

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 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.

The preparation for The Mastermind: Choose a set (for now there is only 1 set, South Ashton), choose one of the plan prints from that set, plan a heist on that plan print by putting a circle on a parking space marking the start of the plan, then draw lines with arrows showing direction to each door/burglary, put a circle around each door that is forcefully opened (all doors must be forcefully opened the first time they are used), and put a circle around each item that is burgled. The plan must also end on the starting parking place. Calculate amount of time for the heist by adding 20 seconds for each plan print available in the set, then add 5 seconds for each action (an action is everything you put a circle around like parking car, breaking a door open or heisting stuff), a minimum of 10 actions must be made, and a game variation could be that a safe must be stolen instead and some number of items. 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: 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 put around each item that is burgled. The Senior Police Detective should take notes and/or draw the plan on a blank piece of paper, refer to The Senior Police Detective's Guide for inspiration on how to do this.

The cracking of the case: After the criminals are done with the planning, a timer is set with the amount of time calculated 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. She/he must then announce hers/his guess before the timer runs out or immediately after the timer ran out. 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 (routes just need to go through the same areas, the lines do not need to be 1:1) and if the same doors/items are not circled on each plan, The Senior Police Detective wins. If the amount of time for the heist was not correctly calculated by The Mastermind, The Senior Police Detective wins. If The Senior Police Detective's guess was incorrect, the plans about the same and the time calculated was correct, the criminals win.