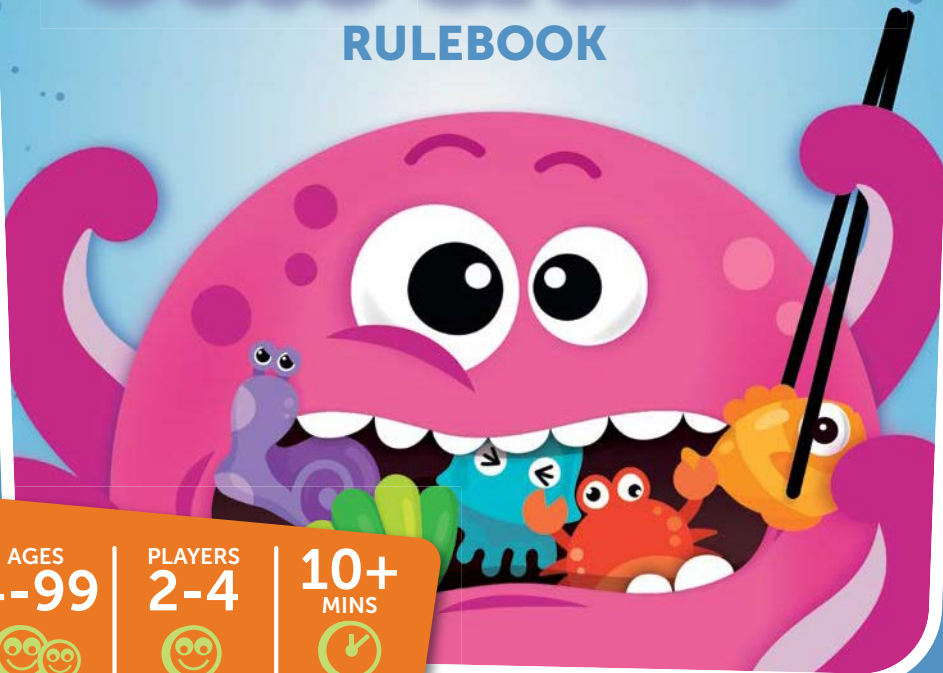




CHIP THEORY Kids

Octo Grabbo

RULEBOOK



AGES
4-99



PLAYERS
2-4



10+
MINS





Basic OctoGrabbo



Down in the beautiful ocean there lives an octopus named Grabbo.

Grabbo likes delicious food, and he has a good habit: he always eats a little bit of every kind of food at meal time.

Be the first one to help Grabbo collect every kind of food!



This version uses the die!

Basic OctoGrabbo is the first version of OctoGrabbo to try, where everyone gets plenty of time to develop their chopstick skills.

Set Up

- 1. Fish in the Ocean:** Flip the box top over and dump all 20 food tokens into it. Drop them from about a foot up so they scatter around!
 - 2. Shells and Chopsticks:** Each player takes a shell bowl and a pair of chopsticks. Younger players or people who want help with chopsticks also take an octopus helper and assemble the chopsticks into it.
 - 3. Youngest First:** The youngest player takes the first turn.
- (Set the deck of cards aside. They aren't used in Basic OctoGrabbo.)

Basic OctoGrabbo

On Your Turn

On your turn, roll the die to find out what you have to do.



Food: Use your chopsticks to pick up the food you rolled and put it in your shell bowl.

If you already have that food, you don't need to get another one. Just move ahead to the next player's turn.



Net: Use your chopsticks to pick up any food and put it in your shell bowl.



Shark!: Oh no! Return a food from your shell bowl to the ocean.

If you don't have any food yet, just move ahead to the next player's turn.



Sneaky Octopus: Use your chopsticks to pick up any food from another player's shell bowl and move it to yours.

If no other players have any food, just move ahead to the next player's turn. If the other players only have food you already have, pick one food from one other player and put it back in the ocean.

Anyone who drops a food token while moving it should just pick it back up again from wherever it landed and keep going!

Turns go around the table until someone fills all five spaces in their shell bowl.



Basic OctoGrabbo



How to Win

Once you fill every space in your shell bowl, shout "Grabbo is full!" You're the winner!



I'm full!

Tips For Parents

Use these three options to help even the playing field for all players:

- Younger children or players inexperienced with chopsticks should use the octopus chopstick helpers to hold their chopsticks together.
- Older or more experienced players should set the octopus helpers aside and use chopsticks normally (see page 7 for "How to Use Chopsticks").
- Only extremely young players should be allowed to spear food tokens using the holes in them. Everyone else must grab the food tokens around the edges. Anyone who drops a food token while moving it should just pick it back up again from wherever it landed and keep going!

TurboGrabbo



An ultra-fast, everyone-at-once version of OctoGrabbo for adventurous players who want a bigger challenge!

Set Up

- 1. Fish in the Ocean:** Flip the box top over and dump all 20 food tokens into it. Drop them from about a foot up so they scatter around!
- 2. Shells and Chopsticks:** Each player takes a shell bowl and a pair of chopsticks. Younger players or people who want help with chopsticks also take an octopus helper and assemble the chopsticks into it.
- 3. Shuffle the Deck:** Shuffle the cards into a face-down deck.

(Set the die aside. It isn't used in TurboGrabbo.)



TurboGrabbo

How to Play

The oldest player makes sure everyone is ready, then flips over the top card of the deck so everyone can see it.

After a moment, they say "Ready... go!" From that moment all players use their chopsticks to pick up all of the different kinds of food shown on the card and put them into their shell bowl.

The first player who puts all of those foods into their shell bowl shouts, "I'm full!"

All of the other players stop immediately. Everyone checks to see if the first player's foods match the card and are placed correctly in their bowl.

- If yes, the first player takes the card and scores a point.
- If no, the rest of the players pick their chopsticks back up and the cardflipper re-starts play with "Ready... go!" (The player who wasn't right has to sit out the rest of this round, though.)

Once a player scores the point and collects the card, pass the deck to the next player around the table, who will flip the next card.

Everyone dumps all of the food tokens back into the ocean.

The group keeps flipping cards and grabbing food until one player has five cards.

How to Win

Once you have five cards, shout "Grabbo is full!" You're the winner!



How to Use Chopsticks



1



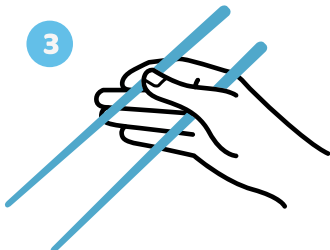
Hold your dominant hand like you are going to shake hands with someone.

2



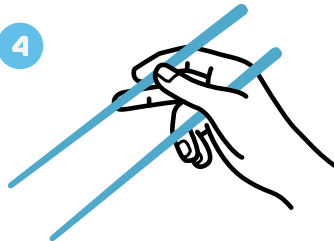
Put the first chopstick under your thumb, resting on your palm.

3



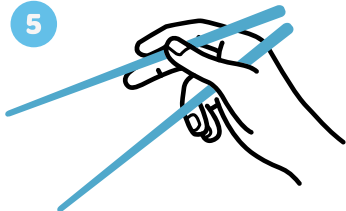
Hold the second chopstick between your thumb and first finger.

4



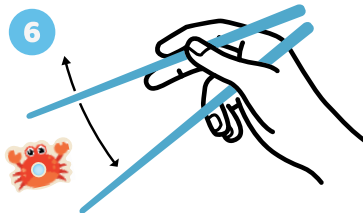
Bend your ring finger and little finger under the first chopstick.

5



Put your middle finger underneath the second chopstick.

6



Use your first finger and middle finger to move the second chopstick up and down to grab food! (Keep the first chopstick in place — it doesn't move.)

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ChipTheoryKids.com

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Size, color, and content may vary. Batch 202407C.
Made in Ningbo, Zhejiang Province, China.



Crab



Jellyfish



Snail



Mussel



Clownfish



Net



Shark



Octopus