



**KRAAW
RULEBOOK - v3.1**

MAIN GOAL

Mating season is approaching: you want to build the most beautiful nest to stand out from the other crows. To do so, explore, reveal treasures... and do not hesitate to snatch some from your rivals.

A game is played over several rounds. The first player to win 3 rounds wins the game.

COMPONENTS

The game contains a total of 41 cards:

- 10 1-value cards
- 10 2-value cards
- 8 3-value cards
- 5 4-value cards
- 2 5-value cards
- 6 crow cards
(character cards)

GAME OVERVIEW

BEGINNING OF THE GAME

CHOOSING THE CARDS USED

Depending on the number of players N , build the deck with the following cards:

$N \setminus$ cards	1	2	3	4	5
2	4	5	3	2	1
3	6	6	4	3	1
4	8	8	5	3	1
5	9	9	6	4	2
6	10	10	8	5	2

Any remaining cards are not used in the game.

Example: in a 3-player game, use 6 1-value cards, 6 2-value cards, 4 3-value cards, 3 4-value cards, and 1 5-value card.

CHOOSING THE FIRST PLAYER

The first player is the one wearing the most jewelry.

TURN ORDER

Choose a turn order: clockwise or counterclockwise. This turn order does not change during the game.

At the beginning of each new round, the first player becomes the neighbor of the previous first player, following the direction of play.

CROW CARDS

Each player chooses a character card (crow card) and places it in front of them. This card is used to track the player's score: the number facing the player shows how many rounds they have won.

CARDS AND THEIR STATES

During a round, a card can be in one of 4 states:

- Face down: its value is unknown.
- Revealed: its face is visible in your nest (hand).

- Locked: it is a revealed card placed horizontally.
- Discarded: it is set aside and no longer counts toward the round score.

EFFECT OF LOCKING

A locked card cannot be stolen or discarded.

Each player may lock a maximum of 2 cards per round.

VOCABULARY REMINDER

- Look at a card: secretly check its value.
- Reveal a card: turn it face up.
- Lock a card: protect a revealed card by placing it horizontally.
- Discard a card: remove it from your nest. It no longer counts toward your score.

ROUND SETUP

SETUP

1. Shuffle the cards.
2. Deal 5 cards to each player. The remaining cards form the dog for the round.
3. Each player secretly looks at their cards.
4. Each player shuffles their cards.
5. Each player places their cards face down in front of them, in a row.

Anti-cheating rule: when each player shuffles their cards, pass your face-down cards to the next player in the direction of play so that they can shuffle them without looking, then return them to you.

Exchange with the dog: after setup, in turn order, each player may choose to exchange one random card from their hand with one card from the dog.

Variant rule: during the step when each player secretly looks at their cards, the first player to announce it may exchange their entire hand with the dog.

PLAYER TURN

On their turn, a player performs:

1. One main action.
2. If they wish, one bonus action.

MAIN ACTIONS

REVEAL WITHOUT LOOKING

Reveal one of your cards without looking at it beforehand.

After revealing it, you may immediately lock it.

LOOK THEN REVEAL

Secretly look at one of your cards.

Then reveal either that card or one of your other cards.

LOCK

Lock one of your revealed cards.

STEAL A CARD

Choose an unlocked card from an opponent.

That opponent then chooses one of your cards in retaliation.

Exchange those two cards.

If the stolen card was face down, reveal it immediately.

BONUS ACTION

LOCK + DISCARD

Lock one of your revealed cards, then discard one of your unlocked cards.

Quick Reminder - Locking

A card can be locked:

- by choosing the Lock main action;
- by using the Lock + Discard bonus action;
- immediately after the Reveal Without Looking action.

A player may lock only two cards per round.

END OF A ROUND

When a player has no face-down cards left, a countdown begins.

If, at the start of that player's next turn, they still have no face-down cards, the round ends.

Each player then adds up the value of their revealed and locked cards.

The player with the highest total wins the round.

TIE

In case of a tie, the tied players sort the cards that count toward their score from highest to lowest.

Compare them one by one.

At the first difference, the player with the lower card wins the round.

If there is no difference at all, the tie is perfect: the tied players win the round.

END OF THE GAME

The first player to win 3 rounds wins the game.

If two players would both reach 3 round wins at the same time, they play one final round as a 2-player game.