

CRIMINALS



Criminal's is a deductive strategy for 2 or 4 players in which participants plan and execute jewel heists. Using limited information, players must assemble a crew that can defeat the final set of security systems and steal the jewels contained within the vault. The winner is determined by the total number of jewels collected in these heists.

CONTENTS

Henchmen Cards (48)

[6 types x 8 cards each]

The henchmen's **strong skill** is displayed on the top left corner. This is the skill they can use to disable security devices.

The henchmen's **weak skill** is displayed on the bottom right corner. Henchmen cannot come into contact with other henchmen whose **strong skill** matches their own **weak skill** or vice versa.



Security Chips (12) [6 types x 2 chips each]

These chips indicate the types of security in place at each stage of the heist.

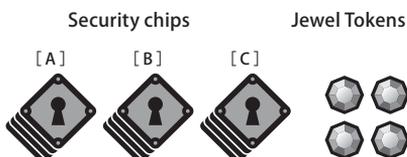


Jewel Tokens (12)

These are the targets of the heist; whoever collects the most jewels over three rounds is the winner of the game.

SETUP

- 1.Shuffle and divide the **security chips** face down into three stacks of four (Stack A, B, and C). The goal of the players is to defeat the security chips in Stack C.
- 2.Shuffle the **Henchmen Deck** and deal nine (9) cards to each player for their hand. Players may look at their hand whenever they like. Once the hands are dealt, move the Henchmen Deck to the side - it will not be used.
- 3.Place four **Jewel Tokens** in the center of the playing area.



The last player to watch a crime movie goes first. Play proceeds clockwise.

PHASE 1: SCOUTING THE TARGET



Turn over Stack A, revealing all four security chips to the players.

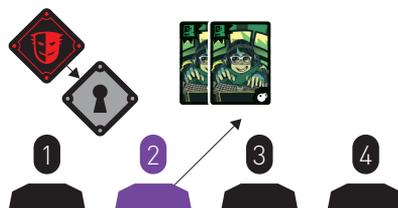
PHASE 2: CASING THE TARGET

In the following phase, players will reduce their hand to a team of five (5) Henchmen for Phase 3, the Heist, by predicting which security chips will appear in Stack C. These predictions are based on the security chips revealed in Phase 1 and the limited information gained in Phase 2.

- 1.Player 1 takes the top security chip from Stack B and inspects it before passing the chip face down to Player 2. Player 1 then discards one Henchman card they don't think will be needed for the Heist, face up.



- 2.Player 2 looks at the security chip and places it face down in front of them. They may choose either to discard one Henchman card, or discard two Henchmen cards and pick up the Henchman card discarded by Player 1.



It leads to the back side

- Player 3 must deduct the type of security chip based on what Players 1 and 2 have discarded and reduce their hand to eight cards, discarding at least one Henchman card and drawing from the top of the discard pile if necessary. Player 4 follows.
- After Player 4 has reduced their hand to eight (8) cards, the process repeats:

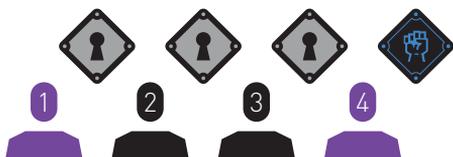
a. Player 2 picks the second security chip from Stack B, reduces their hand to seven (7) cards, and passes the chip to Player 3 who does the same before placing the chip face down in front of them. Players 4 and 1 must reduce their hands to seven (7) cards by deduction based on what Players 2 and 3 have discarded.



b. Player 3 picks up the third security chip from Stack B, reduces their hand to six (6) cards, and passes the chip to Player 4 who does the same before placing the chip face down in front of them. Players 1 and 2 must reduce their hands to six (6) cards by deduction based on what Players 3 and 4 have discarded.



c. Player 4 picks up the fourth and final security chip from Stack B, reduces their hand to five (5) cards, and passes the chip to Player 1 who does the same before placing the chip face down in front of them. Players 1 and 2 must reduce their hands to six (6) cards by deduction based on what Players 3 and 4 have discarded.



PHASE 3: THE HEIST

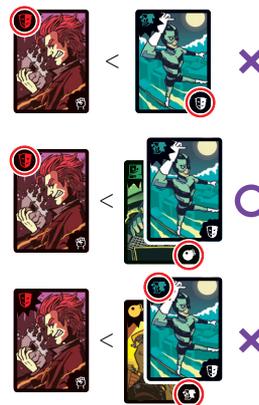
In this phase, Players will attempt to use their five Henchmen to disable the security chips in Stack C and reach the jewels.

- Take the top security chip from Stack C and place it face up in the middle of the table.

- All four players must disable the security chip by playing a Henchman card with a matching **strong skill**. If a player does not have a matching Henchman card, they can clear the chip by playing two Henchman cards so long as their **strong skill** and **weak skill** don't match.

- Steps 5 and 6 are repeated until all security chips in Stack C have been cleared.

However, when playing a Henchman card, the **weak skill** cannot match the **strong skill** of the previously played card. When playing two Henchmen cards, this can be avoided by arranging the cards so that the matching **weak skill** is not played directly on top of a **strong skill**.



If a player does not have the right cards to clear a security chip, they must withdraw from the heist.

The final security chip must be cleared with **one** Henchman card.

PHASE 4: DIVIDING THE LOOT

The four Jewel tokens are divided amongst players who successfully cleared all four security chips in Stack C.

[3-4 players cleared: one (1) Jewel each. 2 players cleared: two (2) Jewels each. 1 player cleared: four (4) Jewels. No players cleared: Jewels remain in the play area]

PHASE 5: CONCLUSION

Set up and start a new round, with the first player who withdrew from the previous heist becoming Player 1. The game is over when there are three or fewer Jewels remaining. **The player with the most Jewels is the winner.** If more than one player has the same number of Jewels, the game is a tie.

TWO PLAYER RULES

Prepare a Henchmen deck of 24 cards (four cards of each type). In Phase 2, security chips are not passed from player to player; Player 1 looks and discards while Player 2 guesses and discards, then vice versa until Stack B is emptied. Phases 3, 4, and 5 are conducted identically to the four player rules.