

Game Instructions



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Object Of The Game: Get the lowest score. You do this by trying to avoid taking Crud, because Crud equals points and you don't want points. After 6 rounds of play, the person with the lowest score wins.

Crud = Points.
Points Are Bad.

You Don't Want Points.
You Don't Want Crud.

What is Crud? Crud is something different for each round you play. You don't want Crud because if you get it, you will get points. Try to avoid getting stuck with the Crud. See **Round Objectives** section (p. 4) to see exactly what Crud is for each round.

Trick Taking Rounds



Card Stacking Round



There are 6 unique rounds. Each has a different objective.

The first five rounds are trick-taking rounds and are played in a similar manner, but each round has a different objective because Crud is different for each round. *Round 6* is a card stacking round that is played more like *Solitaire* and is played differently than previous rounds.

Overview

A Complete Game Consists of Playing 6 Rounds. We recommend playing rounds 1 through 6 in order. However, it's your game, so feel free to switch it up any way you like.

Basic Steps for Each Round:

- Look at the **Quick Reference Card** or **Round Objectives** section (p. 4) to determine what Crud is and what dice you roll for the round.
- Roll a die (or dice)
- Shuffle & Deal Cards
- Play Cards
- Count Your Crud (points)
- Record Score

After 6 rounds of gameplay, the player with the lowest score wins!

Quick Reference Card

The Quick Reference Card is divided into six sections, one for each round. Each section includes a round number, a title, a brief objective, and instructions on which dice to roll. Round 1: 'Crud is a SUIT', Roll COLOR die to determine Crud SUIT. Round 2: 'Crud is a NUMBER', Roll NUMBER die to determine Crud NUMBER. Round 3: 'Crud is a SUIT and a NUMBER', Roll BOTH dice to determine the Crud SUIT and Crud NUMBER. Round 4: 'Crud is taking ANY TRICK', Roll COLOR die to determine POWER SUIT. Round 5: 'Crud is taking the LAST TRICK', Roll COLOR die to determine POWER SUIT. Round 6: 'Crud is NOT being the FIRST OUT', Roll NUMBER die to determine the STARTING NUMBER.

Read pages 6 & 7 to get started playing Round 1.

Score Each Round: At the end of each round, points are counted for each player. Points are based on what Crud each player received for the current round. You can quickly see what Crud is, and the Crud point values by looking at the **Quick Reference Card**, or by viewing the **Round Objectives** section (p. 4).

Download The Free Scorepad App! The free scorepad app allows you to keep score for Oh Crud® and many other games like *Hearts*, *Spades*, *Rummy*, and more.



Scorepad Options:

- 1) Use your own notepad.
- 2) Download a free, printable scorepad.
- 3) Download our free **Oh Crud® Scorepad App**.

Oh Crud® Scorepad App
For Apple® and Android™ smartphones.

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Player Name	Write Score for Each Round					SUB TOTAL	FINAL SCORE
	1	2	3	4	5		
Jenny	20	0	10	10	50	90	
Ben	0	10	0	10	50	70	
Gary	40	20	0	10	50	120	
Sarah	0	10	0	10	50	70	
Leanne	30	20	0	10	50	110	
Player 6	10	10	10	10	50	90	
Player 7	10	10	10	10	50	90	
Player 8	10	10	10	10	50	90	
Player 9	10	10	10	10	50	90	

Downloadable Scorepad

Round Objectives - At A Glance


Each of the six rounds have a different objective because Crud is different for each round. This page is a snapshot of: what dice you roll prior to each round, what Crud is for the round, the round objective, and points for Crud.

ROUND #1
Crud is a **SUIT**
10 POINTS each
Trick Taking Round
Roll **COLOR** die to determine **Crud SUIT**.




Objective: Avoid taking any tricks that contain cards of the Crud Suit because each card of the Crud Suit is worth 10 points.

ROUND #2
Crud is a **NUMBER**
10 POINTS each
Trick Taking Round
Roll **NUMBER** die to determine **Crud NUMBER**.



Objective: Avoid taking any tricks that contain cards of the Crud Number because each card of the Crud Number is worth 10 points.


ROUND #3
Crud is a **SUIT** and a **NUMBER**
10 POINTS each
Trick Taking Round
Roll **BOTH** dice to determine the **Crud SUIT** and **Crud NUMBER**.



Objective: Avoid taking any tricks that contain cards of the Crud Suit and/or Crud Number because each Crud card is worth 10 points* each.


* **Exception:** The card that is both the Crud Suit and the Crud Number is worth 20 points.

ROUND #4
Crud is taking **ANY TRICK**
10 POINTS per trick
Trick Taking Round
Roll **COLOR** die to determine **POWER SUIT**.




Objective: Avoid taking any tricks because they are 10 points for each trick you take.

ROUND #5
Crud is taking the **LAST TRICK**
50 POINTS last trick
Trick Taking Round
Roll **COLOR** die to determine **POWER SUIT**.



Objective: Avoid taking the last trick because it is worth 50 points.

ROUND #6
Crud is **NOT** being the **FIRST OUT**
50 POINTS each player
Card Stacking Round
Roll **NUMBER** die to determine the **STARTING NUMBER**.



Objective: Try to be the first player to play all of your cards. The first player out of cards gets 0 points, all other players get 50 points.

Round Objectives



Crud is a **SUIT**

Trick Taking Round

Roll **COLOR** die to determine **Crud SUIT**.

10 POINTS each



Crud Example:

If the dealer rolls a yellow star, then all cards with yellow stars are Crud.

Try not to take any trick containing a yellow star (or whatever suit is showing on the color die) during this round.



10 POINTS each



Play Style: A Trick Taking Round

Before You Deal: Dealer rolls the **COLOR DIE** to determine the **Crud SUIT**.

What Is Crud? **Crud is the SUIT** that was rolled on the color die.

Crud Points: Each card of the Crud Suit is **10 points**.

Round Objective: Avoid taking any tricks that contain cards of the Crud Suit because each card of the Crud Suit is worth 10 points. Crud = Points. Points are bad. You want the lowest score.

Setup And Gameplay



- **Before each round, the dealer looks at the Quick Reference Card** to determine what die (or dice) to roll for the current round. For Round 1, you roll the color die.
- **Before dealing Round 1, the dealer rolls the color die to determine the Crud Suit.** Dealer announces to all players the following: what Crud is (*example: yellow stars*), the round objective (to avoid taking tricks that contain cards of the Crud Suit), and that each card of the Crud Suit is 10 points each.
- The dealer shuffles and deals all cards evenly to all players. If there are extra cards, remove them from play. **All players must have an equal number of cards.** See [Dealer Instructions](#) (p. 20-21) for variations on how to handle extra cards, and/or intentionally removing additional cards.
- After dealing, the player on the dealer's left begins play by placing any card in the center of the table. Each player takes a turn in clockwise order until each player has played 1 card.
- **You must follow suit if you have it.** If you do not have that suit, you can play a card of any suit from your hand. See [How Do I Follow Suit?](#) (p. 32)
- After each player has played a card, the player who played the highest card of the suit that was led, takes the trick. That player stacks the trick face down in front of them to be counted later, then proceeds to lead with any card from their hand. Play continues until all cards have been played.
- After all cards have been played, each player looks at the cards in their stack of tricks, and adds up how many cards they have of the Crud Suit. They get 10 points for each Crud card.

The next two rounds are played nearly identical to the first round. The only difference is that **Crud is different for each round** which means **the objective for each round is different**.



For Round 2, you roll the **Number die** and that determines what Crud is.



For Round 3, you roll **BOTH** the **Number die** and the **Color die**, and both are Crud.



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Round Objectives



Crud is a **NUMBER**

Trick Taking Round

Roll **NUMBER** die to determine **Crud NUMBER**.

10 POINTS each



Play Style:

A Trick Taking Round

Before You Deal:

Dealer rolls the **NUMBER DIE** to determine the **Crud NUMBER**.

What Is Crud?

Crud is the NUMBER that was rolled on the number die.

Crud Points:

Each card of the Crud Number is **10 points**.

Round Objective:

Avoid taking any tricks that contain cards of the Crud Number because each card of the Crud Number is worth 10 points.



This round is played the same way as Round 1, but Crud is different as determined by the Number die.

Crud Example:

If the dealer rolls a 3, then all cards with a 3 are Crud.



Try not to take any trick containing a 3 (or whatever number is showing on the number die) during this round.



10 POINTS each

NUMBER
is Crud

Round Objectives



Crud is a **SUIT** and a **NUMBER**

Trick Taking Round

Roll **BOTH** dice to determine the **Crud SUIT** and **Crud NUMBER**.

10 POINTS each



This round is played the same way as Round 1 & 2, but is a combination of the two. Crud is both Suit & Number.



Play Style: A Trick Taking Round

Before You Deal: Dealer rolls both the **COLOR DIE** and **NUMBER DIE** to determine the **Crud SUIT** and **Crud NUMBER**.

What Is Crud? **Crud is the SUIT and NUMBER** that were rolled on the dice.

Crud Points: Each card of the Crud Suit is **10 points**. Each card of the Crud Number is **10 points**. The card that is both the Crud Suit and the Crud Number is worth **20 points**; 10 for being the Crud Suit, and 10 for being the Crud Number.

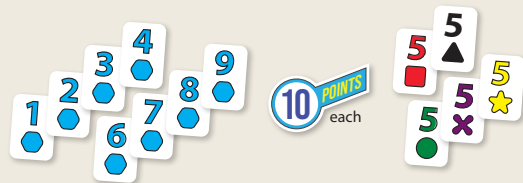


Crud Example:

If the dealer rolls a blue hexagon and a number 5, then all cards with a blue hexagon and/or a number 5 are Crud.

Try not to take any trick that contains cards of the suit or number that are showing on the dice.

Rolled and



10 POINTS each

After all cards have been played, each player looks at the cards in their stack of tricks, and adds up how many cards they have of the Crud SUIT and Crud NUMBER. They get 10 points for each Crud card, but remember; they get 20 points for the card that is both the Crud Suit and the Crud Number. (10 points because it's the Crud Suit, 10 points because it's the Crud Number.)

= 10 pts = suit 10 pts = number

Round Objective: Avoid taking any tricks that contain cards of the Crud Suit and/or the Crud Number.

Gameplay is the same as previous rounds, but rounds 4 and 5 utilize a POWER SUIT. Cards of the Power Suit have more power than any other suit. This makes the game a little more challenging. **Crud and the round objectives are different** for rounds 4 and 5.



Before dealing, roll the **Color die** to determine the **Power Suit**.

Crud is taking ANY TRICK. **Objective** is to avoid taking ANY TRICK.



Before dealing, roll the **Color die** to determine the **Power Suit**.

Crud is taking the LAST TRICK. **Objective** is to avoid taking the LAST TRICK.

Special Rules when playing rounds 4 and 5 that utilize a power suit:

- **Before each round, the dealer looks at the Quick Reference Card** to determine what die to roll for the current round. For rounds 4 and 5, you roll the color die.
- **Before dealing, the dealer rolls the color die to determine the Power Suit**, then announces the following to all players: the Power Suit, what Crud is, and what the Objective is for the round.
- Just like previous rounds, **you must follow suit if you have it**. If you do not have that suit, you can play a card of any suit from your hand. See [How Do I Follow Suit?](#) (p. 32)
- After each player has played a card, the player who played the highest card of the suit that was led, takes the trick - **UNLESS a Power Suit card has been played**, in which case the highest Power Suit card played will take the trick.
- **Cards of the Power Suit are more powerful than any other suit**. A Power Suit card will take the trick if it is the highest value card played of the Power Suit. A one (1) of the Power Suit is more powerful than any card of any other (non-power) suit. See [What Is A Power Suit?](#) (p. 31)
- When a player takes a trick, they will **stack each trick face down** in front of them **in an organized manner** so that each trick can be counted later (Round 4 only). That player then proceeds to lead with any card from their hand. Play continues until all cards have been played.

Round Objectives

POWER SUIT

ROUND

ROUND #4 ANY TRICK POWER SUIT

Crud is taking **ANY TRICK**

Trick Taking Round

Roll **COLOR** die to determine **POWER SUIT**.

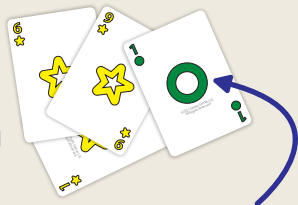
10 POINTS per trick



Play is the same as previous rounds but you now have a **POWER SUIT** and the objective is different.



Rolled



Cards of the Power Suit are more powerful than any other suit.

Play Style: **A Trick Taking Round**

Before You Deal: Dealer rolls the **COLOR DIE** to determine the **POWER SUIT**.

What Is Crud? **Crud is taking ANY TRICK.**

Crud Points: Each trick you get is **10 points**.

Round Objective: Avoid taking any tricks because they are 10 points for each trick you take.



Round Objectives

POWER SUIT

ROUND

ROUND #5 LAST TRICK POWER SUIT

Crud is taking the **LAST TRICK**

Trick Taking Round

Roll **COLOR** die to determine **POWER SUIT**.

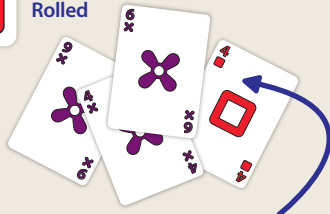
50 POINTS last trick



Play is just like round 4, except Crud is taking the last trick. No penalty for taking tricks unless it's the last trick.



Rolled



Cards of the Power Suit are more powerful than any other suit.

Play Style: **A Trick Taking Round**

Before You Deal: Dealer rolls the **COLOR DIE** to determine the **POWER SUIT**.

What Is Crud? **Crud is taking the LAST TRICK.**

Crud Points: The last trick is worth **50 points**.

Round Objective: Avoid taking the last trick because it is worth 50 points.



Round Objectives



Crud is **NOT** being the **FIRST OUT**

Card Stacking Round

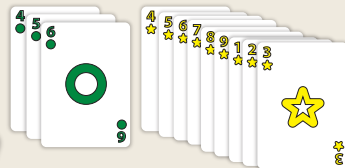
Roll **NUMBER** die to determine the **STARTING NUMBER**.

50 POINTS
each player



Stack Cards
By Suit.

Be The First Out Of Cards.



Play Style: A Sequential, Card Stacking Round

Before You Deal: Dealer rolls the **NUMBER DIE** to determine the **STARTING NUMBER** for each stack in the middle of the table.

What Is Crud? Crud is **NOT** being the **FIRST** player **OUT** of cards.

Crud Points: The first player out of cards gets 0 points, all other players get **50 points**.

Round Objective: Try to be the first player to play all of your cards. The first player out of cards gets 0 points, all other players get 50 points.



A Sequential, Card-Stacking Round.

This round is played completely different than all previous rounds.



Setup & Gameplay



You must deal all 54 cards for this round.

- This round is played more like a version of *Solitaire* where everyone takes turns stacking cards sequentially on 6 different piles in the middle of the table. As the round progresses, 6 piles of cards will form in the middle of the table; one for each suit.
- Each pile in the middle must be of a different suit.
- **Before dealing, the dealer rolls the number die** to determine the **STARTING NUMBER** for each pile in the middle of the table.
- **The dealer announces to all players** what the starting number is (# shown on die), what Crud is (not being first out of cards), the round objective (to be the first player to play all of your cards), and that if you don't go out first, you get 50 points (yes, each player).
- The dealer shuffles and deals all cards evenly to all players. **All 54 cards MUST be dealt out.** If there are extra cards after dealing evenly to all players, those **extra cards should be dealt to the players with the lowest score (1 card each until gone.)** This gives a slight disadvantage to players who are currently winning. For **2 Players**, see page 22.

4



- The person on the dealer's left begins the round by playing a single card as shown on the number die. If any player cannot play, they just say, "pass" and the next person will play. Each player takes a turn, playing 1 card (or passing) in clockwise order until one player runs out of cards.
- A pile can **ONLY** be started with the number shown on the NUMBER DIE. Once a player starts a pile with the number shown on the die, any player, on their turn can play a card of the same suit that is sequentially higher. See **Example** on right.
- There can be no more than 6 piles started in the middle of the table (*one of each suit*). Any card played on a pile must be of the same suit as the starting card in that pile.
- The round ends when any player plays their last card. The first player to play all of their cards gets 0 points, and all other players get 50 points each. Crud is not being the first out of cards.

The game ends after 6 rounds. The player with the lowest total score wins!

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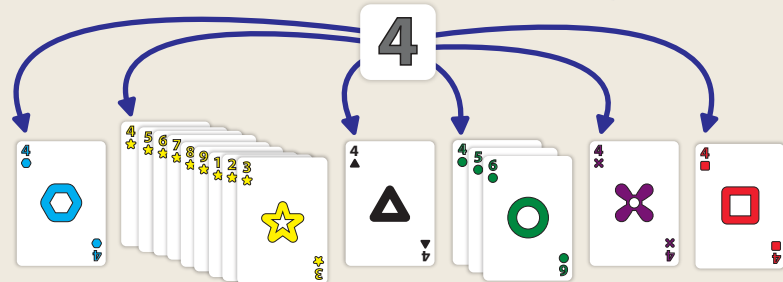
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A Sequential, Card-Stacking Round.

Starting Number Example

If you roll 4 on the number die.



Example: Let's say the number die shows a 4. Players take turns starting new piles with a 4, or stacking cards of the same suit onto those piles sequentially... 5,6,7,8,9. After a 9 has been placed on a pile, a 1 can be placed on it. This continues until a player plays all their cards. The first player out of cards will get 0 points, and all other players will get 50 points, because for Round 6, Crud is not being the first player out of cards.

Dealer Instructions

There will be a new dealer for each round. The dealer position rotates clockwise after each round.

Dealer Responsibilities:

1. The dealer takes possession of the **Quick Reference Card** so they know what to do and can verbally inform the other players.
2. Roll a single die or both dice before dealing. Look at the **Quick Reference Card**, or the **Round Objectives** section (p. 4) to determine which die (or dice) you roll before dealing. For most rounds you only roll a single die, but Round 3 requires that you roll both dice.
3. Announce to all players the following information for the round:
 - The round objective
 - What the Power Suit is (Rounds 4 & 5 only)
 - What Crud is for the round
 - What the Starting Number is (Round 6 only)
 - How many points for Crud

Quick Reference Card

ROUND #1 SUIT
 Trick Taking Round
 Roll COLOR die to determine Crud SUIT.
 Objective: Avoid taking any tricks that contain cards of the Crud Suit because each card of the Crud Suit is worth 10 points.

ROUND #2 NUMBER
 Trick Taking Round
 Roll NUMBER die to determine Crud NUMBER.
 Objective: Avoid taking any tricks that contain cards of the Crud Number because each card of the Crud Number is worth 10 points.

ROUND #3 SUIT & NUMBER
 Trick Taking Round
 Roll BOTH dice to determine the Crud SUIT and Crud NUMBER.
 Objective: Avoid taking any tricks that contain cards of the Crud Suit and/or Crud Number because each Crud card is worth 10 points* each. *See Round Objectives.

4. Shuffle the deck before each round. You may need to remove cards as outlined below.

5. Deal out all cards evenly. For rounds 1 through 5: remove enough 9s to make the number of cards per player even. See chart below. Set any extra cards to the side. All players should be aware of what the cards are (suit & number) that are no longer in the deck.

4 Player Example: Remove Any Two 9's From Deck
 (Rounds 1 - 5 Only)



For an added challenge, you can deal **Game Variation 1 or 2** as outlined on the following pages.

NOTE: All cards must be dealt for round 6. →

Round 6 Dealing

All cards must be dealt out for Round 6. If there are any extra cards, they should be dealt out to the players with the lowest scores; 1 card each until gone.

# Players →	2	3	4	5	6
Remove this many cards	*24+	0	2	4	0
# Cards per player	9 to 13	18	13	10	9

* See 2 Player Game on following page.

Game Variations

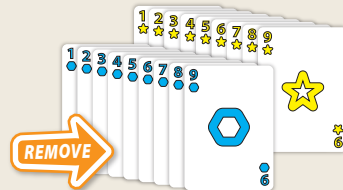
2 Player Game: For a 2-player game, we recommend removing any 2 suits (18 cards) from the deck for ALL ROUNDS. Put these cards aside. You will not play with them during the entire game.

Shuffle the remaining cards, then for rounds 1 through 5, remove an additional 6, 8, or 10 random cards from the deck and place them face down. These extra 6-10 cards will not be used during the current round. After each round, recombine the 6-10 cards with the deck, then shuffle and remove a different set of 6-10 cards before dealing the next round. This prevents you from knowing exactly what cards your opponent has in their hand for each round and makes the game more challenging.

NOTE 1: All cards must be dealt for Round 6 (4 suits x 9 cards of each suit = 36 cards).

NOTE 2: Rounds 1, 3, 4 and 5 all utilize the color die. If you roll the color die and that suit is removed from the deck, you will need to re-roll the color die.

Remove Any Two Suits From Deck
(For All Rounds)



+

Remove 6, 8 or 10 Random Cards From Deck
(Rounds 1 - 5 Only)



7 to 9 Player Game:

If you purchase two Oh Crud® games, you can combine two decks together and play with up to 9 players. *Second game is sold separately.*



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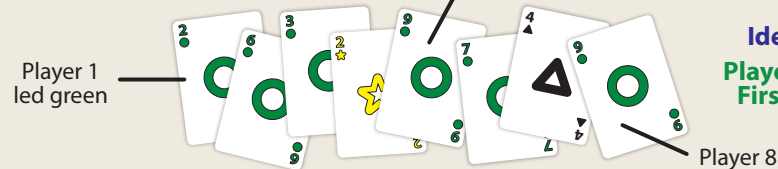


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Up To 9 Players

Which card is more powerful when playing with two decks? When using two decks, and you are playing any trick-taking round (rounds 1 through 5), if the same exact card is played by two different players during the same trick, the card that was played first takes priority - or is the most powerful of the two identical cards.

Example: (Round 1)



Playing Round 6 with two decks. Each of the six stacks in the middle of the table will roll over and continue until all cards of that suit have been played. **Full Sequence Example:** 4,5,6,7,8,9,1,2,3,4,5,6,7,8,9,1,2,3 (Total of 18 cards of the same suit in each pile).

Game Variation 1: The Unrevealed.

This only applies to a 4 or 5 player game where you must remove extra cards so that all players have an even number of cards (2 extra cards in a 4 player game, and 4 extra cards in a 5 player game).

Instead of removing 9's from the deck, just set those extra cards to the side, face-down for one round. Do not show anyone what those cards are. Those cards will stay out for one round only. After each round, recombine all cards with the deck, then shuffle, deal, and remove a different set of extra cards.

This variation adds complexity to the game because nobody knows which cards are missing from the deck, and each round will have different cards removed.

NOTE 1: This variation does not apply to Round 6. All cards must be dealt out for Round 6.

NOTE 2: A 2 player game has its own variation method. Use that instead. See **2 Player Game** (p. 22).

Instead of
Removing 9's



Remove
Random
Cards

(Rounds 1 - 5 Only)



Game Variation 2: Unrevealed Plus. This variation works just like variation 1, but you should also remove an additional 1 card per player from the deck.

Example for a 4 player game: Shuffle all 54 cards, then remove 4 cards from the deck. Put these cards face down to the side and do not let anyone know what those cards are. Deal cards evenly to each player. In a 4 player game, you will have 2 extra cards. Put those 2 extra cards with the other 4 cards on the side.

You should now have 6 random cards removed from the deck. Before each round, you should put all cards back in the deck, shuffle, then remove the same number of cards. This will make the game more challenging because each round will have different, random cards missing from the deck.

NOTE 1: This variation does not apply to Round 6. All cards must be dealt out for Round 6.

NOTE 2: A 2 player game has its own variation method. Use that instead. See **2 Player Game** (p. 22).

Remove
Additional Cards
From Deck

(Rounds 1 - 5 Only)



NOTE: This variation must be announced before you begin the first round because all players must be aware of it. This variation only applies to rounds 1 through 4.

Game Variation 3: The Sting! If a player manages to get all the available Crud during a round, that player will get 0 points, and every other player will get those Crud points instead. **Example:** In a 3 player game, at the end of Round 1, let's say player 2 gets all the Crud cards which equal 90 points (*9 Crud cards x 10 points each*). Because no other player received any Crud, player 2 can "Sting" the other players by giving each player their points. In this case, player 1 and 3 would each get 90 points, and player 2 would get 0 points. **If your hand is powerful enough, you just might be able to turn a bad situation into an excellent situation by sticking every one of your opponents with a bunch of Crud!**

SPECIAL SITUATIONS: Variation 3 can be played in conjunction with game variations 1 or 2 where additional cards are removed from the deck, but there are special rules in this situation: **Example:** Let's say it's a 3 player game, and 3 cards were removed from the deck before dealing Round 1 (*per Game Variation 2 - p. 25*). Let's say player 2 gets all of the Crud cards again, but they only have 70 points (*7 Crud cards x 10 points each*). No other players got stuck with Crud cards. In this case, the other 2 Crud cards are part of the 3 cards that were removed before dealing. Because no other player received Crud cards, players 1 and 3 would each get the 70 points that would have gone to player 2. Player 2 gets 0 points. **The Bottom Line:** Any Crud that is out of the deck during play does not count against any player.

It's your game. Play it how you like! We recommend playing a total of 6 rounds, then totaling scores to determine who is the winner, but you can play as many rounds as you wish.

Dealer's Choice: This variation allows the dealer to choose what round number they want to play. The dealer position rotates clockwise after each round. To make the game fair, each player should have the opportunity to deal the same number of times. For a 3-player game, each player would deal twice for a total of 6 rounds. This is a great variation on gameplay because everyone has their own favorite round number they like to play.

Random Rounds: In this variation, the dealer rolls the number die to determine which round number you are going to play, then the dealer rolls the appropriate die or dice, depending on the round. Play a total of 6 rounds (or however many you determine at the start of the game).

Random Rounds Example: The dealer rolls the number die and rolls a 3. That means you will be playing Round 3. Round 3 requires that you roll both the number die and the color die before playing. Follow the round objectives for Round 3.

Q: What happens in a four player game if three players are tied after the fifth round? Who gets the extra cards in Round 6?

A: We recommend all tied players roll the number die to determine who gets the extra cards. The lowest numbers get the extra cards.

Example 1: Let's say that Player 1 has the lowest score. Player 1 would automatically get an extra card. If the other 2 players are tied, they would each roll the number die. Whoever rolls the lowest number will get the remaining extra card.

Example 2: Let's say the 3 tied players have the lowest score. Those 3 players each roll the number die. The two players with the lowest number get the extra 2 cards.

Q: If two or more players tie in the end with the lowest score, who wins overall?

A: If you have a tie for lowest score in the end, you should "go into overtime" and play Round 6 again. That way there will be a clear winner.

Q: How do you make a 2-player game more challenging?

A: Remove 2 suits from the deck, and before dealing each round, remove an additional 6, 8, or 10 random cards. [See 2 Player Game](#) (p. 22).



Playing With Younger Children. If you are playing with younger children, we suggest playing Round 1 until children catch on. You may want to keep it simple by playing only Round 1 or Round 2. Recommended age is 8+.

Also, the first time you play, you may want to play Round 1 with every player's hand face-up on the table so more knowledgeable players can help other players and talk about gameplay fundamentals.

Terminology

What is a Trick? A “trick” consists of the play of one card by each player, in a clockwise fashion. Cards are played in the middle of the table. After each player has played, the most powerful card takes the trick. The most powerful card is the highest card played of the suit that was first led, **UNLESS** there is a Power Suit for the round, and a Power Suit card is played (*Rounds 4 and 5 only*). If a player plays a card of the Power Suit, the highest card of the Power Suit will take the trick.

Whoever takes the trick will lead the next trick by playing any card from their hand. All players will play 1 trick for every card they were dealt. **NOTE: Only rounds 1 through 5 use this “trick-taking” style of gameplay.**

What is a Suit? A Suit is a set of cards with a unique shape and color. An Oh Crud® deck contains 6 suits: black triangles, yellow stars, red squares, green circles, blue hexagons, and purple propellers. In an Oh Crud® deck, there are 9 cards of each suit (*1 through 9*).



One trick in a 5 player game.



Cards of the same suit.

What is a Power Suit? A Power Suit is determined by rolling the color die and **only applies to Rounds 4 and 5**. The Power Suit will have more power than any other suit.

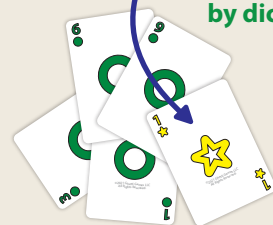
Example: At the start of the round, if a yellow star is rolled, then yellow stars will be the Power Suit for that round. This means that yellow stars are more powerful than any other suit (*for the current round only*).

Let's say we are playing **Round 4**, and a 3 of green circles was led by the first player. Other players follow suit, and a 9 of green circles is currently the highest card. It's now your turn, but you don't have any green circles. You can play any suit you wish, but all you have left are yellow stars. In this case, you could play a 1 of yellow stars, but it would still take the trick, unless another player plays a yellow star that is higher than a 1. A 1 of the Power Suit is more powerful than a 9 (*or any card*) of any other suit.

Hint: If you are the last player and are going to take the trick anyway, you should play your highest card.



Power Suit is determined by dice roll.



Cards of the Power Suit are more powerful than any other suit.

How do I Follow Suit? Whoever plays the first card of a trick determines the suit that must be played for that trick. If the first player leads with a red square, then all players must play a red square. But...

What if I can't Follow Suit? If you do not have the suit that was led, then you won't be able to follow suit. In this case, you can play any suit in your hand.

What does it mean to Lead?

(verb) Pronunciation: [leed] At the beginning of each round, the person to the left of the dealer begins play, or "leads" by playing a card. Round 6 must be led with a specific card. Each player then takes a turn in clockwise order.

What is a Hand? A hand consists of all the cards you were dealt. You will want to organize your hand by suit, from smallest to largest number so you can make quicker decisions about what card to play when it's your turn.



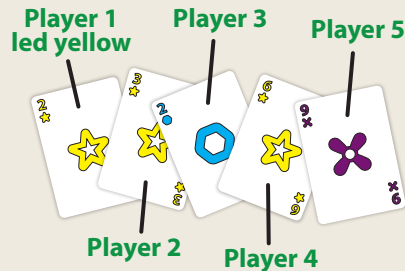
If you don't have that suit, play any suit.



What is a Round? In Oh Crud® a round consists of the cards being dealt, and players taking turns playing a card from their hand until all the cards have been played. That is the end of the round. The round objective is the same for the entire round. For Round 6, the round ends when one player plays the last card from their hand.

Pop Quiz: Who Would Take This Trick?

This is a "trick" question because it depends on several factors. If you are playing rounds 1, 2 or 3, player 4 would take the trick because there is no Power Suit for those rounds. If you are playing rounds 4 or 5, and Blue Hexagons are the Power Suit, Player 3 would take the trick. In this scenario, even though the purple 9 is the highest card, it has no value and would not take this trick because purple was not led, nor is it the Power Suit.



Still Have A Question? We have online videos that explain nearly every aspect of the game. Scan any of our QR codes with your smart phone to watch them.

About Ghetti Games

Ghetti Games is a family-owned business and we love to play games. We enjoy playing games so much, we decided to make a few of our own. Some of these games have been smoldering in the back of our minds for years now. In 2021 we decided to bring our first game to life and start sharing it with the rest of the world. We released Oh Crud® in the fall of that year and it has received great reviews online. We hope you enjoy playing it as much as we have.

Papa Ghetti (a.k.a. Bryan) created video games back in the late 90's and early 2000's, and he loved every minute of it. He has always loved to create new things; especially when fun and interesting! The only drawback he saw to video games was that people, and especially kids were isolating themselves more and more while on the computer.

We started Ghetti Games as a family because some of our own kids have experienced the anxiety and pressure of this new digital world. We want to change that. Our goal is to get people talking and interacting with each other, face-to-face. We want people to have fun together and realize the value of real-world relationships. What better way to do that, than by playing some fun games? We don't care if it's one of our games or any other wholesome game out there. We hope you will join us in our journey to make the world a better place, and a lot more fun!



Thank You!

Thank you so much for purchasing Oh Crud® and supporting us in our game creation journey. We really appreciate it!

Please Help Us Grow.

Scan the QR code for a super easy way to leave a review on [Amazon.com](https://www.amazon.com).

Scan with your smart phone camera app or visit:



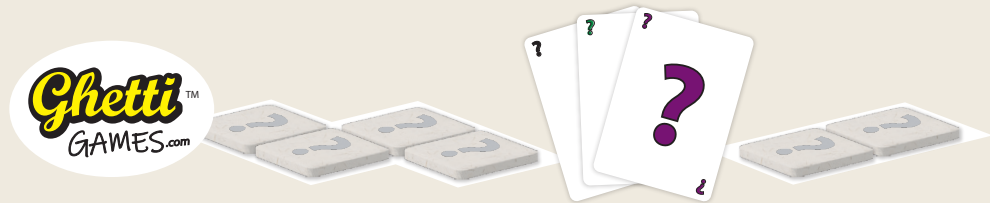
ohcrud.biz/crud12



Leave Us A Review Online.

If you enjoy the game, please leave us a review online. Reviews are so important and it really helps us out. Please help us spread the word. Your review is very much appreciated.

Check out our other games at www.GhettiGames.com.



We've been working hard to create some fun, new games for you. We are getting close to finishing them at the time of this printing. Please check our website periodically and follow us on *Facebook*® and *Instagram*®.



You can also subscribe to our newsletter via our website. We will never sell your information and only use it to communicate with you and let you know about upcoming game releases and other important information.

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ohcrud.biz/crud8

If you have any questions, please email or call us.
Check out our latest games at GhettiGames.com.



Website: GhettiGames.com
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Phone: 801-658-2190



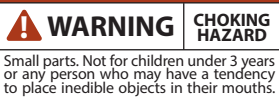
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Ghetti Games LLC

PO Box 25235 • Salt Lake City, UT 84125-0235 USA



PLAYERS

2 to 6

AGES

8 +

TIME

30 min.

GAME INCLUDES

Oh Crud® Card Deck
(54 cards)

2 Oh Crud® Dice
Instruction Booklet
Quick Reference Cards

P/N: 21001-I Rev2303

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