

# GRISBI

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## CONTENT:

-A Robbers Deck (52 cards)

\* 40 Action cards

\* 8 Deny cards

\* 4 Stop cards

-A Police Deck (52 cards)

\* 40 Action cards

\* 8 Deny cards

\* 4 Stop cards

-5 Location cards

-1 Player Aid card

## IDEA OF THE GAME:

This is a **speed game with no turns**; the players (no matter how many they are) are split in 2 teams (Robbers and Police) and play simultaneously as quick as possible their cards, following specific criteria.

## PREPARATION:

The players split in 2 teams, Robbers and Police, no matter if a team has a member more than the other. Each team takes the correspondent deck and prepares it in this way:

- Sort out the 4 Stop cards;

- Shuffle the remaining deck and take from it an amount of cards, according to the number of players in the team:

\* 1 player team: 12 cards;

\* 2 players team: 24 cards;

\* 3 players team: 35 cards;

\* 4 players team: 48 cards;

- Now re-shuffle these cards together with the 4 Stop cards and distribute them among the partners in the team; players can't look at them yet: they place their own deck aside, face down;

- put out of the game the cards which are not in use.



Robbers Deck  
Stop card



Robbers Deck  
Action card



Robbers Deck  
Deny card



Location  
card



Police Deck  
Stop card



Police Deck  
Action card



Police Deck  
Deny card

## GAME:

At the beginning of each round take one of the 5 Location cards and place it in the middle of the table. After doing this, the youngest player loudly says START!; then all players take their cards in hand and start playing.

This is a speed game with no turns, meaning that all players play simultaneously trying to lay down as many cards as they can, following these criteria:

- Each card must be played on top of each other, forming a deck which is common to all the players of both teams.



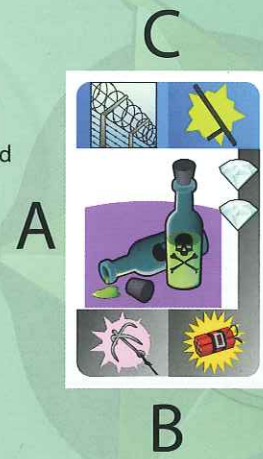
- If you want to play a card, the main object in the middle of the card you are going to play (A), should match one of the small objects depicted at the top or bottom of the topmost card of the common deck (B-C). If you play a wrong card it won't be counted at the end of the round.

- More precisely, all the cards depict a main object (A) in the middle and smaller objects (B-C) on top and on bottom; these smaller objects represent which cards can be played on top of that card; the objects on the top of the cards (in blue frames) represent objects that you find in the Police deck(C), so these cards will be in the hands of the Police team; vice versa the objects on the bottom of the cards (in gray frames) represent objects that you find in the Robbers deck (B), so these cards will be in the hand of the Robber team.

- Again, there is no turn, in order to play you don't need to wait for other players or the other team, you can even play more than one card in a row...if you are fast enough.

- You do not need to wait for the other players to play. Even you can play more than one cards subsequently. If you are fast enough!

**Example:** After the START one of the Robber players, who is faster than everybody else, places a card with Pincers on top of the starting one, because it matches one of the 2 Robber objects at the bottom. After this card is played, the cards that can be played change: one of the Police players can play either the "Handcuffs" or the "Police car" card while one of the Robber players can play either the "Keys" or the "Gun" card; who will be the fastest?



**THE DENY CARD:** The deny cards should be played on top of another card with the same object. If played correctly, a deny card counters the effect of the card below (that will be ignored at the end of the round - see below).



**Example:** One of the Robber players may place the security camera Deny card on the security camera card played by a Police player. The Police team will therefore lose 3 points (see Vicory Points).

**VICTORY POINTS:** Each card is worth 1 to 3 points, represented by diamonds (in the Robber cards) or by sheriff stars (in the Police cards). Your goal is to have in the common deck at least a certain amount of points (diamonds or sheriff stars); this amount depends on the number of players you have in your team:

- 1 player team: 10 points
- 2 players team: 16 points
- 3 players team: 20 points
- 4 players team: 22 points



**END OF THE ROUND: THE STOP CARD**

When a player enters a Stop card, the round ends. So, when a team believes its goal has been reached (but playing so quickly it's very difficult to be sure), one of its players should - indeed - enter a Stop card, just providing that one of the 2 depicted objects matches the requirements of the previous card.

**WHEN THE ROUND IS OVER:**

- Check if the Stop card has been played correctly: if not, the winner is the opponent team.
- Take the common deck, put it up-side down and display the cards on the table one beside the other in a row, in the order they were played.
- Check each of the cards of the closing team comparing them with the card on their left. If the card matches correctly with the previous one, shift the card up (see figure).
- Leave the other cards (cards that don't match correctly and the cards played by the opponents) where they are.
- If a valid card is nullified by a Deny card (providing it was played correctly), don't shift it up.
- Add up the points of the cards shifted up. If the total amount of points reaches at least the target, the closing team is the winner, otherwise the other team wins.
- The winning team takes the Location card as a reward and a new round begins.

**END OF THE GAME:**

When a team gets 3 Location cards, it is the winner.

**Example:** The Robbers team has just correctly closed the round:

The Robbers team is composed by two players, so it has to reach 16 points; unfortunately it only got 4, so the Police team wins the round (and takes the Location card).



Starting card    The Round has been ended by the Robbers, so the Police cards are not counted    Correct 1 point.    Correct 2 points.    Not correct. No hooks available on the previous card    Correct but not to be counted, as the Police team uses Deny card.    The previous card doesn't score.    Police card: not to be counted    Police card: not to be counted    Not correct. On the previous card there is a dog, not a camera    Police card: not to be counted    Correct 1 point.    Valid Stop card.