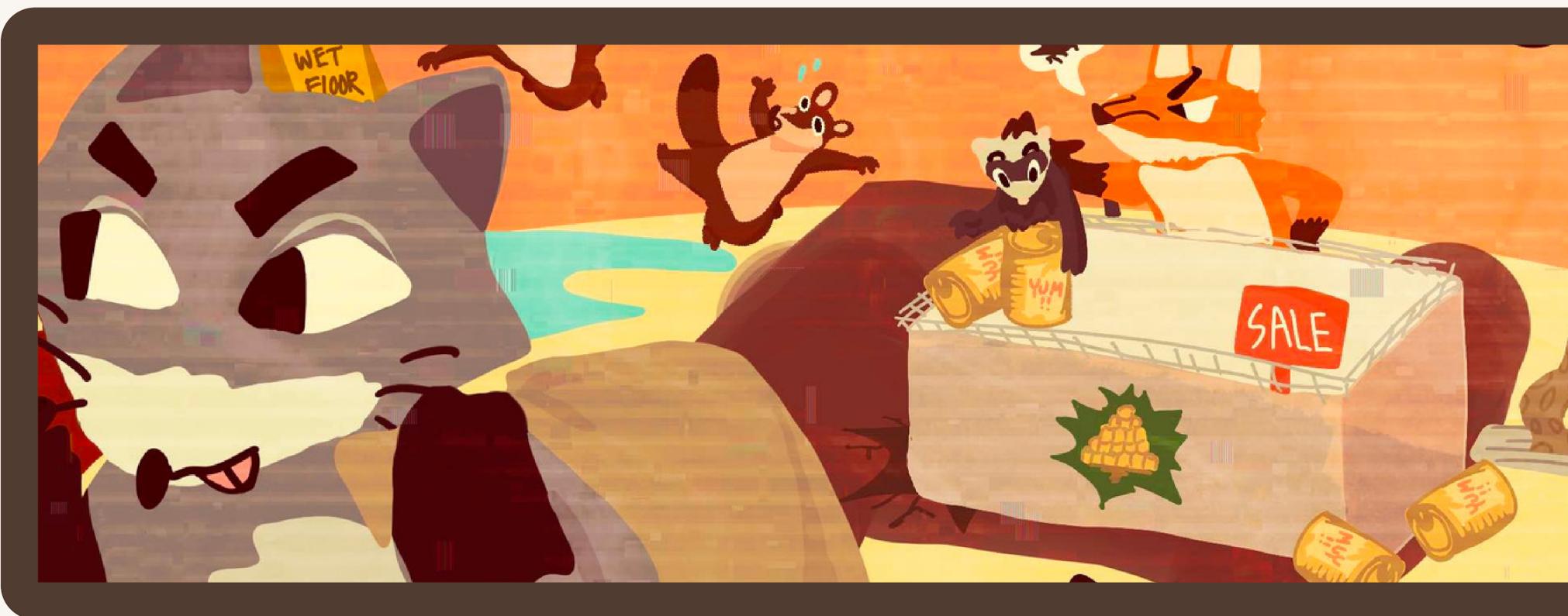
If you play a card that says "Discard", place it in your personal discard pile immediately

Cards that say "Play" get two uses. On the first use, place the card face up in front of you. Discard the card on the second use.



PLACING TILES

As you move around the board, you may choose to draw tiles if there are empty path spaces connected to the paths of the tile you are on. If you choose to place a tile, you may look at the top tile of the deck, and then must place it in an adjacent space without a path tile. You may choose to do this until there are no empty adjacent tiles that can be connected to your tile by a path.



STASH TILES

If you are on any stash tile, you may choose to draw up to 3 tiles to place anywhere adjacent to it.

HAZARDS

When you move onto a security tile, treat it as normal and place your adjacent paths. You then activate the security. Some cards may allow you to avoid it. To activate security, you must check if you have food and if you have 10 suspicion.

- If you have a food, you **gain 2** suspicion.
 - If you do not have any food, then **gain 1** suspicion.
 - If you have 10 suspicion, take a -1 Crafty Point
- Keep in mind, suspicion can only be between 0-10
You may then finish your turn as normal.



When you move on to a trap tile, treat it as normal and place your adjacent paths. You then draw a trap card and resolve its effect unless you have played a card that says otherwise.

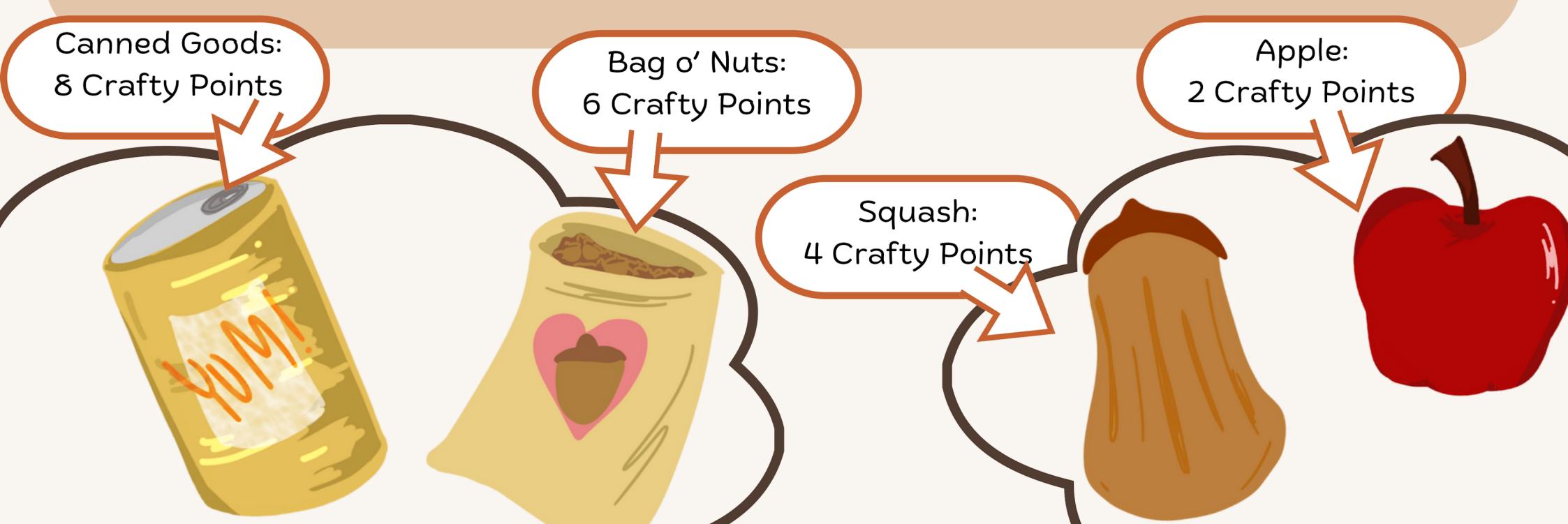
Some of these traps will call for you to roll the compass die. Look at the labels on the board for North, South, East, and West to know where the die points to.

You may then finish your turn as normal.

END GAME

Once the Canned Goods have been taken, any player can choose to go back to a start tile and announce they are ending the heist. As a reward for ending first, they gain an additional apple. Other players then have up to 2 turns to get back to a start tile. To make sure that every player gets the same amount of turns (except for the player who ended the heist) the game ends after the last player in the turn order has taken 2 turns. This means that some players might only get one turn depending on who ended the heist.

Any player who does not successfully get to a starting tile before the two rounds end loses 2 CP. Any player who makes it back to a starting tile during the two rounds does not lose anything. Once a player has ended their heist, they can no longer be affected by critter cards or other interactions, and they no longer take actions.



TRAP CARDS

Fake path: Roll the compass die. If there is a tile in that direction, it is discarded out of the game. If this would cause you to be stuck on your current tile, draw a new trap card.

- Re-roll the compass die if it lands on a direction without a tile

Slippery: Roll the compass die. If it lands on a direction in which your crew can move, you must move one tile in that direction. If you cannot move that way, roll again. This movement cannot trigger another trap, but it can trigger security.

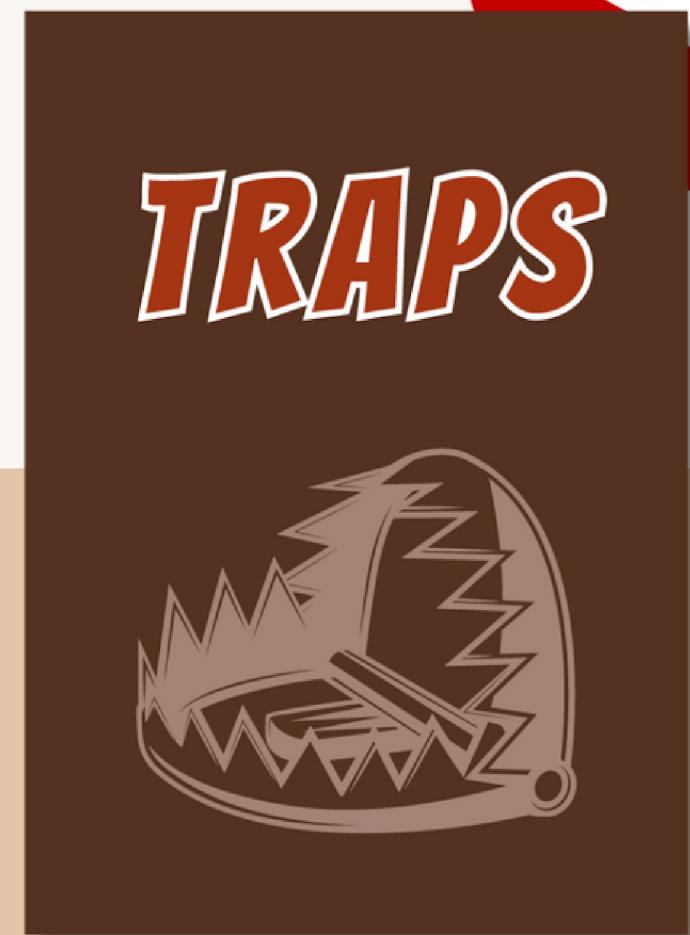
- If you draw this card while Wiggles is active, you are not pushed through walls

Hidden camera: If you have no food on you, increase your suspicion by 2. If you have food on you, increase your suspicion by 4. If you have max suspicion, lose 1 Crafty Point.

Pit trap: Discard a card from your hand to your discard pile, then draw a new card from the critter deck.

Hook: Roll the compass die. If it lands on a direction in which your crew can move, you must place your lowest point food on that tile. If you cannot place it in the direction you rolled, roll again.

- If your food lands on a stash tile, you may pick it up for free when you move onto that tile



CRITTER CARDS

Remember! "Discard" cards are only played once, while "Play" cards are played twice.

DISTRACTION

Play to evade the next security you trigger. Choose a player that is on a security tile. They gain 1 suspicion.

- If you pick a player with max suspicion, they are not affected by this card



Discard to force a player to draw a trap card and suffer its effects.

- The player you choose does not have to currently be on a trap tile
- The trap takes effect immediately

ECHOLOCATION



SCOUT

Play to look at the top three tiles. You may choose one to hold on to and place for any player before they have chosen a tile for an adjacent path. You may only hold one tile at a time doing this.

- If placing next to another players tile, you must place it before they look at the tile they would have placed



TRASH DIGGER

Discard this card to draw the last discarded card from anyone's discard pile. This includes your own.

- This card does not count as your last discarded card.

WIGGLES

Play to move through all walls for the rest of your turn. You may also treat all sides of your tile as a path for the sake of placing tiles for this turn

- When you move, you may place a new tile on any side of the tile you are on.



Play to evade a trap you trigger by movement. You may look at the trap first before deciding to play the card, discarding the unused trap.

- This cannot be used as a reaction to an Echolocation card

**FLY**

Play to move 3 total tiles this turn. You may still play another card.

- This card can be played after taking two moves and playing a different card to give you one extra movement

**COMMON CRITTER**

Discard to reduce your suspicion meter by 4

- Your suspicion cannot go below 0

**DEMOLISHER**

Play to look at the top tile. You may then choose to replace any other tile on the board that a player is not currently standing on with the one chosen

- You cannot place the tile on an empty space on the board

**WISE**

Give this card to another player. You may then look at that player's hand and pick one card to keep for your own

- The player you swap with may do the same to you on their turn





- 10x10 Square Gameboard
- 60 Critter Cards (10 critters, 6 of each)
- 25 Trap Cards (5 traps, 5 of each)
- 4 Crew Miniatures
- Suspicion Tracker
- 20 -1 CP Tokens
- 16 Food Tokens
- Compass die (4 sided)
- 80 Path Tiles
- First Player Token

Do you think you have what it takes to outsmart the other critter crews? Embark on a thrilling heist through a grocery store, navigating the aisles and discovering its layout as you race to gather delicious treats. Accumulate points to stockpile for winter, but beware—the competition is fierce. Be the first to escape for extra points and secure your victory!

