

Criminals

Game Rules

INTRODUCTION

A crime wave hits the city. The police round up the usual suspects—including you. In order to escape prison, you'll have to accuse your fellow criminals of the crimes under investigation. If you're sold out by the other criminals, the police will check your alibi. If you're guilty of that crime, you're locked up. If you're innocent, you're given the chance to snitch on someone else for the crime. Prove that you're a reliable snitch, and go free while everyone else is locked up. However, if you're an unreliable snitch, you're locked up instead.

The only way for everyone to avoid charges is to unanimously and correctly accuse the mysterious Crime Boss. Accuse the Crime Boss at your own risk, however, as someone may be pinning it on him in order to go free.

CONTENTS

- 90 Alibi cards, 10 Alibis in 9 Different Color Sets
- 10 Crime Cards
- 1 Cover Card/Setup Reference Card
- 1 Play Reference Card/Back Card

CRIMES

- Arson
- Blackmail
- Bribery
- Burglary
- Embezzlement
- Forgery
- Kidnapping
- Murder
- Smuggling
- Vandalism

SETUP

Each player takes a set of alibi cards of one color.

The number of crimes in the game must equal the number of players in the game plus one. Players should mutually decide which crimes they wish to play with. Then, remove any unused crimes from your hand of alibi cards, as well as the crime deck, so that every player's hand and the crime deck all have matching crimes.

CHOOSING CRIMES: *Some players may be more comfortable playing with certain crimes and not others. There is no difference in gameplay which crimes are used, so any mutually agreeable set will work.*

Shuffle the crime deck. Deal each player a crime card face down. One crime card will be leftover: that is the Crime Boss's crime, and nobody may look at it.

Without revealing it, look at the crime card you've been dealt to find out what crime you committed. Take the matching alibi card from your hand and put that card to the side, in a facedown pile with the other players' cards. After each player

has removed the appropriate alibi, return all the crime cards including the Crime Boss's crime, and shuffle the crime deck.

EXAMPLE: *There are five players in the game: Keaton, McManus, Fenster, Hockney, and Verbal. Five players means they'll be playing with six crimes. The players decide to remove Murder, Kidnapping, Vandalism, and Forgery, setting aside those cards from their hands and the crime deck. McManus is dealt the Burglary crime card. He removes the Burglary alibi card from his hand. His Burglary alibi is set aside, and the Burglary crime card is shuffled into the crime deck.*

Before the first round, some number of alibi cards in each player's hand may start the game revealed.

- **3-4 Players:** No alibis begin revealed.
- **5-7 Players:** 1 alibi card is revealed at random from each player's hand.
- **8-9 Players:** 2 alibi cards are revealed at random from each player's hand.

Leave revealed alibis face-up on the table for the rest of the game.

ALIBIS: *Except for the initial reveal, and when specifically stated elsewhere in the rules, players may not reveal additional alibi cards from their hand.*

Once the appropriate number of alibis have been revealed, begin the first round.

PLAY

At the start of each round, shuffle the crime deck, and reveal a crime card at random to be under investigation.

Players interrogate each other on who could have committed the current crime. At any point, you may officially accuse another player by pointing at that player and raising your other hand. Alternatively, you may accuse the Crime Boss by pointing in the same way at the crime deck.

INTERROGATION: *Interrogating other players is at the heart of the game. Look for tells and other shifty behavior. Start by accusing others of being guilty to see how they react. Accuse someone to see who is a bit too eager to accuse someone else. Someone doesn't want to get caught: it's your job to find them.*

If **half or more** of the players are accusing the same player, that player is Sold Out.

If all players are **unanimously** accusing the Crime Boss, the Crime Boss is Sold Out.

One player must be Sold Out each round.

ACCUSING: *You may not accuse yourself, or a person who already has an alibi for that crime showing. You may change or withdraw your accusation at any time by pointing at a different player or lowering your hand. There is no limit to how many times you can change your accusation.*

However, if you're the only player who does not have an alibi revealed for the current crime, you're automatically considered to be accusing the Crime Boss, and may not abstain.

PLAYER SOLD OUT

When you're Sold Out for the current crime, place the crime card in front of yourself.

If you're guilty of the current crime: You're eliminated from the game. Reveal your hand to show that you do not have an alibi for the crime. Keep the crime card face-up in front of you so that other players remember that you've been eliminated. The remaining players begin the next round.

ELIMINATION: *Eliminated players may still participate in discussion if they choose. However, they cannot accuse, and cannot win the game.*

If you're innocent of the current crime: You must reveal the matching alibi from your hand. You must then choose one of the following two options: Pass, or Snitch. If you pass, the crime is shuffled back into the crime deck, and a new round begins. If you snitch, see "Snitching", below.

EXAMPLE: *It is the first round, with five players in the game. Arson is under investigation. After some interrogation, McManus, Fenster, and Keaton believe Hockney to be the Arsonist. The three of them raise their hands and point to him to accuse. Hockney has been sold out for the crime.*

If Hockney is guilty of the crime, he is eliminated. Since there are only four players remaining after that, the subsequent rounds only require two accusations to sell someone out.

If instead Hockney was innocent of Arson, he'd reveal his Arson alibi from his hand. Then he could choose whether to pass, or take a shot snitching on one of the other players.

CRIME BOSS SOLD OUT

If the players remaining in the game unanimously decide to accuse the Crime Boss for the current crime, the game ends immediately. To determine the Crime Boss's crime, reveal every player's crime. If none of the players committed the crime, it was the Crime Boss, and everyone remaining wins. If one player did actually commit that crime, that player wins alone.

SNITCHING

When you're Sold Out and are innocent, you may choose to snitch on another player or the Crime Boss. To snitch, choose another player or the Crime Boss that you think actually committed the crime you were just sold out for.

- If you snitch on another player, and that player is guilty, you win the game immediately.

- If you snitch on another player, and that player is innocent, you're eliminated from the game. The player you snitched on reveals the appropriate alibi. Reveal your crime and remove it from the crime deck, placing it in front of yourself. Shuffle the crime under investigation back into the crime deck, and the remaining players begin the next round.
- If you snitch on the Crime Boss, the game ends. To determine the Crime Boss's crime, reveal every player's crime. If none of the players committed the crime, it was the Crime Boss, and you win alone. If one player did actually commit that crime, that player wins alone.

TWO PLAYERS: When there are only two players remaining, play goes on as normal. If both players accuse each other at the same time, randomly choose which accusation sticks. Accuse carefully, however, as the other player may be trying to get you to accuse him so that he can snitch on the Crime Boss alone!

If either player has an alibi revealed for the current crime, the other player is automatically considered to be accusing the Crime Boss.

GAME END

The game ends when all but one player has been eliminated, a player has snitched on another player correctly, or the Crime Boss has been sold out or snitched on, all as explained above.

Credits: Game design by Kory Heath and Dave Chalker. Graphic design by Chris Yates. Playtesting by John Cooper, Jacob Davenport, Josh Drobina, Nate Lawrence, and Kristin Matherly. Rules Assistance provided by Mike Beck, Grant Rodiek, Micah Sawyer, Michael Walters, and all of their respective game groups. Image credits: All images from stock.xchng www.sxc.hu, and used with the permission of their creators. *Blackmail:* "Lindy Hop," by Sauerkraut; "Brown paper envelope," by nocturna. *Bribery:* "Suitcase full of money," by mikecco. *Burglary:* "Forced Entry," by tywoodoo. *Embezzlement:* "Shredded Paper," by mphoto. *Forgery:* "Travelling," by Ulrik. *Smuggling:* "Hope," by bern161616. *Vandalism (guilty):* "Spray Painting," by ilco.



CRITICAL-HITS

