

CHAPPAL vs COCKROACH

RULEBOOK

2-10 Players | 7 Minutes | 7+ Years

Watch 'How to Play Chappal vs Cockroach'



AIM:

Be the fastest player to hit cockroaches
with the 'correct' chappals.
Collect the most points to win!



COMPONENTS:

25 Floor Cards:



Day Cockroaches
(numbered 1 to 9)



Night Cockroaches
(numbered 1 to 9)



Dummy Cards
(Not Cockroaches)



Back Side

70 Chappal Cards:



Back



Front

Numbered 2 to 8
Available in 10 colours

Each card has a Night Chappal
on one side and a Day Chappal
on the other side.

SETUP:

Each player picks a colour and
takes all 7 Chappal Cards of
that colour in their hand.



Shuffle the Floor Card Deck. Based on the number of players, count and keep the following number of cards in the centre. Discard the remaining cards. They will not be used in this game.

No. of Players	No. of Cards to keep
2 to 3	12
4 to 5	18
6 to 8	21
9 to 10	25



GAMEPLAY:

The youngest player starts by opening a Floor Card from the Central Deck. Now all players simultaneously try to hit it with the 'correct' Chappal Card while following 2 rules --->



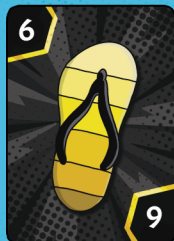
1. The Chappal Card's number must be **SAME OR HIGHER** than the Floor Card's number.

2. **DAY** cockroach must be hit by a Day chappal. **NIGHT** cockroach must be hit by a Night chappal. Dummy cards should not be hit because they are not worth any points.

For example,



To hit this:



The **FASTEST** player to hit a Cockroach Floor Card with the correct number **AND** correct side of the Chappal Card wins the round. They will get points equal to the number on the Card. They take and keep the Floor Card near them as a reminder to add up the points later. Other players don't get any points.



For example,



4 Points



7 Points



0 Points

Then, all players **DISCARD** the Chappal Card which they had played, whether it was correct or not, whether they won or not. The discarded Chappals cannot be used again because they are broken!

Players may choose NOT to play a Chappal Card in a round. Then they don't discard any Chappal Cards in that round, saving them for future rounds. Players cannot play more than 1 Chappal Card in a round.

If a Dummy Card is opened, no one wins any points in that round. However, all played Chappal Cards are still discarded. Be careful!



OPTIONAL RULE:



If a Glue Card is opened, the **FASTEST** player to hit it with ANY Chappal wins. They choose and take back any 1 Chappal Card of their own colour immediately, from the discard pile into their hand (they fixed the Chappal with the Glue!)
If playing without this rule, just treat the Glue Card as a normal Dummy Card.

The player to the **LEFT** of the youngest player then opens the next card from the Floor Card Deck and the game continues. Note: the player opening the Floor Card can also hit it with a Chappal!

GAME END:

The game ends when the Floor Card Deck gets over!



Unused Chappal Cards are wasted once the game ends.



If ALL the Chappal Cards of a player are discarded in the middle of the game, they cannot hit any more Cockroaches. They must wait till the game ends, and then compare their points with others to find out the winner.

WINNER:

Add up all your points based on the Cockroach Floor Cards which you have collected during the game. The player with the most points wins!

For Example,



+



= 11 points



OPTIONAL - SET OF 3 GAMES:

You may play a set of 3 games like this. Only one rule changes in each of the 3 games:



Game 1: Hit with a Chappal Card of the SAME OR HIGHER number

Game 2: Hit with a Chappal Card of the SAME OR LOWER number

Game 3: Hit a Day Cockroach with a Day Chappal of the SAME OR HIGHER number. And hit a Night Cockroach with a Night Chappal of the SAME OR LOWER number!

Add up your points from the 3 games, and the player with the highest total points **WINS!**



THE END

**OUR
SUPERHEROES:**

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Shikhar, Datia, Kasturi, Soumya, Nakul, Harshita, Riaan, Kaushal, Riya,
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