

UNIVERSITYGAMES



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AGES 12 AND UP

2 TO 4 PLAYERS

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DUMB CRIMINALS™

THE BOARD GAME

INSTRUCTIONS

CONTENTS

- Game Board
- 4 Playing Pieces
- Die
- 30 Crew Member Tokens
- 300 Dumb Criminals Cards
- \$170,000 in Play Money (20 x \$500, 60 x \$1,000, 20 x \$5,000)

OBJECT

Be the first player to collect \$50,000, or the last player left on the Game Board, by successfully completing heists and holding on to your crew.

SET UP

1. Place the Game Board in the middle of the play area.
2. Shuffle the Dumb Criminals Cards and place them face down next to the Game Board.
3. Each player selects a Playing Piece and places it on START on the Game Board.
4. Each player selects five Crew Member Tokens and places them in front of him/her (*any remaining Crew Member Tokens are set aside*).
5. Each player receives \$15,000 in start-up cash (10 x \$1,000 and 1 x \$5,000), and the remaining cash is set aside in three piles (\$500, \$1,000 and \$5,000).

HOW TO PLAY

1. The player who has most recently told a lie goes first by rolling the die and moving the matching number of spaces (*clockwise*) on the Game Board. Depending on the space the player lands, he/she must fulfill the action associated with that space on the Game Board.
2. Once a player has completed his/her turn, the die is passed clockwise, and the next player rolls the die and moves.
3. Players keep taking turns, rolling the die, moving around the Game Board and attempting to answer as many Dumb Criminals Cards correctly as they can while raking in as much cash as possible.
5. Any time a player loses all of his/her Crew Member Tokens, that player is out of the game.

BOARD SPACES

Heist Spaces

When a player lands on a Heist Space, it is an opportunity to make some cash. That player must first decide how many Crew Member Tokens he/she will wager (*up to all his/her Tokens*) before placing that amount of Tokens on the Heist Space on the Game Board.

Another player picks up and reads a Dumb Criminals Card out loud. After hearing the story, the first player must answer if he/she thinks this story is TRUE or FALSE.

If the player answers correctly, he/she collects the amount of cash listed for every Crew Member Token on that Heist Space and places the Crew Member Tokens back in front of him/her. (*For example: 4 Crew Member Tokens placed on a \$1,000 Heist Space = \$4,000 earned.*)

If the player answers incorrectly, he/she earns nothing, and all Crew Member Tokens placed on the Heist Space are moved to JAIL, located in the middle of the Game Board. That player's turn is now over, and play continues clockwise.

Court Spaces

When a player lands on a Court Space, he/she may "post bail" for up to two Crew Member Tokens and add them to his/her crew. Bail is set at \$2,000 per criminal, which is paid back into the stash of cash set aside. A player can have up to seven Crew Member Tokens in front of him/her at any time.

Bounty Hunter Spaces

When a player lands on a Bounty Hunter space, he/she must pay \$3,000 to keep one of his/her Crew Member Tokens out of JAIL. If a player can't pay, then one of his/her Crew Member Tokens goes straight to JAIL. That player's turn is now over, and play continues clockwise.

Stabbed in the Back Spaces

When a player lands on this space, he/she loses a turn, and play continues clockwise.

"It Fell off the Truck" Spaces

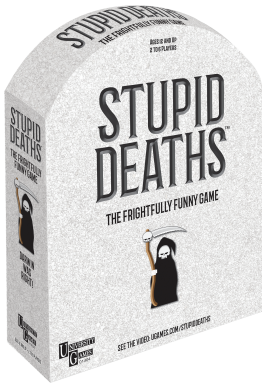
If a player lands on this space, he/she may collect \$500 for every Crew Member Token he/she has. That player's turn is now over, and play continues clockwise.

Blackmail Spaces

If a player lands on this space, he/she may blackmail the player of his/her choice, who must pay him/her \$1,000 to buy his/her silence. That player's turn is now over, and play continues clockwise.

WINNING THE GAME

The first player to nab \$50,000 in cash wins the game. If there is only one player left on the Game Board, that player is immediately declared the winner.



Stupid Deaths™
Ages 12 and Up
2 to 6 Players

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Retain this information for future reference. Made in China. **B012361 05/20**

