Players: 2–4   **Age:** 8 +   **Duration:** 20 minutes

COMPONENTS

7 dice
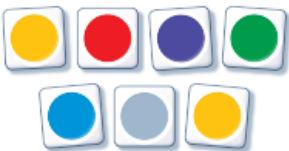
with the colors yellow, red, green, blue, grey and purple

24 bandits with the values 1, 2, and 3

with 1, 2, or 3 dice each
in the 6 dice colors

20 handcuffs

all identical

GAME IDEA

When you roll and obtain a bandit from the center of the table, you take it into your play area. Bandits with a value of 1 are immediately secured and placed face down. Bandits with a value of 2 and 3 are placed face up in front of you as a single stack (in a two-player game, as two separate stacks). The top card of each stack may be stolen by opponents and taken away again. At the end of the game, the player with the most bandit points wins (with an additional bonus of 5 points awarded for the most handcuffs).

GAME SETUP

Three bandits with different die colors are placed face up next to each other in the center of the table: one bandit with the value 1, one with the value 2, and one with the value 3. The remaining 21 bandits are shuffled and placed next to them as a face-down stack. Each player receives 2 handcuffs and places them in front of themselves. The remaining handcuffs are placed as a stack in the center of the table.
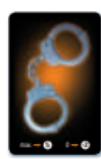
GAME PLAY

Determine a starting player at random. That player takes all 7 dice and rolls them. The player must then place **at least one die** on a **face-up card of the same die color** (ideally placing it in the center of the card). Red dice may only be placed on red cards, yellow dice only on yellow cards, and so on. The player may also distribute multiple dice (any number) across different cards as desired. **Placing one die is mandatory; placing additional dice is optional**.

Attention: If the player is unable to place even a single die, their turn immediately ends unsuccessfully and they gain no loot at all.
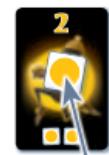
Sarah rolls all 7 dice and places two green dice on the green value-3 card and one yellow die on the yellow value-2 card.

After the player has placed the dice on the card(s), they must now decide whether to stop or continue. If they choose to continue, they must reroll **all dice that have not yet been placed on cards**.

Note: It is never allowed to remove dice from cards in order to reroll them. Once placed, a die stays in place.

The player must once again place **at least one die** (or any greater number) on **at least one card**, or distribute multiple dice across different cards as desired. If the player is unable to place **a single die**, their turn immediately ends **unsuccessfully**, and they gain no loot in this case. The next player then takes their turn.

Sarah decides to continue. She rerolls the remaining four dice and places one red die on the red value-1 card.

The player may continue as long as, after each roll, they are able to place **at least one die**. If this is not possible after a roll, the player's turn immediately ends **unsuccessfully**, and they gain no loot in this case.
Note: If a card is completely filled (for example, a green value-2 card with two green dice), no additional dice may be placed on that card.
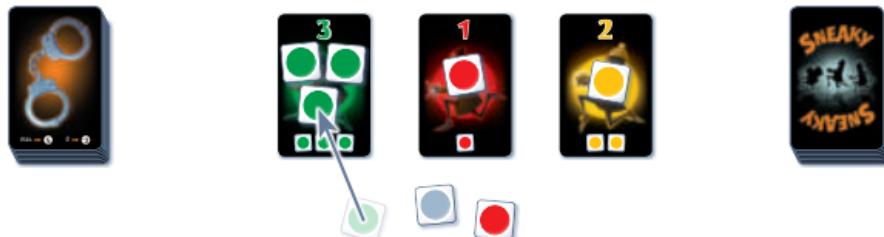
Sarah decides to continue and rerolls the remaining three dice. She places one green die on the green value-3 card. The green value-3 card is now full, and no additional green dice may be placed on it.

If the player decides to stop (after having placed at least one die), they take all cards that they have **completely filled with the required dice**:

- captured value-1 cards are placed **face down** next to the player (they are immediately secured for the rest of the game)
- captured value-2 and value-3 cards are placed **face up** in front of the player, forming their own personal stack.

Note: If a player captures multiple value-2 and/or value-3 cards during their turn, all of these cards are placed on their personal stack. The player may freely choose which of these cards is placed on top of the stack.

Two-Player Game Adjustment: In a two-player game, each player places **two separate stacks** in front of themselves: one stack with captured value-2 cards and one stack with captured value-3 cards.

Sarah decides to stop, as another roll would be too risky. She takes the red value-1 card and the green value-3 card. She places the value-1 card face down next to her, and the value-3 card face up in front of her (as the start of her stack).

HANDCUFFS: BONUS EARNED!

If a player manages to capture **at least two bandits from the center of the table** during their action, they immediately receive **one handcuff card** from the stack as a reward and place it next to themselves. At all times, it should be clearly visible how many handcuffs each player has. **Note:** Only bandits taken from the **center of the table** count toward gaining a handcuff card; bandits that are already lying face up in front of other players during the course of the game and may be captured later do not count for this purpose.

Very Important: If a player captures **no bandits from the center of the table** during their action, they must return **one handcuff card** from their possession. If they no longer have any, nothing needs to be returned. Here as well, only bandits captured **from the center of the table** are relevant.

In the example above, Sarah captured two cards from the center of the table. She receives one handcuff card, which she places next to herself. She now has three handcuff cards.

FURTHER GAME PLAY

After a player has finished their turn, the face-up display in the center of the table is refilled to **three bandits** by revealing the appropriate number of cards from the draw pile. Play then continues in this manner, taking turns clockwise. **Very Important:** The **top card** of each opponent's face-up stack may (in addition to the face-up cards in the center of the table) be filled with dice and, if applicable, captured. This means that bandits may be stolen from all opponents' stacks. **Note:** Dice may never be placed on your own stack.

Tim

Sarah

Tim takes his turn and rolls all 7 dice. He places one green die on Sarah's green value-3 bandit and places one blue die and one green die on the cards in the center of the table. Tim chooses not to place the yellow die. He decides to continue and rerolls the remaining four dice, and so on.

If the player eventually decides to stop (after having placed at least one die), they take all cards that they have **completely filled with the required dice**, both from the center of the table and from other players. Cards captured from other players are always placed **face up** onto the player's own stack. In this way, value-2 and value-3 cards may change ownership repeatedly over the course of the game.

END OF THE GAME

Play continues in the manner described. When, after an action has been completed, the **last bandit** from the draw pile is revealed and placed in the center of the table, **exactly one complete final round** is played—meaning each player gets **exactly one more turn** with the dice. It may happen that at the start of the final round there are fewer than three bandits in the center of the table. After this final round, the game ends. Any bandits still remaining in the center of the table are returned to the box.

Note: If, during the final round, there are no face-up cards left in the center of the table, the game ends immediately.

- Each player adds up the values of all bandits they currently own, including their face-down value-1 bandits as well as the value-2 and value-3 bandits in their personal stack.
- The player with the most handcuffs receives an additional **5 bonus points**. If multiple players are tied for the most handcuffs, all tied players receive the 5 bonus points.
  Note: If a player has no handcuffs at all, they receive **2 penalty points**. The player with the highest total score wins. In the event of a tie, there are multiple winners.