

Packaging

... a

„thieving“

„entry“

With simple rules and quick entry... not just for hoodlums

Klaumau!

Low-down guys – Juicy prize!

A game for 2 to 8 players, ages 7+ years

Length of play approx. 30 minutes

Who will get most booty with this card raid? With some bluffing, the courage to take risks and a little luck, every player can succeed! So you should not lose your nerve and certainly not your cards!

Contents of the game

- 108 playing cards: 36 Booty cards without action (= number cards from 1 to 4)
68 Booty cards with action (8 x Keyholes, 8 x Small treasure, 8 x Big treasure, 12 x Plans, 16 x Crooks, 8 x Trades, 8 x Police)
4 cards for variation (1 x receiver of stolen goods card, 2 x Watchdog, 1 x Bomb)
- Rules of the game

Paper and pen to keep score are also needed.

Aim of the game

Whoever still has the most valuable cards in their hand at the end, wins.

Setup

The cards are shuffled. Each player receives 4 cards. The rest of the cards are placed face-down, ready as the draw pile.

Note: With 2 to 5 players only the cards with the black reverse side are needed.

Gameplay

The eldest player draws the top card from the pile and places it **next** to the draw pile. He places one of the cards from his hand on this card, just as long as the card is identical to the uncovered card either in colour or theme.

Note: Action is not possible with the first card drawn from the pile. If the first card drawn is a Watchdog, Bomb or Policeman, then a further card is drawn straight away and placed on it. Play continues in a clockwise direction.

If a player **cannot** or **does not want** to play a card, he says out loud: „I cannot“. Now the following can happen:

The other players believe him

The player whose turn it is takes a card from the draw pile. His turn is over.

One of the other players does not believe him

The player whose turn it is **must** show the cards in his hand.

- If he has one or more **applicable cards**, the disbeliever decides which applicable card should be laid on the pile. In addition the disbeliever may take a card from the draw pile. The player whose turn it is **does not draw** a card.
- If the player whose turn it is does not have an **applicable card**, then he may take two cards from the draw pile.

In both instances his turn ends and play continues with the player to his left.

Important: After playing a card another card, as a rule, is not picked up (exception see above and Police).

There are three types of cards:

1. Booty cards without action (= number cards from 1 to 4)

All cards with a value of 1 to 4 are booty cards without action. At the end of the round the value printed on these cards score as points, as long as they are in a hand. It is therefore advisable not to be careless when putting down booty cards with a high score value.

2. Booty cards with action

With the exception of the Police, the Booty cards with action count as a point at the end of a round.

The Keyhole ?

Whoever plays the Keyhole, can decide the next colour.

The Small treasure X

If the Small treasure is played, the next player skips a turn.

The Big treasure Xx

If the Big treasure is played, the next two following players skip a turn.

Note: A Small treasure can be played on a Big treasure and vice-versa

The Plan →

If a Plan is played the game continues in an anti-clockwise direction. A Plan, which shows the arrow in various colours can be played on all cards of these colours. All cards may be played on a plan with arrows in various colours if they have one of these colours.

The Crook C

If a Crook is played, the player whose turn it is may draw a card (concealed) from one of the other player's hand, as long as they do not immediately play a Policeman (see below).

The Barter B

If a Barter is played the player whose turn it is can draw a card from one of the remaining players. Next he gives this player one of his cards.

3. Cards with Action but without Booty

The Policeman P

A Crook can be parried with a Policeman. The Policeman is placed down **next** to the discard pile. Whoever plays a Policeman immediately takes a new card from the draw pile.

If a player must or wants to play a Policeman, when a Crook has not been played, he still places it next to the discard pile and then draws a card.

End of the round and scoring

A round ends if a player no longer has any cards. The round also ends if a player cannot draw any more cards.

Players who still have cards **in their hand** count these for their score:

For number cards the printed value is the score. All other cards are respectively worth 1 point. No points for Policeman. The scores are written down.

The player in the lead starts the new round. If the scores are equal the eldest of the players begins. The number of players in the game is the number of rounds that are played.

End of the game

The scores from all of the rounds are added up. Whoever has the highest score at the end, wins.

Professional-Hoodlum-Variations

The basic game can be extended at will with all of the following variations.

Forgery

The colour of the last card played invalidates all of the number cards in this colour.

These cards are not counted in the scoring. A Plan with various colours invalidates all of the number cards that have these colours.

Converted by the Police

If the 8th Policeman is played, the game ends immediately. The player who played the last Policeman may take a card from one of the other players and use it for his score.

Receiver of stolen goods

The Receiver of stolen goods card is placed somewhere in the middle of the draw pile. As soon as it appears, there is an advance of money for all Crooks. Each player receives 2 points for every **number card** in their hand **as long as they want to**.

These points are written down straight away. The scoring cards have to be put back in the packaging together with the Receiver of stolen goods. For every number card played a new one is taken from the draw pile.

The Watchdog W

Both Watchdog cards are inserted at random in the draw pile. Whoever picks up a Watchdog card puts it immediately in their hand. Instead of playing a card he may place his Watchdog face-up in front of him on the table. A Crook cannot be played against a player with a Watchdog. Note: It is not possible to put two Watchdogs down in front of one player.

Watchdogs count as one point at the end of the game, regardless of whether they are on the table in front of the player or in his hand.

The Bomb B

For the Bomb all of the players have to decide upon a rule together. For all those who do not have an idea, there are suggestions at www.nsv.de.