

CRYSTAL CAPER™

Product contains magnet.
ADULT ASSEMBLY REQUIRED.

CONTENTS

- plastic jewel
- pedestal with ring and base
- card holder • 44 cards

7+

3-6
F5517

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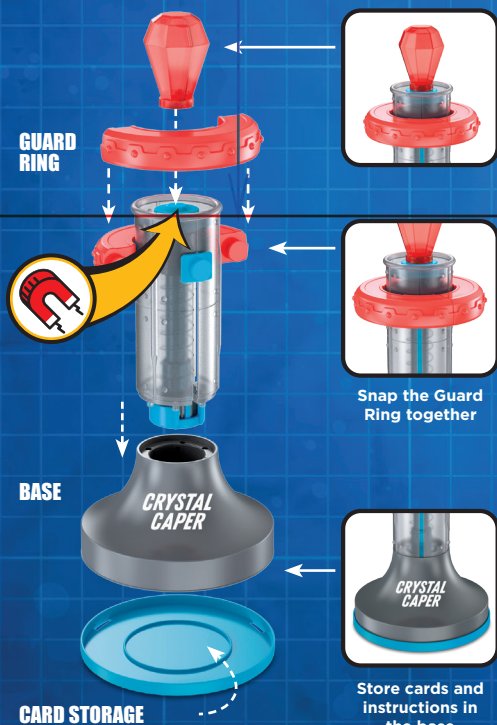
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OBJECT

Think on your feet and watch the cards! Be the first player to get rid of all your cards by grabbing the jewel or locking it down the fastest, depending on which card you flip over.

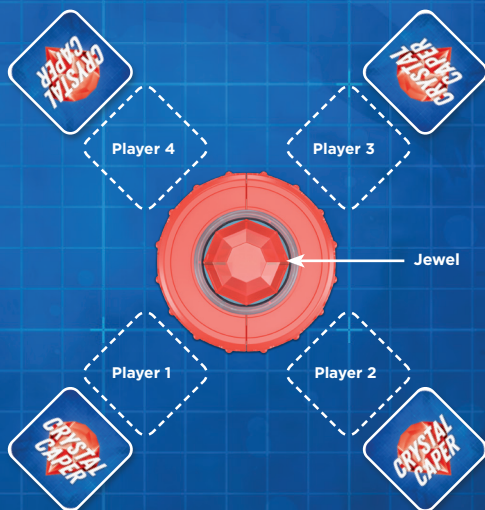
THE FIRST TIME YOU PLAY

Assemble the pedestal as shown.



GET READY

- Place the pedestal in reach of all players with the jewel on top.
- For a 3 or 4 player game, place a matched set of four Grab cards and four Guard cards, and one Switcheroo card back in the box; they won't be needed. For a 5 to 6 player game, all cards are used. Depending on the number of players in the game, some players may end up with an extra card.
- Choose a player to shuffle the cards and deal them out equally to each player. Each player keeps their deck in front of them, facedown. No peeking!



LET'S PLAY!

The youngest player goes first!

1. FLIP CARDS:

One at a time, players go around and flip the top card of their deck, and put it faceup on the table. Each player will have their own "faceup" pile.

2. CHALLENGE TIME!

As soon as a matched set (A Grab card and a Guard card of the same color) are faceup on the table, the player with the Grab card races to grab the Jewel before the player with the Guard card can lock the jewel down by pushing down the guard ring!



GUARD CARDS

If you have a faceup Guard card, push down on the ring as soon as you see a Grab card of the same color in another player's faceup pile!



Guard Card

Grab Card

GRAB CARDS

If you have a faceup Grab card, grab that jewel as soon as you see a Guard card of the same color in another player's faceup pile!

3. The player who loses the challenge must take all the cards from the winner's faceup pile, and their own faceup pile, and add them to the bottom of their deck.
4. The winner of the challenge plays the next card. Keep playing this way until someone runs out of cards.

SWITCHEROO CARDS

If a switcheroo card is faceup when a challenge happens, then players must do the opposite of what their current card indicates. For example, the player with the Grab card now has to Guard it, and the player with the Guard card now has to Grab it. If two switcheroo cards are in play, they cancel each other out.



WHAT HAPPENS IF I GRABBED WHEN I WAS SUPPOSED TO GUARD, OR VICE VERSA?

Any player that performs the wrong action, or accidentally grabs or guards when they're not in a challenge, must take all faceup cards from all players and place them facedown at the bottom of their deck. Don't mess up!

WHAT HAPPENS IF MORE THAN ONE PLAYER IS TRYING TO GRAB OR GUARD?

If multiple players have a matching Grab card, it's time to partner up! If a matching Guard card appears, both players can try to grab the jewel before the Guarder tries to lock it down. If two players have a matching Guard card, the same rule applies.

If this happens, the players who lost the challenge must evenly split the winner's faceup pile. If the pile cannot be split up evenly, and there is an extra card left over, that card stays in the winner's faceup pile.

WHAT HAPPENS IF I RUN OUT OF CARDS IN MY DECK?

If you run out of cards in your deck, but still have cards in your face-up pile, then you will continue to play without flipping any additional cards over. Pay attention—you may enter a challenge at any time, and if you win the challenge, you win the game!

HOW TO WIN

The first player to get rid of all their cards wins the game!

