

### **Burglertime Game instructions**

### Object of the Game

You're immersed in the Criminal Justice System — Good Luck!

Each player builds a case with the Evidence on their cards. Once everyone is out of cards, the player with the most points in their Case File wins in this "bureaucratic closure" card game.

### Cards

24 Evidence Cards

32 Adjudication Cards

### Gameplay

Remove Mistrial cards and shuffle the deck.

Deal 5 cards to each player.

Add the Mistrial cards to the remaining cards – shuffle, and put in the middle of the table for a Draw Pile.

Discards are put in a Closure Pile.

A Case File is displayed in a line; face-up in front of each player.

### On your turn:

Draw one card

Then:

Add an Evidence card to a Case File OR

Add a Procedure card to reduce the value of a Case OR

Add an Election Year card to double the value of a Case.

Or

Play the following cards:

Search Warrant - When you play a Search Warrant, you take any item from one other  $_{\mbox{\scriptsize Q}}$ player's Case File and place it directly in your Case File.

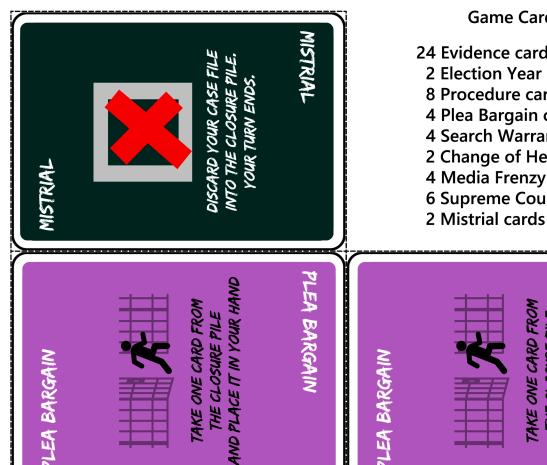
Media Frenzy - Each player flips over a card from the Draw Pile: beginning with the player 3 who called the Media Frenzy. The player with the highest value evidence wins and chooses any one of the flipped cards to put into their hand. The Media Frenzy is placed in the Closure Pile and all remaining flipped cards are shuffled into the Draw Pile. The winner of the Media Frenzy takes the next turn.

Change of Heart - When you play a Change of Heart, you can pick any player and swap your whole Case File and your hand with any other player.

Supreme Court - Use Supreme Court cards to block another player's card at any time during the game.

[You can block a Supreme Court Decision with another Supreme Court Decision to make it a Fait Accompli! And you can keep playing Supreme Court cards if you have them.]

Mistrial - When you draw a Mistrial card, all the contents of your case must immediately go Into the Closure Pile and your turn is over. This is the only Play Immediately card in the game. The Mistrial cannot be blocked.

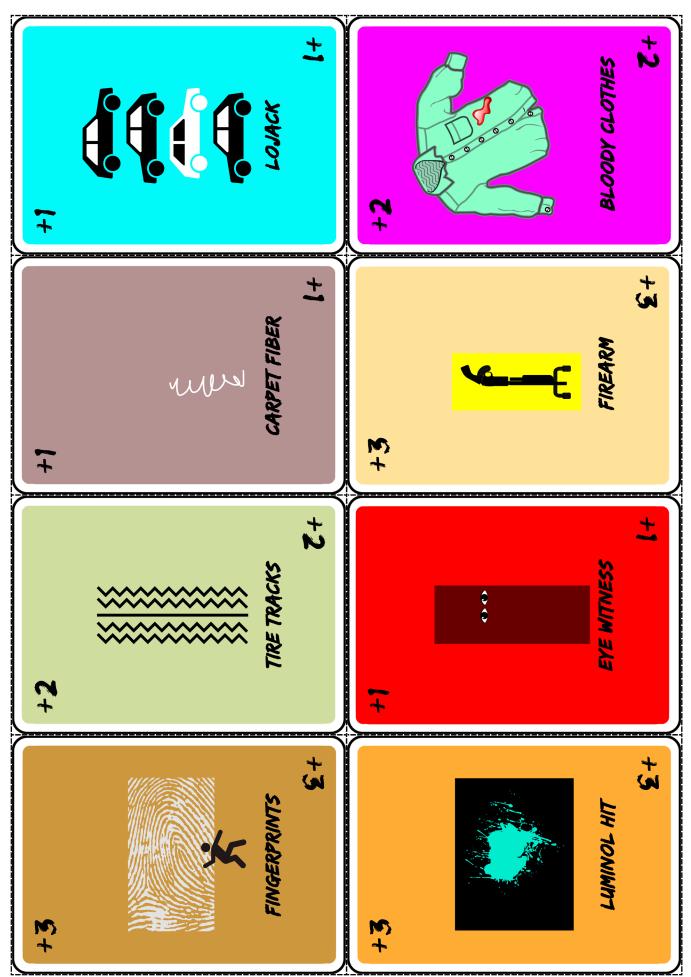


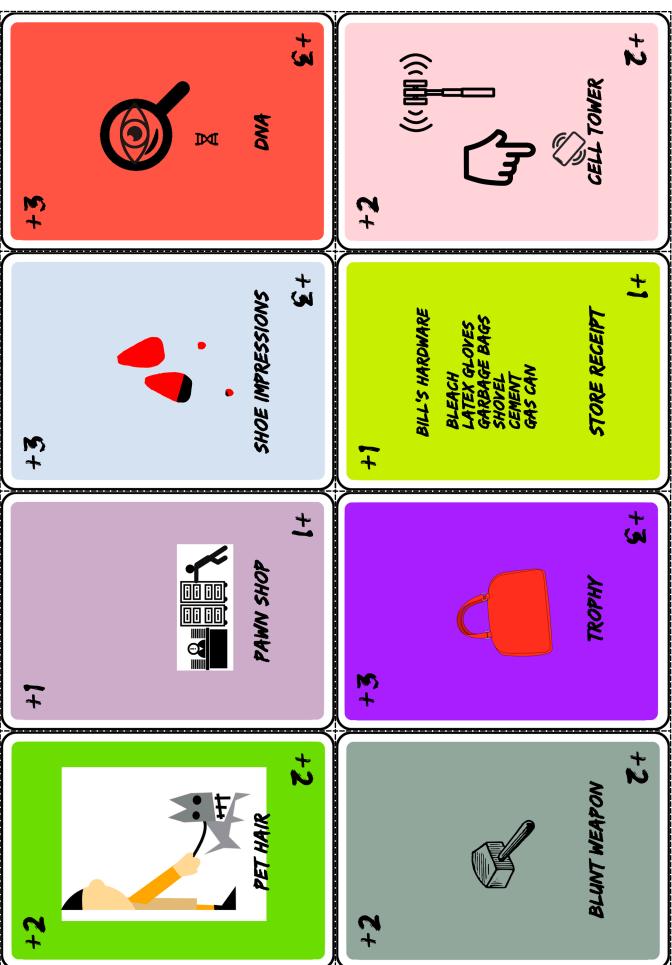
### **Game Cards**

- 24 Evidence cards
- 2 Election Year cards
- 8 Procedure cards
- 4 Plea Bargain cards
- 4 Search Warrant cards
- 2 Change of Heart cards
- 4 Media Frenzy cards
- **6 Supreme Court cards**

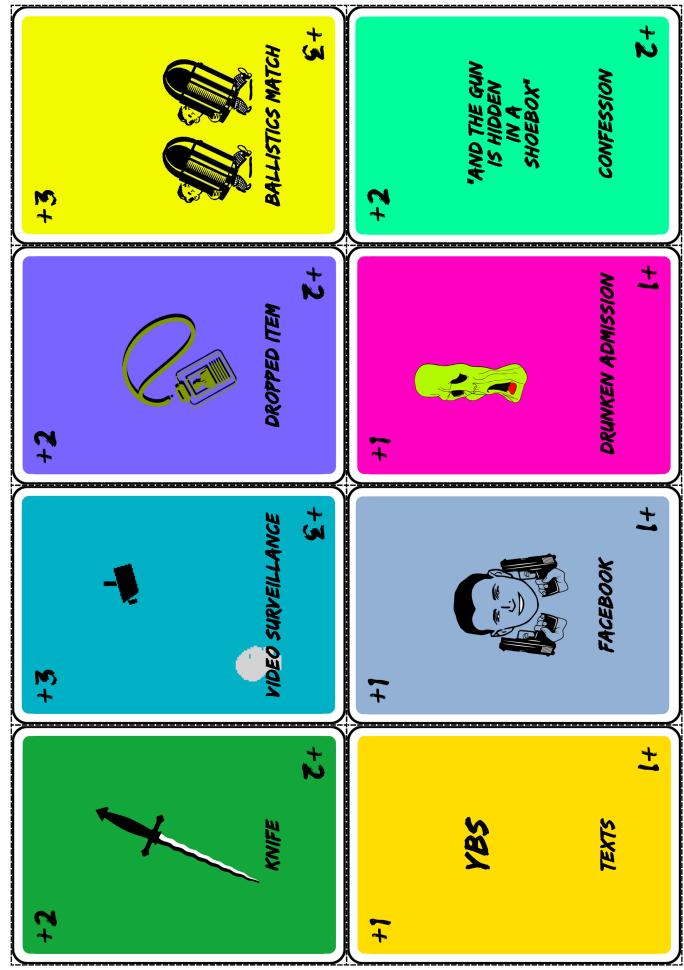


Print 2 of each card and cut out





Print and cut out cards



Print and cut out cards

### MEDIA FRENZY



EACH PLAYER FLIPS OVER A CARD FROM THE DRAW PILE. THE PLAYER WITH THE HIGHEST VALUE EVIDENCE CARD PICKS ONE OF THE FLIPPED CARDS FOR THEIR HAND AND GOES NEXT.

### MEDIA FRENZY

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EACH PLAYER FLIPS OVER
A CARD FROM THE DRAW PILE.
THE PLAYER WITH THE HIGHEST
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AND GOES NEXT.

### MEDIA FRENZY

SEARCH WARRANT

# SEARCH WARRANT

SEARCH WARRANT



TAKE ONE CARD FROM ANOTHER PLAYER'S CASE FILE AND PUT IT IN YOUR CASE FILE

NOTHER PLAYER'S CASE FILE

YOUR CASE FILE

AND PUT IT IN

TAKE ONE CARD FROM

## SEARCH WARRANT

### MEDIA FRENZY

MEDIA FRENZY



EACH PLAYER FLIPS OVER
A CARD FROM THE DRAW PILE.
THE PLAYER WITH THE HIGHEST
VALUE EVIDENCE CARD
PICKS ONE OF THE FLIPPED
CARDS FOR THEIR HAND
AND GOES NEXT.

A CARD FROM THE DRAW PILE. THE PLAYER WITH THE HIGHEST

EACH PLAYER FLIPS OVER

### MEDIA FRENZY

MEDIA FRENZY

## SEARCH WARRANT



TAKE ONE CARD FROM ANOTHER PLAYER'S CASE FILE AND PUT IT IN YOUR CASE FILE

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VALUE EVIDENCE CARD

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SEARCH WARRANT

## SEARCH WARRANT



TAKE ONE CARD FROM ANOTHER PLAYER'S CASE FILE AND PUT IT IN YOUR CASE FILE SEARCH WARRANT



