

You Are A Crab And Amelia Earhart Is Dead

You are CRABS, living comfortable lives on your unnamed island in the CENTRAL PACIFIC. It is 1937, and your island has never known the influence of humans - until today. A terrible contraption is streaking across your pristine blue skies, belching smoke and fire and loose screws. It is AMELIA EARHART in her LOCKHEED ELECTRA, and she is crashing on your island!

Immediately your ARTHROPOD INSTINCTS kick in, and there is no doubt in your collective crabby minds as to what you must do: YOU MUST EAT AMELIA EARHART. Your gang of crustacean comrades must race to her before anyone else can claim your prize.

Your Crab

Pick a number between 3 and 8 (inclusive) to represent your crab's SIZE. The table lists possible types of crab of each size.

Type	Size
Coconut Crab	5 - 8
Shore Crab, Mud Crab	4 - 7
Ghost Crab, Hermit Crab	3 - 6

Then, choose an ATTRIBUTE for your crab, out of: *juvenile (-1 size), monstrous (+1 size), swift swimmer, tree climber, wall climber, camouflaged, waxy poet.*

Rolling

Just as a crab has 10 limbs, you will roll a single d10 whenever your crab attempts a RISKY MANEUVER. Just as a crab has 2 claws and 2 eyestalks, you will be rolling for one of 2 goals: SNIP or SCUTTLE.

When you're trying to SNIP (being forceful, emotional, or acting before thinking), you need to roll UNDER your size number to succeed.

When you're trying to SCUTTLE (being passive or evasive, sneaky or logical), you need to roll OVER your size number to succeed.

If you roll EXACTLY your size number, then you succeed, but there will be a cost or complication.

If someone describes how they are helping you, or you have a beneficial attribute for the task at hand, then you roll two d10s and choose your preferred outcome.

Ending the Game

When the crabs finally claim their PRIZE, we fade to black. No one really wants to think about crabs eating someone. The feast complete, you have one final INSTINCT to act upon: the SCATTERING OF BONES. Each crab will take one bone and name where they hide it on the island. A trophy. Somewhere humans will never find it.

Your duty fulfilled, be sure to thank Amelia Earhart and the rest of your friends, and go have a nice nap on the beach.



AE: Run The Game

While every other player controls a crab, one player at the table is playing as AMELIA EARHART. As Amelia, you have one move: CRASH YOUR PLANE. You must use this move at the start of the game, which will immediately render you DEAD.

As the one who crashed your trusty Electra, you must define the OBSTACLES and CHALLENGES that the crabs will face on the way to your impact site.

Lean into the inherent SILLINESS of a crab-adventure, and present every obstacle as an opportunity for CARTOONISH comedy. Consider when it works better for the island to be a SERIOUS contrast to the clowning crabs. Take a moment at the start of the game to establish BOUNDARIES to prevent the discussion getting too morbid - this is a game about your corpse, after all.

The challenges of the island may be:

ravines with raging rivers, labyrinthine caves, bubbling tar pits, accumulated plastic trash, crab-eating flora, a whole-ass volcano

Rival crabs that cause trouble on the way may be:

local tough kid crabs, tourist crabs, the crabs' weird crab family, cultist crabs, time traveller crabs, giant enemy crab

There's a final twist when the crabs reach your body - it may be:

the plane is catching fire, you're strapped in tight, something is carrying you away, your ejector seat just activated, you had some very secret technology in your cargo, aliens?