

# ゆい感クル-ンゲーム チャンピオンシップ

## Tactile Crane Championship

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Playing Time: 15 min

Age: 6+

Players: 2-6

In this game, you will try to grab a certain number of cards from the deck.

Sounds easy, right?

But what if you have to close your eyes,  
and you can't use one of your fingers,  
and others are saying various things to guide or mislead you?

Can you still do it easily?

You need to trust your own tactile sense to win the game!



## ◆ COMPONENTS

136 Instruction cards



18 Bet cards



6 HIGH  
bet cards



6 LOW  
bet cards



6 JUST  
bet cards

6 Multiplier cards

Use these cards to  
keep the deck thick.



## ◆ SETUP

Changes in 2-player games are written in gray.

1. Place the multiplier cards within the reach of the players.
2. Give each player 3 bet cards (1 HIGH, 1 LOW, and 1 JUST). Put the remaining bet cards back into the box.

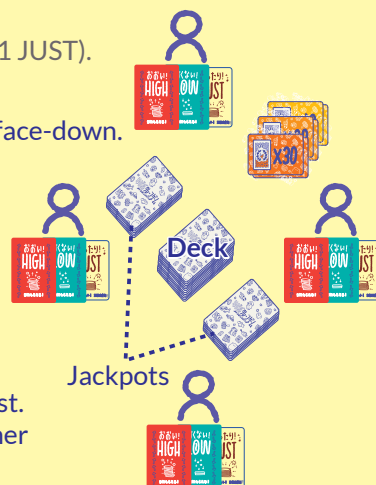
2. Give each player 5 bet cards (2 HIGH, 2 LOW, and 1 JUST).  
Put the remaining bet cards back into the box.

3. Shuffle the instruction cards into a deck and place it face-down.

4. Draw 6 cards from the top of the deck and place 3 cards face-down on each side of the deck. These two piles of cards are called "Jackpots".

4. Draw 3 cards from the top of the deck and place them face-down on either side of the deck. There is only one Jackpot in a 2-player game.

5. The player with the smallest hand takes their turn first. The turn player is called the "Challenger", and the other players are the "Audience".



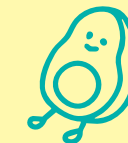
## ◆ GAMEPLAY

Each turn follows steps 1-7, which are explained below. The game ends when each player takes their turn as a challenger twice.

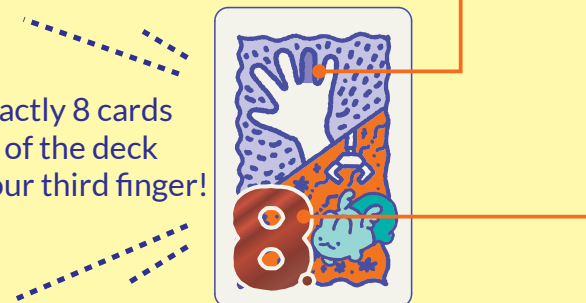
The game has no fixed number of turns and continues until a player fulfills the winning conditions. See "8. End of game" for details.

### 1. Flip the top card

- The Challenger flips the top card of the deck.
- All players should confirm the number and the illustration on the card.
- The number indicates how many cards the challenger tries to grab.
- The illustration shows which finger the challenger can use to grab the cards. The challenger is not allowed to use the colored finger.



Try to grab exactly 8 cards  
from the top of the deck  
without using your third finger!



### 2. The challenger closes their eyes

- The challenger should close their eyes and declare it.



### 3. Predict and bet

1. Audience players predict how many cards the challenger will grab.
2. Each audience player secretly chooses one of their bet cards and places it face-down.
3. All audience players simultaneously reveal the bet card they chose.

### 4. Grab cards

- The challenger tries to grab the indicated number of cards from the deck using only the allowed fingers, while keeping their eyes closed.



## Rules for grabbing

- The challenger should not count the cards while grabbing them.
- The challenger may fix the deck or regrab cards as many times as they want.
- The challenger should grip the cards from the side (long or short) and lift them vertically out of the deck, like a claw in a crane game. Sliding or pulling cards horizontally is not allowed.
- If the deck crumbles or the challenger drops cards while grabbing, the audience should fix the deck while the challenger keeps their eyes closed.
- If the challenger opens their eyes while grabbing, the turn ends immediately with no outcome.
- If the challenger uses the finger that is not allowed, they must release the card and grab again.

### POINT!

- While the challenger is grabbing cards, the audience players can guide them verbally. You may lie to the challenger to help your own prediction.
- Once the challenger is satisfied with the cards, they declare that they have finished the challenge and open their eyes.



## 5. Count the cards

- The challenger counts the number of cards they grab, including the flipped top card, by placing the cards one by one on the table so that everyone can see.

Based on the results, take one of the following steps:

### Same number of cards grabbed

- The challenger takes all the cards they grab.
- The challenger chooses one of the jackpots and takes all the cards from it.
- The challenger takes all the cards from the jackpot.



### A lower number of cards grabbed

- Calculate the shortfall. Remove that many cards from the cards the challenger grabbed and add them to the one of the jackpots.
- The challenger takes the remaining cards.
- It is possible that the all of the cards the challenger grabbed end up in a jackpot.

Example: If the challenger grabs 8 cards for the indicated 10 cards, 2 of them will be added to one of the jackpots and 6 of them will go to the challenger.

### A higher number of cards grabbed

- Calculate the excess. Remove that many cards from the cards the challenger grabbed and add them to the one of the jackpots.
- The remaining cards go back to the deck, and the challenger gains nothing.

Example: If the challenger grabs 13 cards for the indicated 10 cards, 3 of them will be added to one of the jackpots and 10 of them will go back to the deck.

- In case the shortfall or excess exceeds the number of the cards the challenger grabbed, add them all to the one of the jackpots. Do not draw additional cards from the deck to fill the gap.

## 6. Payout for bets

The audience players receive a payout for their correct bets.

- Correct bets for HIGH or LOW: Take 2 cards from the deck.
- Correct bets for JUST: Take all the cards from one of the jackpots

If more than one player makes the correct bet for **JUST**, the cards in the jackpot will be divided equally among those players. If there is a remainder, they will be assigned one by one in a clockwise order, starting with the player closest to the challenger.

• The audience does not receive any payout for a correct bet. Instead, they set aside the bet card they used as an achieved bet card. They cannot use the achieved bet card for the rest of the game.

- If any of the jackpots are empty, add 3 cards to each empty jackpot from the deck.



## 7. End of the turn

The player to the left of the current challenger will be the next challenger. Repeat steps 1-7.

## 8. End of the game

The game ends when each player take their turn as a challenger twice. Each player counts the cards they have taken. The player with the most cards wins the game.

If there is a tie, the tied players each take an additional turn to determine the winner. If there is still a tie after the extra turns, they share the win.

• The game continues until a player achieves all three bet cards or takes 40 or more cards. The first player to accomplish either of these conditions wins the game. If both players accomplish at the same time, the player who achieved all three bet cards wins.



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