

BASIC CONCEPT OF GAME

In the middle of the table there are laid out three rows of cards with crooks. If crooks **of the same type** (same colour) are lying next to each other within any row, this counts as a **group**. A single crook counts as a "group of one". There are seven different types of crook. The numeral on the lower edge of the card indicates how many cards of this type there are in total. The most frequently-occurring type is the "yellow crook" (24 cards), the least frequently-occurring is the "grey crook" (6 cards).



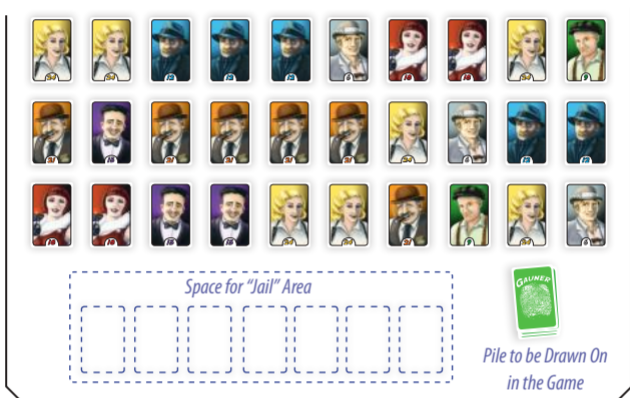
PREPARING THE GAME

The 105 "crook" cards are shuffled. The player immediately to the left of the dealer gets **three cards**; the player next left, moving clockwise, gets **four cards**; all the other players get **five cards**. Each player takes up his cards, which become his hand.

There are now laid face up in the middle of the table **three rows of cards** each consisting of **10 cards**. These cards are not sorted or further shuffled. They are merely laid down, face upward, in the sequence in which they happen to be drawn from the top of the pack.

The remaining cards are placed in a pile at the edge of the table, as a **pile to be drawn on** in the course of the game, the faces of whose constituent cards remain hidden.

Please Note: Enough space should be left at the edge of the table next to the pile of face-down cards for the "jail" area that will also arise there in the course of the game.



COURSE OF THE GAME

The player immediately to the left of the dealer begins and performs **one after the other**, and in the following sequence, **three actions**:

1.) Select a group (must be performed)

The player opts for any row, chosen freely by him, and selects from this row **either** the **entire** group lying on the extreme right end of this row **or** the **entire** group lying on its extreme left end, making these cards part of his hand.

Then, he must "put in jail" the group which lies, in the same row, immediately next to the group which he has just taken up into his hand.

He takes this complete group and lays them, faces up, at the edge of the table, at just a little distance from the pile of face-down cards that is to be drawn from during the game.



Example: Sarah begins, and decides to take up into her hand the group lying at the extreme left end of the bottom row. That is to say, she takes up into her hand the two red crooks. Then, she takes the group which is lying immediately next to this group (the two purple crooks) and places these cards, face up, at the edge of the table next to the pile which is to be drawn on during the game.

2.) Lay a group face up on the table (can be performed, but doesn't need to be)

The player can (but doesn't have to!) take just one type of crook from the cards in his hand and lay some cards of this one type face upward on the table in front of him. Which type of crook he chooses, and how many cards of this type he lays down, is up to him (it can only be one, if he wishes). The cards should be laid down in such a way that one can recognize how many cards it is.

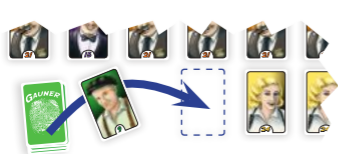


Example: Sarah lays down two green crooks, face up, on the table in front of her.

Important: Once one has crooks of a specific type lying on the table in front of one, one may not subsequently add further cards to this type. Each type may only be laid out on the table **one single time in total**. If you want to lay out cards of the same type as another player has already laid out cards of, then one must **lay out at least one card more** of this type than are currently lying in front of the other player. If you are able to do this, then the cards that are laid out at that point in front of the other player are removed and are placed, face down, off to the side on a pile of cards not currently in the game. (The other player concerned may, however, afterward lay out this type of card once again in the manner described.)

3.) Laying down a card face up (must be performed)

The player takes the uppermost card from the pile that is to be drawn from in the course of the game and lays it, face up, at the same extreme end of the row as he has just taken cards from, directly next to the cards that are lying there.



Example: Sarah takes the uppermost card from the pile (a green crook) and lays it at the far left end of the bottom row, directly next to the yellow crooks that are already lying there.

Please Note: All players should join in seeing to it that the 3rd action here – that is to say, the uncovering and laying down of the card, is not forgotten and left unperformed! If this is more convenient, this uncovering and laying down of a card from the pile can be performed, throughout the whole course of the game, by one and the same player.

Next player: And now it is the turn of the next player, moving clockwise, to carry out the three actions just described, **one after the other in sequence**. The game then continues to be played in this way, moving clockwise around the circle of players.

Procedure when the pile of cards to be drawn from during the game is exhausted: Should the pile of face-down cards to be drawn from be at any point in the game entirely used up, all the cards piled up on the pile of cards not currently part of the game should be shuffled and set down as a new face-down pile to be drawn from.

Empty rows and filling of rows: In the case where there remains, at some point in the course of the game, only one group in a specific row, or no group at all in said row, then the row in question should stay, provisionally, “empty”. Cards may no longer be taken from this row. The players must, from this point on, take crooks from another row. **Only when all three rows have become “empty” in this way** (that is to say, only when they consist either of just one group or of none) are all three rows immediately filled up again by drawing new cards from the drawing pile, so that there are once again 10 cards lying in each row. If there is still one group present in an “empty” row, this group is pushed entirely outside it before the row is filled up again.

Not enough cards: In the very unlikely event that it proves impossible to form a drawing pile – that is to say, if there are no longer enough cards available to fill up all 3 empty rows or to uncover a card in the course of the 3rd action, the following procedure should be followed: Each player should give up a number of random cards from his hand such that the number of cards he still has in his hand amounts to no more than 12. The pile of cards created in this way should then be shuffled and set down on the edge of the table as the new drawing pile. If no sufficient drawing pile can be created even by this procedure, then each player must give up so many cards that his hand is reduced to 6 random cards.

**JAIL FULL: 6-2 OR 2-6
➔ NOW FOR SCORING!**

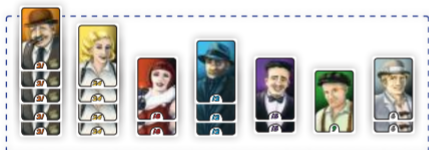
In the course of the game more and more crooks go to jail.

These crooks are always laid down, face up and separated by type, in the jail, so that it is always easily recognizable how many crooks of each type are present there.

The jail is full when either **six different sorts of crook are represented there by two or more crooks respectively** or **two different sorts of crook are represented there by six or more crooks respectively**.

Please Note: The player who already fills the jail simply by the performing of his 1st action may not then go on to perform actions 2 and 3. These are now simply dropped.

All the crooks who now find themselves in jail are now distributed **colour by colour** to the players (first the yellow crooks, then the orange, then the red etc. etc.). Points are only given for these crooks. The crooks that the players have laid out in front of themselves in the course of the game generate no points.



Lying in the jail are 6 types of crook represented by at least 2 crooks respectively: therefore proceed to scoring!

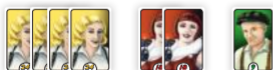
That player who, at the time of proceeding to scoring, has the yellow crooks lying in front of him receives all the yellow crooks from the jail. He should lay the yellow crooks that he has received from the jail out in front of him in a fan pattern.

The yellow crooks that he has lying in front of him at the time of proceeding to scoring are transferred immediately to the pile of cards not currently being used in the game.

In the same way deals can be made to swap colour for colour.

Please Note: In the case where there happen to be lying in the jail crooks of a type to which none of the cards that are lying in front of the players correspond, then these crooks are transferred directly and immediately to the not-in-play pile.

➔ Each player adds up the **number of all the crook cards** that he has received from the jail and **multiplies** this number by the **number of different types of crook** that he has received from the jail. The result of this calculation is noted down on a piece of paper.



yellow + red + green = 3 types
4 + 2 + 1 = 7 cards

7 x 3 = 21 points

Example: Sarah has received from the jail four yellow crooks, two red crooks, and a green crook. For these she gets 21 points noted down (7 cards and 3 types, so: 7 x 3 = 21).

FURTHER COURSE AND END OF GAME

After the scoring, all the crooks that the players have received from the jail are transferred onto the not-in-play pile. There are no more cards lying in front of any player!

The jail is now likewise completely empty! The only cards which the players are allowed to keep are those which they actually have in their respective hands.

The game is now continued, quite normally, in the manner already described, beginning with the player sitting to the left of the player whose move had prompted the proceeding to the scoring. The game is then pursued in this way, moving around clockwise from player to player, until a second scoring takes place.

This second scoring, the subsequent further course of the game, and finally a third scoring, are all conducted in the manner already described in the paragraphs above.

The game ends after the third scoring. Whoever has, at this point, the most points in total is the winner.