

THE BUG

The fluff: The Grand Burglar has ordered a heist planning from The Mastermind, they will communicate over the secure and impenetrable phone line delivered by Criminal-Telecom Inc., but little do they know that a bug has been discovered in the Criminal-Telecom Inc. systems by the Police Cyber Crime Department, and now, The Senior Police Detective, is listening in on their planning through “The Bug”.

The rules: All players are not allowed to see each other's plan prints until after all jobs have been carried out and The Senior Police Detective has come with hers/his conclusion of which plan print she/he thinks was the target for the heist. The plan can be anywhere on the plan print paper. The Mastermind and the Grand Burglar are not allowed to talk in a code language, they must communicate in a clear language that all players understand.

Game difficulties: The game can be played on 3 difficulties, set a timer to the selected difficulty when communicating the plan delivery and when solving the case. The preparation step does not have a time limit. Easy 1 minute, medium 45 seconds, hard 30 seconds.

The preparation for The Mastermind: Choose a set (There is only 1 set for now), choose one of the plan prints from that set, plan a heist on that plan print by putting an action circle on a parking space marking the start of the plan, then draw lines with arrows showing the direction to each door/burglary, put a circle (which marks an action) around each door that is forcefully opened (all doors must be forcefully opened the first time they are used), and put a circle (marking an action) around each item that is burgled. The plan must also end at the starting parking space. A minimum of 10 actions must be made, and each action must be numbered in the order they are made starting with 1, by putting each number next to or inside the action circle. A safe MUST be stolen. Finally, hand over a blank and complete set of the plan prints that was chosen to The Senior Police Detective (she/he may not look at these until the plan has been delivered and the case cracking starts, they can be put in an A4 envelope with a Post-It with The Police Detective written on it), then hand over a blank plan print of the location to be heisted to The Grand Burglar (again, you can use an envelope with a Post-It on it, and you could use a third envelope for The Mastermind's plan as well to keep it secret). Make sure that The Senior Police Detective does not see any of the plan prints and that The Grand Burglar does not see the plan that The Mastermind has drawn.

The plan delivery: A timer is set with the selected difficulty when this step starts. The Mastermind must communicate the plan to The Grand Burglar, The Grand Burglar must then draw lines with arrows that are about the same as The Mastermind's plan (they do not need to be 1:1 but they must go through the same areas/routes, i.e., going another way around an item is not considered identical), circles must be placed around each door that used (first time going through any door, it must be forcefully opened and therefore have a circle around it, subsequently it can be used freely with just a line going through). Circles must be numbered, i.e., the first action is 1, then 2, etc., the number must be put next to or inside each action circle. The Senior Police Detective should take notes and/or draw the plan on a blank piece of paper.

The cracking of the case: After the criminals are done with the planning, a timer is set with the difficulty for the heist. When the timer is started, The Senior Police Detective can look at the plan prints that she/he got delivered and try to figure out which plan print was used by the criminals. When the timer runs out, the detective must announce their guess for a target plan. She/he is allowed to draw as much as they want to anywhere on the plan prints. If she/he is correct, she/he wins the game. If incorrect, look at the two plans from the criminals, if they are not about the same and if the same actions are not circled on the same places on each plan and don't have the same numbers, The Senior Police Detective wins. If The Senior Police Detective's guess was incorrect, the plans about the same, the actions numbers identical, the criminals win.