

CRIME BUSTERS © 2020,2021 Jim Deacove

A CO-OPERATIVE LAW ENFORCEMENT GAME™

AGES: 9 to Adult

PLAYERS: 1 to 6

GAME EQUIPMENT: 6 Blue Cases & 6 Blue Suspects: 6 Yellow Cases & 6 Yellow Suspects, 6 Red Cases & 6 Red Suspects, 1 Die, Rules for 6 Case Load 12 Case Load, 18 Case Load games.

OBJECT We are Crime Busters, a Detective Squad gathering Evidence to convict Criminals of their Crimes, but it is not easy because these Criminals have lots of money, influential friends and fake alibis to escape justice. Our job? Solve as many Cases as we can. Alas, some bad guys and girls might get away. There will be a next time.

1. Each **CASE** card is specified as EXTORTION, ROBBERIES, etc. Each Case shows the 3 **KEY EVIDENCE** cards needed to solve the case.



2. Each **SUSPECT** card has 3 sides to place Evidence cards next to. Each side has a number indicating the help the Suspect can call on.

The left shows how strong is the help provided by **Wealth**.



On the right shows how much help is given by **Friends** and Influential Contacts who can halt or even slow down a Case.

The bottom side shows how strong an **Alibi** the Suspects have on their Day Calendar.

ALL THREE SIDES of a Suspect must be tied or topped with Evidence numbers in order to bust the Suspect and close the Case. What makes it harder is when a die roll is required to add to the Suspect's protection #s.

3. There are **EIGHTEEN Key Evidence Cards** each showing its strength. Eg. EYE WITNESS shows 5 as its strength. Sometimes, even though the colour and name of the card matches one of the three on the Case, you may not want to play it because its strength is less than the strength of the Suspect's protection #.



And note that each card, regardless of name and colour, can be played on **any Case** where it will do the most to clinch the Case. Sometimes a card with a big number will do more good on another Case not listing it as a key evidence.

If the protection (Suspect Card # plus Die Roll #) is greater, place the die on the side of the Suspect being challenged to remind players what is unresolved and how much more Evidence has to be added. When the challenge is resolved, the die leaves the card.

4. THE SPECIAL FEATURES CARDS

a. **THREE DNA** evidence with strengths, 4, 5 and 6. that can be played on any Case you think best. If you get a DNA card, it can be played against any Suspect's protection number, but regardless of the DNA's number, even if higher or a tie, the die is rolled by the player deploying the card to determine the strength of the Suspect's protection. If the DNA is a tie or higher, then the evidence is good. If a lower, then another Evidence card must be added to tie or beat the protection. You can let the die stay on the Suspect's card side while you decide whether to add more evidence to win the battle or else you can leave for the moment that Suspect to play **ONLY key evidence** on another Suspect.

You can't use the die for another battle. It is stuck on this Suspect, until the evidence numbers are resolved.

Sometimes, if all six cards are played, and a die roll issue is unfinished, the Case is continued while a fresh round of six cards gets dealt out and a whole range of new possibilities come into play.

b. ONE All Purpose Psychic Visions card rated #5. It can be used as a key piece of evidence and not require a die roll. This is a very valuable card, like a **wild card** which can be any kind of evidence you want it to be. It is well known that the Police often turn to psychics to visualize a crime scene and provide clues to help solve a Case.

c. ONE SEARCH card. The player who is dealt it uses it during this round to search through EITHER the deck of undealt cards OR the deck of discards, whichever is best, and select any ONE card desired to play. The SEARCH card itself is discarded to the discard deck, so it might get dealt again. If you get a SEARCH card, it has to be used before another round of 6 new evidence cards gets dealt.

d. ONE DEAD END card. Suspend the investigation of one current Case. Chief takes back to hand any Evidence on this one Case. These Evidence are now again in use and must be used up before a new 6 Evidence cards get dealt out. The Suspect on this Case goes to the bottom of the Suspect deck and is replaced with the top next Suspect. Same Case. New Suspect. If none available near the end of the game, leave the same Suspect up. The Dead End is discarded to the top of the Evidence Discards.

SETTING UP

THE BASIC SIX CASE VERSION

EQUIPMENT Use only the 6 BLUE CASES & 6 Blue SUSPECTS, 24 EVIDENCES, and DIE.

OBJECT Solve all 6 Cases. Try to do it with one Evidence deck. Put discarded Evidence cards away face up in the box.

1. The owner of the game is the first Squad Chief. Each game, give someone else the chance to be Chief.

The Chief does the following actions.

2. The Chief mixes up the **Cases** and puts out 3 face up to work on. Spread these active Cases far apart to have room for the Evidence cards needed for each Suspect. See Overview on last page. The other 3 Cases are kept face up in a stack near the Chief. The top one will immediately replace a Case that gets closed. Put Closed Cases back in the box.

3. The Chief mixes up the **Suspects** and places one face up at the bottom edge of a Case as shown . Keep the other 3 Suspects face up in a pile nearby. The top one is put out each time a new Case is started. Put busted Suspects back in the box. This random element allows for different Suspects to get linked to different Cases each game. Some Suspects are tougher to bust than others.

BEST PRACTICE: Mix not shuffle the cards. Spread cards face down, mix around, then gather into a deck.

4. The Chief mixes up the 24 Evidence cards and deals out **only six of them**. The remaining supply is put face down in a stack near the Chief. If playing alone, you get all six Evidence cards. If two or more are playing, still always deal out only a total of 6 Evidence cards, even if some players get more cards than others. You can hold your cards in hand or lay them face up in front of you for all to see. A fresh six Evidence cards are dealt out **ONLY** when all the current ones have been played out.

PLAYING THE GAME

With the 3 starting Cases displayed and a Suspect connected to each and the 6 Evidence cards dealt out, play as follows:

5. The Chief holds the **Squad Briefing** at the start and also when a new Case has been assigned. The Chief calls out for key evidences of each Case to see if anyone has what's needed. **For example**, the Chief might ask, Has anyone got Green key evidence? Any Yellow key evidences? Any Blue ones? If any are available, discuss what and where is best to play the Evidence cards.



Let's say that one of the Squad has the Eye Witness. Place the Eye Witness next to **one of the sides** of the Suspect. Which side is best? Rule of thumb is have the Evidence strength be equal to or bigger than the Suspect's best strength.

If the key evidence is a tie or larger, nothing more required. No die roll takes place. But if the key evidence is lower than the stated Suspect protection number, a die is rolled and added to give the final protection number to be tied or beaten.

The honour of rolling the die goes to the player who plays the Evidence card.

When you have deployed as many key Evidence cards that belong to their specific Cases as you can OR wish to, now comes the Squad discussion about how to play whatever Evidence cards dealt out remain.

6. DEPLOYING REMAINING EVIDENCE...

When you play a **non-key Evidence card** against the Suspect's protection number, you have to roll the die to add to the Suspect's protection strength.

The diagram shows a suspect card with a protection number of 3. A stack of evidence cards is shown, including 'ROBBERIES', 'EYE WITNESS STAKEOUT VIDEOS', 'DNA', and 'COMPUTER TRAIL'. A die is rolled, showing a 6. The text explains that the suspect is protected by friends to a total of 9, so an evidence of 3 is needed to tie/beat 9. The die roll of 6 is added to the suspect's protection number of 3, resulting in a total of 9. The text also mentions that the die is kept on the suspect card side until the battle is resolved.

We tried the DNA 6 to beat the #3, rolled the die and got a 6, which means the Suspect is protected by friends to a total of 9, so we need an evidence of 3 to tie/beat 9, Just have a 5, but that's good enough.

6 EVIDENCE 6
5 EVIDENCE 5
DNA
COMPUTER TRAIL

We keep the die on the Suspect card side until the battle is resolved.

Be wise using cards to win an Evidence battle, because when the last round of Evidence cards are dealt out, you may not have enough left to close all the Cases.

7. When a Case is solved, that is, all 3 sides of the Suspect's protections in the Case have been topped with stronger Evidence, the Evidence cards used are gathered and put face up in a discard pile with the Case in a separate discard pile and the Suspect in a separate discard pile. Case closed. Suspect Busted. Use the box lid to organize the discards in three piles. See Overview on last page.

8. Case Closed? A new Case and Suspect is **immediately** put out, even if the players still have some Evidence cards left over in this round. Sometimes, it is good to have those remaining cards which might match key Evidences on the new Case.

9. THE GAME ENDS When as many of the Cases as possible have been closed, the game is over. Did you get them all solved within the use of one Evidence deck? **Some not solved?** Who got away? Analyze why. Important Friends in High Places? An unbreakable Alibi? Lotsa Money? They will be back and up to no good and we will return to keep the City safe from them. Meanwhile, celebrate how many we got solved.

THE TWELVE CASE LOAD VERSION

EQUIPMENT Use 48 CARDS, consisting of 6 BLUE CASES/6 BLUE SUSPECTS and 6 YELLOW CASES/6 YELLOW SUSPECTS, 24 EVIDENCES, DIE.

OBJECT Solve all 12 Cases. **Try to do it with two Evidence decks.** Use up the first, then flip the discards without shuffling and use this second deck Your challenge is to solve as many Cases as you can using only **two Evidence decks**.

10. The rules of play remain the same. When all 12 Cases are solved or as many as possible, **the game is over**. Remember to add a new Case when one is solved, so that there should be 3 Cases up until near the end. As play goes on, discard the Cases solved, the Suspects busted and the Evidence used a second time.

Some not solved? Who got away? Analyze why. Important Friends in High Places? An unbreakable Alibi? Lotsa Money? They will be back and up to no good and we will return to keep the City safe from them. In the meantime, celebrate how many we did get solved.

THE EIGHTEEN CASE LOAD VERSION

EQUIPMENT 60 CARDS, consisting of all 18 CASES, 18 SUSPECTS and, 24 EVIDENCES, DIE.

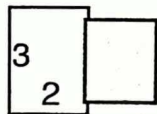
OBJECT Solve all 18 Cases or as many as possible. Do so with **only 3 Evidence decks**. Use up the first, then flip the discards without mixing and use this second unmixed and then use a third flipped deck unmixed. Your challenge? **Use only 3 Evidence decks**. The fourth Discards are put aside in the box. You have access to them with a SEARCH card.

11. The rules of play remain the same. When all 18 Cases or as many as possible are solved, **game over**. Remember to add a new Case when one is solved, so that there should be 3 Cases up until near the end. As play goes on, discard Cases solved, the Suspects busted and the Evidence for use a second time, then a final third time. The fourth discards can be accessed with a SEARCH card.

Some not solved? Who got away? Analyze why. Important Friends in High Places? An unbreakable Alibi? Lotsa Money? Let's remember those unbusted Suspects and celebrate how many Cases we did get solved.

FINAL REMARKS

12 TIP: Hard to keep track of what's solved and what's still to be solved? Try overlapping an Evidence Card(s) that solves a Suspect #. Helps know which Suspect #s are left to solve.



13. Didn't finish within your challenge limit of decks? Discuss some different strategies to employ next time. Remember that the game plays better if we talk over decisions, share our ideas, and plan strategies together. Our motto is *All for One and One for All*.

14 Some folks won't rest until ALL the Cases get solved. If you are one of them, try the **OVERTIME VERSION**. This means flipping the extra deck, dealing out six cards and continue play until all Cases are solved. Keep track of the overtime and try to reduce it.

48 Evidence Deck = 8 Hour Work Shift.

Thus, 1 Evidence Card = 20 minutes

So, each extra EV Card used x 20 min = Total of Overtime.

15. Send comments and inquiries to: info@familypastimes.com
Be sure to visit our website, www.familypastimes.com
Check out the many other co-operative games we make for all ages and all situations.

Cheers, Jim

OVERVIEW OF A GAME IN PROGRESS

