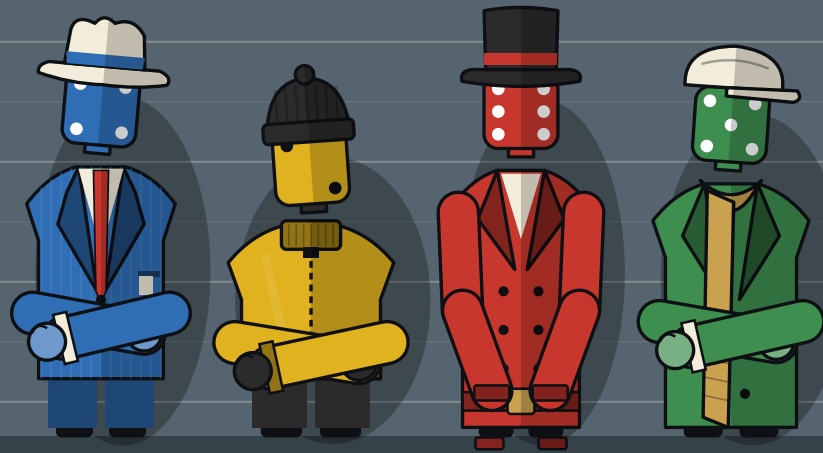


TOO MANY CROOKS!

3-6 PLAYERS • 20-30 MINUTES

A GAME BY DARREN DON



Every job needs an **inside man**, a **getaway driver** and **the muscle** — but you can't use your own people. They're known. So you crew up from the contacts your rivals send over, and they crew up from yours.

Whoever runs a job picks who goes on it and decides what each of them walks away with. Promises are made out loud. **None of them are binding.** But there are two more jobs after this one, and everybody chooses who they send to next time.



The goal. After three jobs, have the most points — from the crews you run, the cuts other players pay you, and the cut you keep for yourself.

IN THE BOX



48 Dice, eight in each of six colors. A die is a **contact**; its number is how good they are.



6 Crew sheets, one per player. Each is named for a different score; they all play the same.

1 Scorepad and this rulebook.

SETUP

- Each player takes a **crew sheet** and the **eight dice** of one color. These dice are your contacts.
- Put the sheet in front of you. Its top row is where *other* players' dice land when they work your job.
- Give someone the scorepad, with a column per player.
- Choose a **first player**. That role passes one seat to the left before every job.

THE THREE KINDS OF CROOK

A die's number decides what kind of crook it is. Every crew needs exactly **one of each**.



INSIDE MAN



GETAWAY
DRIVER



THE MUSCLE

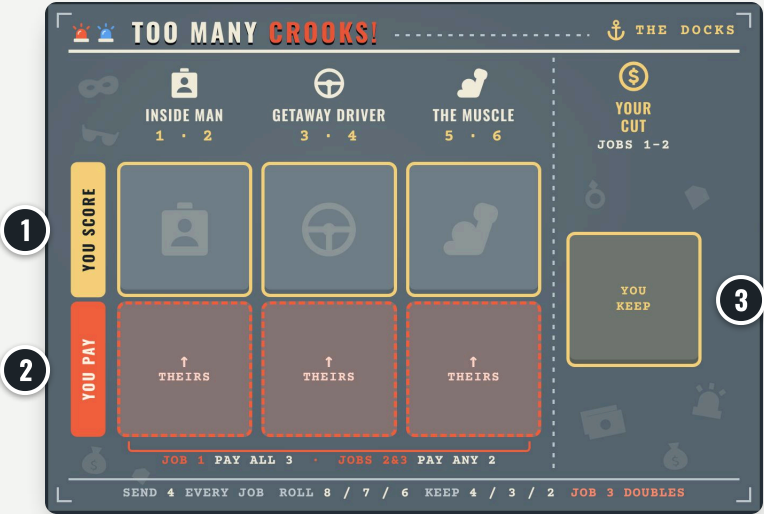


So a 1 isn't a bad die. It's the only kind of die that can be an inside man — and a second 6 is no use to a job that already has its muscle.

Your dice do three jobs at once. The dice you send out are your rivals' workers. The dice you keep back are the only thing you can **pay** anyone with. And whatever lands in your pocket is your **score**.

YOUR CREW SHEET

Colors on the sheet tell you whose points a die is. **GOLD** is yours. **RED** is paid out to someone else.



- 1 **You score — your crew.** One rival die in each slot: inside man, driver, muscle. You score their total.
- 2 **You pay — their cuts.** Your own kept dice go here, under the crook you're paying. That crook's owner scores them.
- 3 **You keep — your cut.** On jobs 1 and 2, one kept die is left over. It's yours to score.

HOW A JOB RUNS



- 1 **ROLL**
Everyone rolls all their dice at once and leaves them face up in front of them. Dice stay visible all job: everyone can see exactly what everyone else has to offer — and to pay with.
- 2 **SEND YOUR PEOPLE OUT**
Starting with the first player and going clockwise, each player sends **exactly four** of their dice to rivals' jobs, placing each one in the top row of that player's sheet. Send all four to one rival, spread them around, or send a rival nothing. You can never send a die to your own job.

Talk the whole time. Ask for what you need, promise what you like. Keep each turn to about ninety seconds.

THREE JOBS

The game is three jobs. You roll one fewer die each job, because the contact you keep as your cut takes the money and leaves.

	JOB 1	JOB 2	JOB 3
Roll	8	7	6
Send out	4	4	4
Keep	4	3	2
Crew you score	3	3	3 · double
Cuts you pay	3	2	2
Cut you keep	1	1	—

You always send four and always crew three. Your kept dice pay your crew, as far as they go, and anything left over is your own cut. The crew sheet's bottom line carries this whole table.

YOU ROLLED

SENT OUT

KEPT BACK

→ RIVALS

YOUR PAYROLL

Send your best people and your rivals score well with them — but you've nothing good left to pay anyone with.

3 PICK YOUR CREW

Look at the dice sent to your job. Choose **one inside man**, **one driver** and **one muscle** — never two of a kind — and line them up in the gold row. The rest go straight back to their owners and earn nothing.



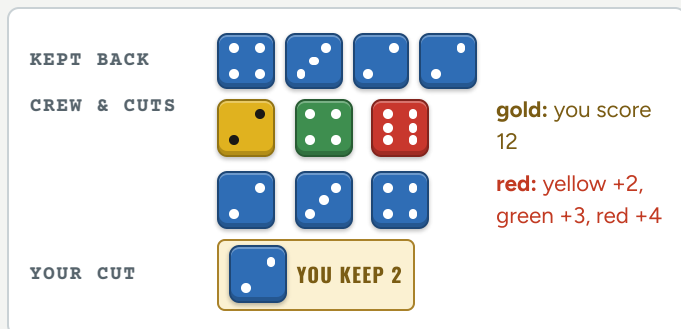
If any die of a kind was sent to you, you must fill that slot. If nobody sent you a kind, that slot stays empty and you run the job short.

4 HAND OUT THE CUTS

Everyone does this **at the same time, in secret**. Take your kept dice behind your hands, decide who gets what, then everyone places their cuts in the red row at once.

- On **job 1**, pay all three of your crew.
- On **jobs 2 and 3**, pay any two. One of your crew gets nothing — you choose who.
- You may **stack** several kept dice under one crook instead of spreading them out.
- Cuts only go to crew on your job. **Running short?** Pay and place your cuts as normal: hand out the same number of dice, stacking them on the crew you have. Never fill an empty slot with one of your own dice.

Each cut goes to the **owner of the crook above it**, who scores the total of the dice they were handed. The cut dice themselves come back to you.



5 SCORE AND CLEAN UP

Write down each player's points for the job:

- **CREW** the total of the crew on your job.
- **CUTS** every die other players handed you.
- **YOUR CUT** on jobs 1 and 2, the one kept die you didn't hand out. Score its number, then **put that die back in the box** — that contact has taken the money and gone. It's why you roll one fewer next job.

Every other die goes back to its owner. Pass the first-player role one seat to the left and start the next job.

PROMISES

Talk at any time, to anyone, about anything: which die you'll send where, who you'll crew, what cut you'll hand over. Make deals, threaten, beg.

Nothing is binding. The player who promised you their 6 can hand you their 1 and keep the 6 for themselves.

But every die is face up all job, so the whole table can see exactly what a player *could* have paid — and, at the reveal, what they did. There are three jobs, and everyone remembers who they sent to last time.

NOBODY SHOWS UP

If nobody sends you anything at all, **run the job with your own people**. From your kept dice, take one of each kind by the usual crew rules — one inside man, one driver, one muscle — and score them as your crew (doubled on job 3). You pay no one. On jobs 1 and 2 you still take your cut: score your best leftover kept die and put it in the box, as usual.

If your crew used every kept die, you have no cut that job — put one of your dice in the box anyway. Being frozen out hurts — it's worth about three-quarters of a normal job, with nobody paying you for it — but it doesn't knock you out of the game.

THE LAST JOB

On job 3 your **crew scores double**. You keep two dice and pay two crew, so there's nothing left over for yourself — both kept dice go out, to two of your crew or stacked on one.

Nobody can punish what you do on the last job. Everyone at the table knows that.

THREE PLAYERS

Play exactly as written. With only two rivals, every die you send goes to one of two jobs — so every snub is felt.

A JOB, START TO FINISH

Owen **Priya** **Sam** **Nel** Four players, job 1.

The deal. Priya rolled 6, 5, 4, 4, 3, 2, 2, 1. Owen needs muscle, and promises Priya his best cut if she sends him her 6. She does — and sends her 5, 4 and 4 to other jobs. That leaves her 3, 2, 2 and 1 to pay her own crew with.

The crew. Owen is sent Priya's 6, a 5 and a 2 from Sam, and a 4 from Nel. He takes Sam's 2 as inside man, Nel's 4 to drive and Priya's 6 for muscle: **12 points**. Sam's 5 goes home — Priya's 6 already has that place.

The cuts. Owen kept a 6, 4, 3 and 1, and must pay all three crew on job 1. In secret he puts the 4 under Sam's 2, the 3 under Nel's 4 — and the 1 under Priya's 6. He keeps the 6 as his own cut.

Owen: crew 12 + his cut 6	18
Sam: Owen's cut	4
Nel: Owen's cut	3
Priya: Owen's cut	1

Had Owen kept his word — the 6 to Priya, the 1 for himself — he'd have scored 13. The lie was worth five points, and the whole table watched him tell it. There are two jobs left, and Priya decides where her best contacts go in both.

(Everyone else's job runs at the same time; only Owen's is shown.)

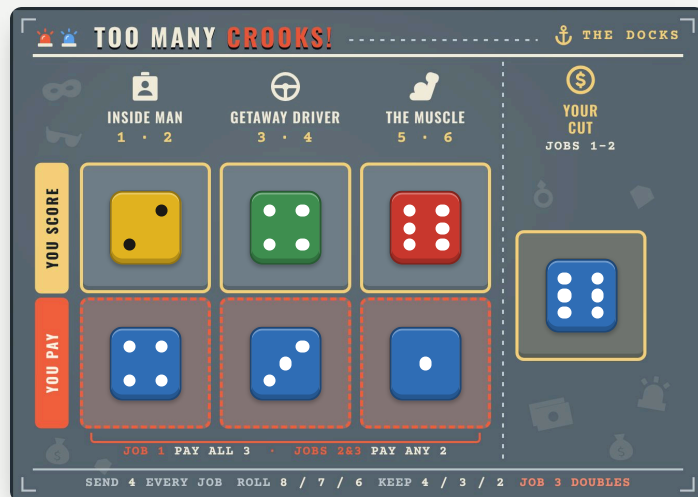
WINNING

After job 3, total each player's points. **The highest total wins.** If players are tied, the one who scored more on job 3 wins; if still tied, they share the win.

Scoring openly keeps everyone honest about who's ahead. For a tenser game, score in secret and reveal at the end.

GOOD TO KNOW

- **Your payroll is what you didn't send.** Send out your best and you'll have nothing worth paying with.
- **Whoever holds the missing kind holds the job.** If a job has no inside man, the player with a 1 or 2 to spare can name their price.
- **You can freeze someone out — for a while.** Nothing obliges you to send a rival anything. A frozen job runs on its host's own dice and is worth about three-quarters — and whoever breaks ranks to supply it gets to set the terms.
- **Only the crew doubles on job 3.** Cuts score their face value, every job.



Owen's sheet at the reveal. Gold row: his crew, worth 12 to him. Red row: his blue dice, scored by the owner of the crook above. Right: the 6 he kept.

QUICK REFERENCE

Roll 8 / 7 / 6 · **send** 4 each, in turn, never to yourself.

Crew one each: inside man 1–2, driver 3–4, muscle 5–6.

YOU SCORE their total (double on job 3).

Pay in secret: 3 cuts on job 1, then 2. Stacking allowed.

THEY SCORE what you hand them.

Your cut jobs 1–2: score the leftover kept die, then it leaves the game.

TOO MANY CROOKS!

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Play it online at darrendon.com/games/too-many-crooks