



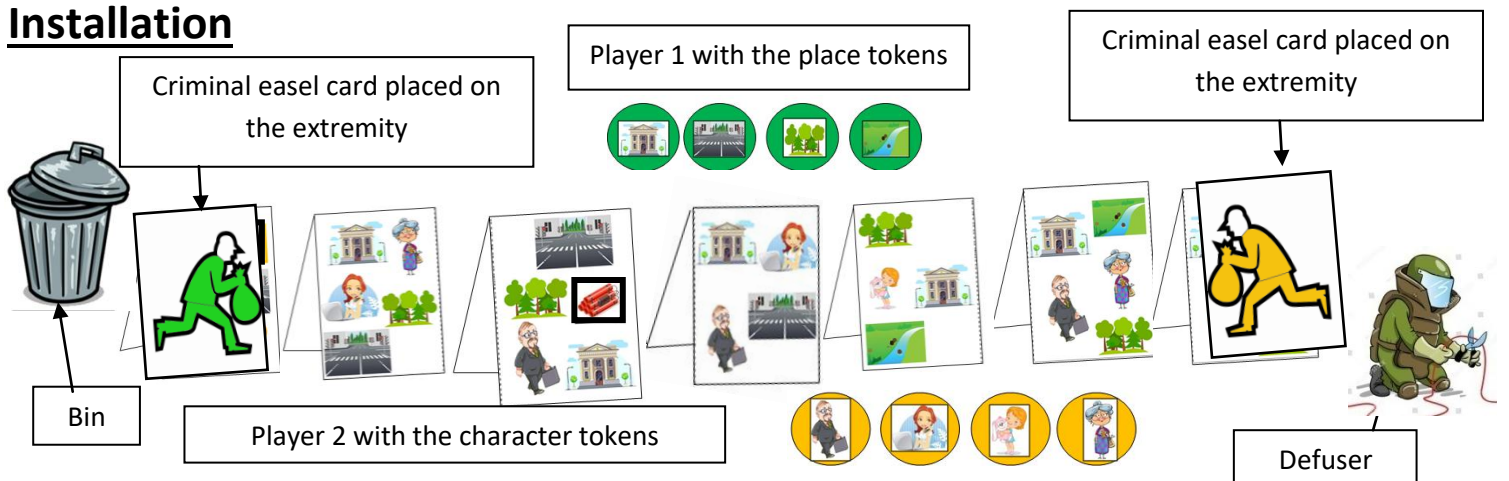
Two dangerous criminals are planning to rob the bank and are rigging the building and the surrounding area with explosives. Thwart their diabolical plan! But be careful, don't touch any of the explosive charges or you'll blow up everything, your partner will have to defuse the ones you've spotted. Protect sensitive witnesses and risky places, keep an eye on each of the criminals, if they find each other, they will blow up everything, including you...!!!

Components

- 4 green tokens of the places near to the bank : bank, street, forest, river.
- 4 orange tokens of the witnesses: director, secretary, child, grandmother
- 36 double sided investigation cards with the same places and characters and sometimes bombs (framed). **The places and the characters are the same on the both sides of the cards, but the bombs are only visible on 1 side.**
- 2 criminal easel cards : 1 green, 1 orange
- 12 events cards (red 8 and purple 4)
- 2 blue police station cards
- 1 bin card, 1 defuser card



Installation



Remove 12 investigation cards that will not be used in the game. Place 7 investigation cards from the remaining pile next to each other. Choose a certain number of events (purple and red cards) according to the desired level of difficulty (see table beside) and add them to the investigation cards..

The 2 police station cards will be used at the end of the game.

1 player takes the green 'location' tokens, he will be responsible for guarding the green thief, the other takes the orange 'character' tokens, he will guard the orange thief.

The bin and the place to defuse the charges are placed on either side of the 7 cards, the thieves are placed on the cards at the ends and look at each other.

Level	Events cards
1 discover the game, how it works	1
2 get used to the deduction	2
3 develop your detective skills	3
4 become respected detectives	4
5 Increase the difficulty	5
6 Get close to excellence	6
7 Take up the challenge	7



The cards represent pieces of your investigation, here we can see that you went to interview the director, the grandmother and the secretary, that you went to see in the street to finally find an explosive charge!

How it works

Players will take turns trying to exchange important information and neutralize any explosive charges.

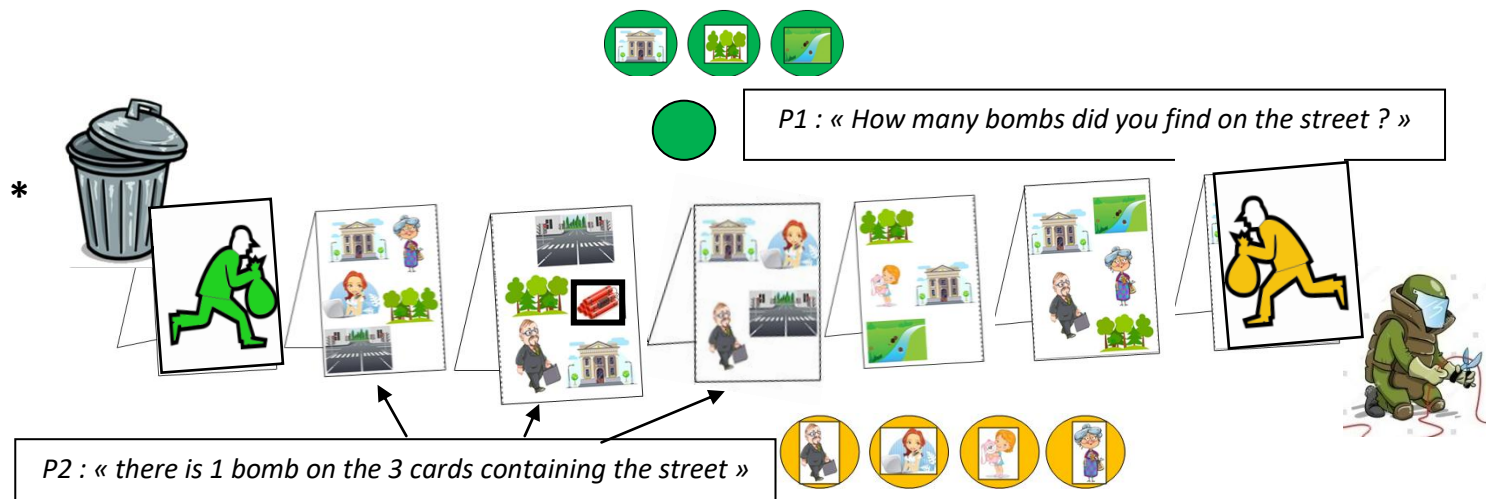
Golden Rule

A player can't touch a card if he can see a bomb on it

The players must therefore deduce from their partner's indications which cards to neutralize or discard.

The player whose turn it is to play can :

1) **Ask his partner for information:** to do this, he chooses a token that is in front of him (the street, for example, if the player has the place tokens in front of him) and asks his partner how many explosive charges appear on the cards that contain this place/character. He then turns the used token face down.



After getting his partner's answer, the player must either **discard a card** (by putting it in the bin) or **defuse it** (by putting it on the defuser).

- If he chooses to discard a card that he does not think contains explosives, he takes it and puts it in the bin. A new investigation card from the reserve is placed in the empty space. If it is a mistake and there was an explosive charge on the back of the card, the player gets it back but the thief of their color advances 2 cards towards the other thief.

- If he chooses to defuse a card, he puts it on the place provided for that purpose and checks that there was a charge on the back. If it is a mistake and there was no charge, the player loses time, the thief of their color advances 2 cards towards the other thief.

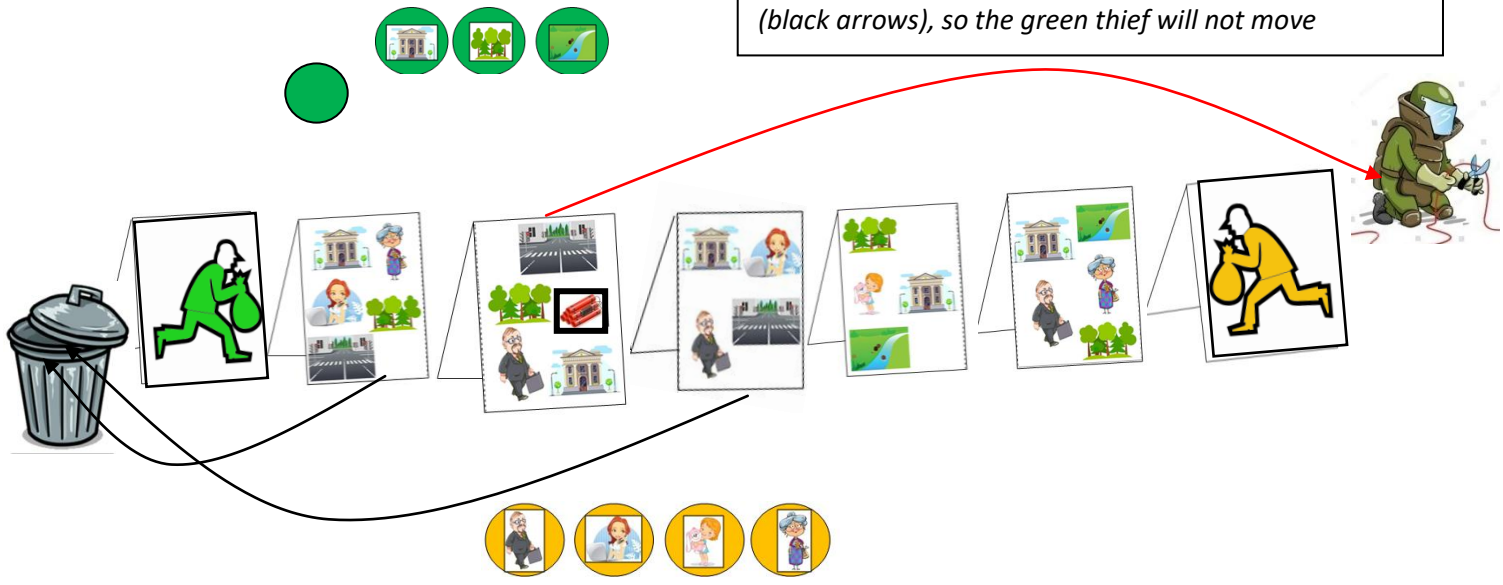
If **he does not have enough information to discard or defuse a card**, he must move the thief of his color (the color of his tokens) one card towards the other thief.

The token used to ask for information is turned over, it is then the turn of the player who answered to play.

2- Playing without asking his partner for information. If a player can throw (bin) or defuse (special place) a card without asking his partner for information, he does it and then moves the thief of his color 1 card backwards (away from the other thief)

Examples of scenarios

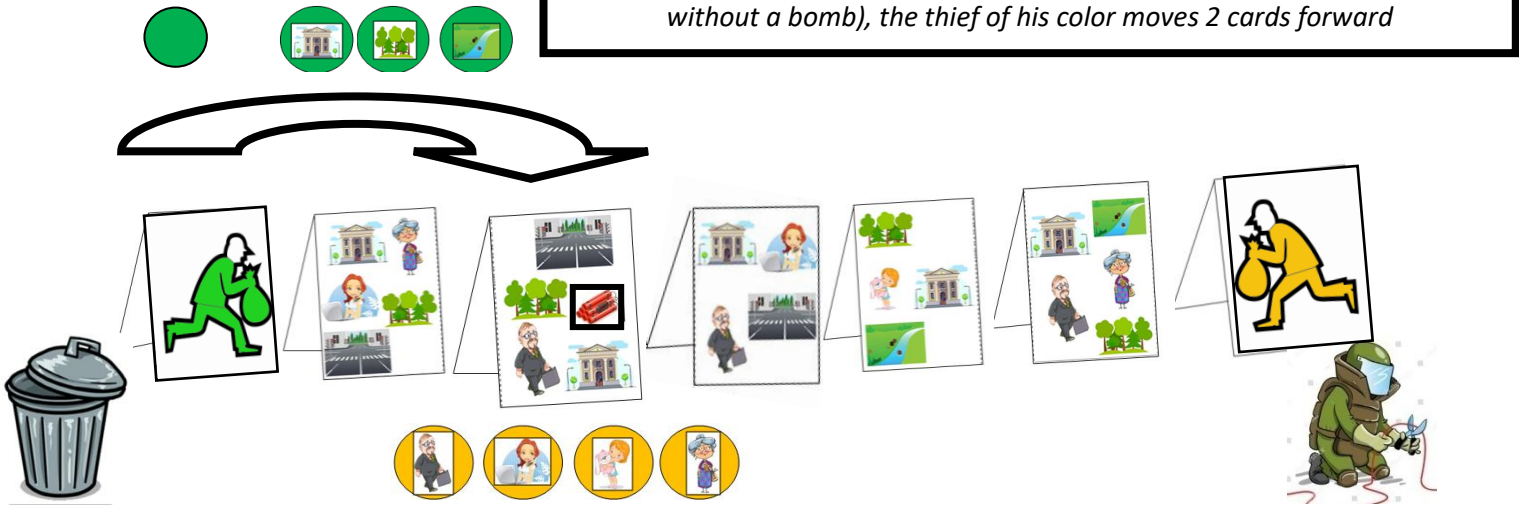
If P1, who has the green tokens, after asking, has enough information, he can defuse the card with a charge (red arrow) or throw a card without charge (black arrows), so the green thief will not move



If a player cannot discard or defuse a card after asking for information, the thief of his color move 1 card forward.



If a player makes a mistake (throws a card with a bomb or neutralizes a card without a bomb), the thief of his color moves 2 cards forward





If a player can discard or defuse a card without having asked for information, the thief of his color moves one card backward.

Take the tokens back

The players will then progressively use their tokens to ask for information, the used tokens are turned over, to take back the used tokens, a player loses time and the thief of his color advances one card towards the other thief

Note: a player can do this to retrieve 1, 2, 3 or 4 tokens and it does not replace their turn



If a player wants to turn over his tokens that are face down, the thief of his color moves one card forward.

Events cards

Fortunately you have tapped the thieves' phones and can intercept their messages. These messages are the event cards, you have put a number of them in the investigation pile, you know them and know that they will appear during the game but you don't know when. There are 2 types of event cards:

Red : explosion/kidnapping : token suppression

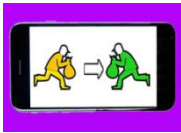


A warning that thieves will try to shoot at a location to blow it up. If this location token is visible in front of the player with the green tokens, the location is hit, a bomb explodes, the token is discarded, you cannot use it again until the end of the game. If the location token is not visible at this time, the thieves do not have it in their line of fire and cannot carry out their plan, the game continues.



A message indicating the attempted kidnapping of a troublesome witness. If this character token is visible in front of the player with the orange tokens, the character is kidnapped, the token is discarded, you cannot use it again until the end of the game. If the character token is not visible at this time, the thieves fail their abduction attempt, the game continues.

Violet : criminal move



A message telling a certain thief to move closer to the other

When an "event" card appears, the event is carried out immediately and the card is discarded.



End of the investigation cards



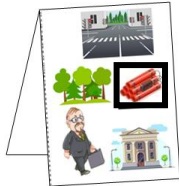
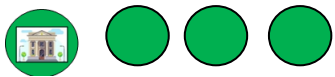
When all the investigation cards have been used up, a police station card is placed at each end of the cards line.

Cards that are removed later are not replaced and the spaces left empty by these cards disappear.

To win the game you must move the thieves into the police stations (without them ever meeting). The way in which you move the thieves remains the same.

Once a thief has been placed in the police station, he can no longer leave it. The 2 players continue to play together on the remaining thief to place him in the second police station.

Note: the game ends when the 2 thieves have each been placed in a police station and are out of action, there may be some investigation cards left, possibly with bombs, the police will take care of the end of the operation



End of the game

It will be necessary to manage to place the 2 thieves in the police stations

The game ends

- either when the thieves have joined together, they blow up everything, the game is lost.

- or when the 2 thieves have been arrested (placed in police stations), the investigation is successful. Go to the next level

Level	Events cards	
1	1	For a start it's not bad.
2	2	If you continue like this you can go far. The population is happy.
3	3	The thieves of this city have to be careful. The people applaud
4	4	You were good, very good! They greet you warmly in the street
5	5	A masterly investigation, impressive. The town hall pays you an official tribute.
6	6	The mayor and all the citizens are fully grateful to you and will erect a statue.
7	7	Extraordinary!!! words fail us, you are heroes! the city will take your name.

