

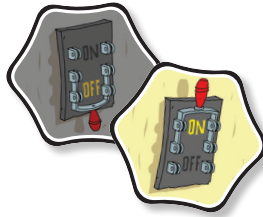
**GAME OBJECTIVE**

Thieves have secretly entered the museum and are trying to steal all the precious diamonds on display. As security guards, your objective is to catch the thieves in the act. To win the game, be the first to spot the theft incidents, collect the most cards and become the best security guard!

**SET UP**

Place the diamond in the middle of the table and put the Power OFF/ON card next to it (OFF or ON depends on the game level you want to play - See following pages).

Shuffle the remaining 60 cards and distribute them evenly, face-down, between all players. Each player puts their cards in a pile on the table in front of them. This is their draw pile.



**PLAY & ADAPT**

The game plays by rounds.

At the start of each round, all players call 'Hands up!' and simultaneously flip their top card open and place it near the middle of the table.

The players continue to do this, in a manner that no card covers any of the previously exposed cards, until a player spots a 'THEFT INCIDENT'.

This occurs ONLY when among the open cards there is a **thief card + a diamond card + a fingerprint card** that have **all the same or all different quantities** and that match the conditions described in the Power OFF & Power ON levels.

A player that notices a theft incident first has to grab the diamond. The first player to do so then has 5 seconds to call out the 3 cards they believe create the theft incident and indicate each card with their finger.

All players then check & confirm if the theft incident is correct. If the player was right, they collect the 3 cards that create the theft incident and place them in a winning pile, face up, in front of them.



e.g. 1 thief + 2 fingerprints + 3 diamonds

**FALSE ALARM**

If a player was wrong or couldn't indicate the correct cards in time, they triggered a 'false alarm!' In this case, they get a 'penalty' and must discard 2 of their 'won' cards (if they have any) on a separate discard pile on the side of the table. These cards are out of the game and don't count anymore for the total of the player.

Moreover, the player who triggered the 'false alarm' is also 'out of the round' and can no longer try to identify another theft incident in that same round.



There is no thief card, therefore false alarm.



Not all cards have the same or a different quantity of elements.

**KEEP SEARCHING!**

After this first incident, the diamond is put back on the table and all players continue to search if there is another theft incident with the remaining open cards. If any player thinks there is, they grab the diamond and proceed as described above until all players agree that there are no more theft incidents on the table.

This ends the round and all players start a new round by calling 'Hands up!' and flip another card from their draw piles.

**SPECIAL CARDS**

When playing with the Power OFF card, the special cards: **Lights Off** and **Security Camera** have no effect and are only used as bonus cards.

This means that each time a player correctly spots a theft incident when these cards are open, they can add 1 of these cards to their winning pile, as a bonus card, on top of their 3 other 'won' cards.



**THIS ICON INDICATES A GAME ELEMENT THAT HELPS TO BOOST YOUR ADAPTABILITY!**



**POWER 'OFF' RULES** (Starter Level)

For first time or younger players, the Power card is set 'OFF'.

This means the thieves cut the electricity in the museum, so there are no lights and the security cameras are not working. In other words, in this level, **the colours of the cards can be ignored** and a theft incident occurs in case one of the following 2 conditions is met:



All 3 cards have the same quantities (1, 2 or 3), regardless of their colour.



All 3 cards have different quantities, regardless of their colour.



**POWER 'ON' RULES** (Advanced Level)

For more experienced players, flip the Power card to 'ON'. Now special cards are ON.

Maximum fun is ON! In this game, the lights are ON and the security cameras are working, so players now have to **take into account the colour of the cards and also the special cards.**

**Theft Incident:**

A combination of a thief card + a fingerprint card + a diamond card is still needed. In this level, there are 4 options for a theft incident:



All 3 cards have the same quantities (1, 2 or 3) and the same colour.



All 3 cards have the same quantities (1, 2 or 3) but 3 different colours.



All 3 cards have different quantities but have the same colour.



All 3 cards have different quantities and 3 different colours.

**False Alarm (with Power 'ON' rules)**



All cards have the same quantities but don't have all the same colour or 3 different colours.



All cards have 3 different colours but don't have the same quantities or 3 different quantities.

**SPECIAL CARDS ARE ACTIVE NOW!**

These cards affect the game as long as they are open on the table!



**LIGHTS OFF CARD**

As long as this card is open on the table, a theft incident may take place regardless of the colours of the cards (so the same conditions as in the 'Power OFF' level).

The first player to correctly spot a theft incident must also take 1 'Lights Off' card as a bonus. Any additional 'Lights Off' cards must remain on the table and 'Lights Off' is still valid until the next theft incident is correctly spotted.



**SECURITY CAMERA CARD**

The security camera spots the thieves in the act and allows the players to catch them immediately. When a security camera card AND a thief card of the same colour appear on the table, the first player to grab the diamond can simply pick up the 2 cards in question and add them to their winning pile.



**NOTE** If a 'Lights Off' card is open on the table, then any security camera can spot any thief regardless of their colour.

**END OF THE GAME**

The game ends when the draw piles are finished.

**THE WINNER!**

The player with the most cards is the winner and also the best security guard! In case of a tie, the player with the most thieves on their cards wins. If there is still a tie, then all tied players are considered winners.



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