# Croo Rules

## Objective

Croo is a cooperative game where all players must complete the hike to win. You are a croo and a team that must work together to complete this challenging but rewarding hike. If all players make it to the end, you win. If you run out of Croo counters first, you need to call for rescue and you lose the game.

Have fun. Be Creative.

## Order of Turn

On the first turn, the Croo Members start by selecting the first player. Play proceeds clockwise with each player taking a turn.

1. The turn starts by the croo member rolling the dice.
2. The croo member then moves the number of places indicated by the die.
3. If that space already has a croo member, the croo member moves back to the first open spot. Just like real hiking, there’s a line.

*Note: At this point, if a Croo member has an ability to move another player you may do so to free up the spot.*

1. The croo member will perform any action detailed on the space. That could be drawing a card, losing a counter or nothing at all but enjoying the view.

Note: At this point, *if a Croo member has an ability that effects play, they can use that ability now.*

1. The turn ends after the player has performed the action. Then the next turn starts with a new croo member.

## Croo Members

At the beginning of play, each player will select a face-down croo member card. This will tell you who you’re playing. Your special ability and what you must do to use your special ability.

Only one special ability may be used per player turn and the whole croo must agree on who’s ability to use.

## Croo Challenge Cards

You may be prompted to pick a card. Do so. Ask the question, then follow the instructions if successful. If not, lose a Croo counter.