Welcome to the Crane user manual

Introduction

Players: 3-4 players per game
Game round time limit: 15 minutes

Today let's have a fun game! I thought I could go have fun with some sweets in my hand, but I looked at my hand to only see three money coin cards...
When wondering what to do, I found a game center suddenly ahead of where I was. There were a lot of people in there and one of the games they were playing was this mysterious Crain game.
I decided then and there that I'd get sweets by playing the Crane game. Everybody can have a good time playing the Crane game.

Game preparation

1. Fold the cards, stand then up, place the prize on the game board. Arrange these as shown in the diagram.

"What kind of game is this?"

①Fold it   ②Stand it up   ③Place it on the game board

This game is an action game where the Chief Officers successfully operate Crane players to get prizes.

View of the table from above

Over 10cm

Over 10cm

At least 10cm apart

Player

BOX
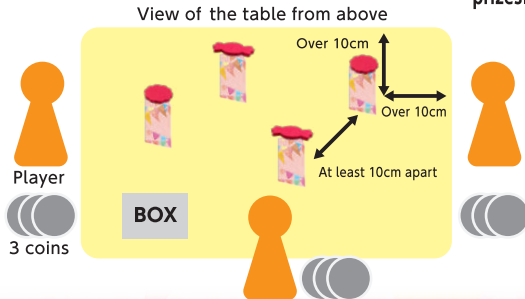
3 coins

2. Each player has 3 coin cards.

3. Determine the starter player. The starter player becomes Chief Officer.
The player directly to the left of the starter player becomes the Crane player.
The remaining players are to be Cheerleaders and Referees. Let's cheer the players on!

How to play the game

1. he Chief Officer hands one of their coin cards to the Crane Player(Imagine inserting a coin into a machine).

2. The Crane Player holds the coin with the middle finger, ring finger, and little finger and then extends the thumb and index as the Crane arm to get prizes.

3. The Crane arm moves across the left corner of the board at about 30 cm above the board. The game box is left open with cards in it directly below the Crane arm.

4. The Crane Player closes their eyes and moves the Crane arm in accordance with the verbal directions given to them by the Chief Officer.

30cm

BOX

BOX
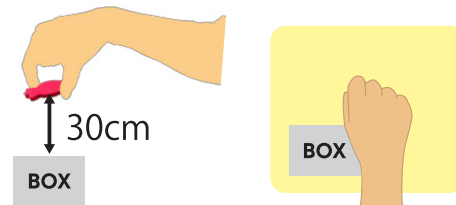
※The Crane Player that grabs prizes will need to return the prizes on their own without help. The Crane Player needs to memorize by heart the position of the game box.

5. The Chief Officer will direct the Cranes with the following operations:

Instructions can be issued in the order of ① → ③ but you cannot go back one.
①Move right ② Go forward ③ Drop a prize
Instructions you can give: "Right, slowly to the right - right - stop! Forward, Forward-stop!Underneath-stop!"
Once it has the Chief Officer has finished giving instructions, the Crane Player uses their thumb and index fingerto try to grab the prize.

6. Getting Prizes:"You may not open your eyes yet and return by yourself!"
① When you grab prizes with the Crane arm, the Crane arm must be raised 30 cm above the game board and with closed eyes rely on intuition to return the prize to the Game box where the Crane arm drops in the prizes. Chief Officers cannot give instructions from this point. If the Crane Player can successfully drop the prize into the Game box, the Chief Officer gets the prize!
(If you eat the prize, you cannot get points!)

② If the Crane arm is not able to grab the prize or drops it midway through carrying it, then team's turn is over.
If the prize falls on the Game board, return the prize to the original location. The Crane Player can get the coin even if they are successful or not.

※If the Crane Player drops the coin, they lose a turn (Crane Players will not receive the coin) and the turn goes to the next Chief Officer.

7. Move to the next turn. The Crane Player and the Chief Officer move directly one over to the left.

8. When everyone has completed one round as the Chief Officer, the second round will begin. In round 2, the Chief Officer can select whomever they wish to become a Crane Player. Just as in round 1, each player moves directly to the left each time and will get a turn as a Chief Officer.
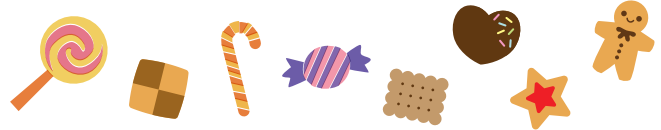
9. When each player has had 3 turns as the Chief Officer, the game is over.

Result announcement!

● The player that gets the highest number of special prizes
(Drumming fingers on the table, tat-tat, tat-tat, rat-a-tat-tat-tat!) becomes the ""Best Player"!

● The player that has the highest number of coins
(Drumming fingers on the table, tat-tat, tat-tat, rat-a-tat-tat-tat!) becomes the "Best Crane Player"!?

● The Player with the most prizes and coins
(Drumming fingers on the table, tat-tat, tat-tat, rat-a-tat-tat-tat!) becomes the "Crane master"! ! !

I became really popular after getting good sweets!

It's even better to use real sweets!