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 are now laid out on the table in front of him. Each player takes up into his hand the two face-down cards that are to be drawn from during the game. 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.

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). 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 one single time in total. If you are able to take a "group of one," this counts as a "group of one." 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).

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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 six or more crooks respectively or two or more crooks respectively. 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.

After the scoring, all the crooks that the players have received from the jail are transferred directly and immediately to the not-in-play pile. There are no more cards lying in front of any player! The game ends after the third scoring. Whoever has, at this point, the most points in total is the winner.

NOW FOR SCORING!

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

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 to which none of the cards that are lying in front of the players correspond, then the crooks are transferred immediately to the pile of cards not currently being used in the game. 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.

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.

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 hands 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. 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.

Score:

Each player adds up the number of all the crook cards that he has received from the jail out in front of him in a fan pattern. The yellow crooks that 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.

Yellow crooks: 4 + 2 + 1 = 7 cards

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

In the case where there happens 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 crooks 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.

In the course where there is to be happening 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.

For these she gets 21 points noted down (7 cards and 3 types, so: 7 x 3 = 21).

FURTHER COURSE AND END OF GAME

Should the pile of face-down cards to be drawn from during the game 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.