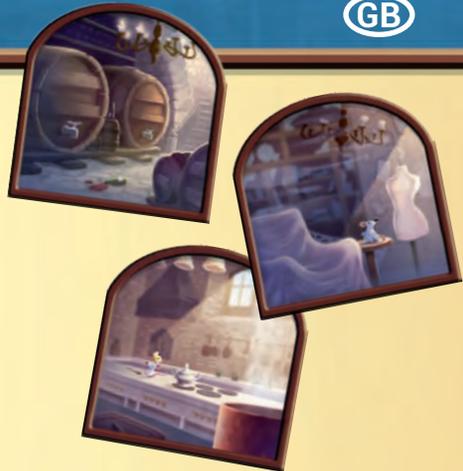


 10+
 2-4
 45'



TEA TIME CRIME



Esteemed guests at the venerable Longshore House A family game by Dirk Barsuhn

To celebrate his 80th birthday, Lord Waldemar has invited many distinguished guests to his stately home. The Baroness of Wallonisch-Brabant is expected along with her entourage, as well as Sir Adam Stoneworth and Earl Bobby of Glenkiltie. Even the famous opera singer Barbette Brunette and the former boxing champion Arnold Wendestein have confirmed their attendance. With such a guest list, the festivities are not to be missed! They will

begin at 5 o'clock in the afternoon – just in time for tea. However, a recent spate of break-ins and thefts has plagued this once tranquil area. For this reason, Lord Waldemar has hired a renowned detective for the duration of the festivities, who, along with his assistant, is to keep a close eye on the estate and especially on the guests' luxurious belongings. If all goes well, Lord Waldemar and his guests shall prove extremely grateful!

COMPONENTS

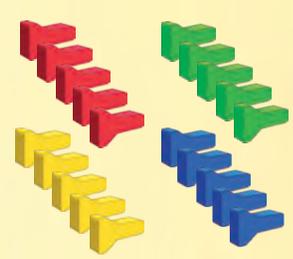
4 house boards



100 tiles
(4 color-coded sets of 25 tiles each)



20 score tokens
(4 color-coded sets of 5 score tokens each)



5 dice



1 rulebook

GOAL OF THE GAME:

The goal is to earn the most points by using your dice rolls strategically to place your detectives in the highest scoring locations.



SETUP:

Before playing for the first time, carefully pop out the pieces from the punch board.

- 1) Each player takes **1 house board** and **5 score tokens** of one color and places these in front of them.
- 2) Each player takes the **25 tiles** of the matching color and the **5 detective tiles**. Shuffle the detective tiles and place them face down on the 5 specified spaces on your house board, diagonally from the bottom-left to top-right. (see picture --->).
Shuffle the remaining **20 tiles** and place them face down in random order on the remaining 20 spaces on your house board.
- 3) Place all spare house boards, score tokens, and tiles back in the box. You won't need them for the current game.
- 4) Choose a player to go first. They take the **5 dice**.



Layout of a house board

EXPLANATION OF THE HOUSE BOARD



Set up each house board in the same way:

- A** In the center, there are **25 rooms** with different point values (1-9).
- B** On the left side of the board, the **dice number** from 1-5 are pictured vertically. These separate the rooms into **rows**.
- C** At the top, the **amount of dice** from 1-5 are pictured horizontally. These separate the rooms into columns.

HOW TO PLAY:

The game is played in clockwise order. The game is played over multiple rounds. Each round is played in the same way:



1. Roll the dice
2. Explore the house
 - A. Activ (You)
 - B. Passiv (Others)
3. Check the detectives
4. New round



1. Roll the dice

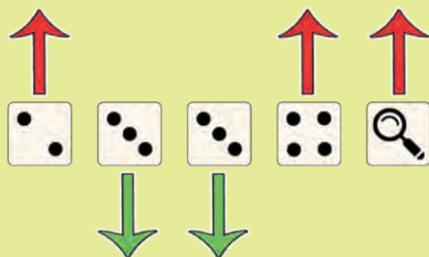
If you're in possession of the dice, roll them. Then you may reroll as many dice as you like **up to 2 times**. Once you have **finished rolling**, you must choose 1 of the following actions:

Choose

Take **all dice of one number** and place them in front of you. Place the leftover dice in the center of the table without changing the numbers. You are creating the **dice pool** for the other players.

Important: dice showing a **magnifying glass symbol** always remain in the dice pool.

You may not place them in front of you!



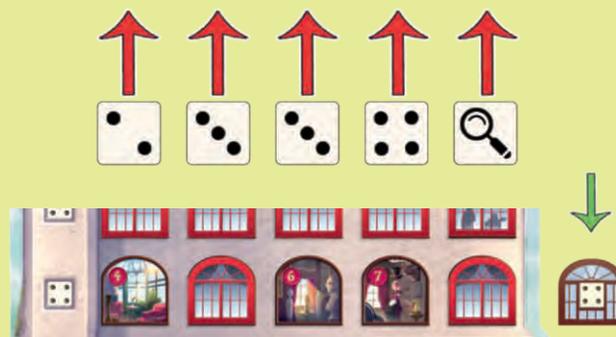
Pass

You pass and forfeit the current round. Take no dice and skip the next step "2. Explore the house".

Instead, take **1 dice tile at random** from your **personal discard pile**. Place it on the right-hand side of your house board in the row with the corresponding dice number.

(An in-depth explanation can be found in the chapter *The dice tiles*)

or



2. Explore the house

A. Active (You)

According to your chosen dice you **must activate 1 tile** on your house board

Pay attention to the following:

- Your chosen **dice number** indicates which **row** the tile is placed on.
- The **amount of** your chosen dice indicates which **column** the tile is placed on.
- You may now **activate** the tile where the **row and the column meet**. (An in-depth explanation can be found in the chapter *Activating the tiles*)

Note: If you only roll combinations where the corresponding spaces no longer contain any tiles to activate, you have to pass.

B. Passive (Others)

Now the other players **may** choose **all dice of one number** from the **dice pool** and, following the same steps, **activate 1 tile** on their own house board.

Important: the dice in the *dice pool* always remain in the center of the table! These dice are **available for all players** to use. This means, for example, that multiple people can choose dice of the same number.

Again if a player cannot or does not want to activate a tile, the player passes and instead takes 1 dice tile at random from their personal discard pile. They place the tile on the right-hand side of their house board in the row with the corresponding dice number. (An in-depth explanation can be found in the chapter *The dice tiles*)

Note: When the active player rolls the dice, it may happen that you are unable to activate tiles!

Example: Emma's dice roll is: 

*She takes all dice with the number 4 and places them in front of her. There are **no remaining dice with a number** to place into the dice pool for the other players. Therefore, they must all "pass", and may instead take 1 dice tile at random from their personal discard pile.*

Continuation of the example



dice pool

Activating the tiles:

Depending on whether the tile where the row and column intersect is **face down** or **face up**, you proceed differently:

Face down

Turn the tile face up

If the tile shows a **dice symbol**, it is a **dice tile**. Place it on the right-hand side of your house board in the row with the corresponding dice number.



If the tile shows a **detective**, a **thief**, or a **master thief**, the tile remains **face up** on the same space.



Face up

You may move the tile.

Take the tile and move it—still face up—onto any **other** space on your house board.

Note: only 1 tile is allowed on a space at a time.



3. Checking the detectives:

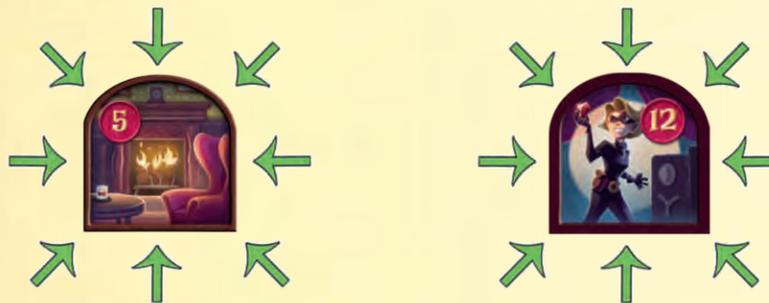
Now check whether your visible detective tiles fulfill the scoring requirements.

The scoring requirements are **fulfilled**, when **all the detectives' flashlights** on a detective tile correctly illuminate the **adjoining rooms** and/or the **adjoining tiles** containing a **thief** or a **master thief**.

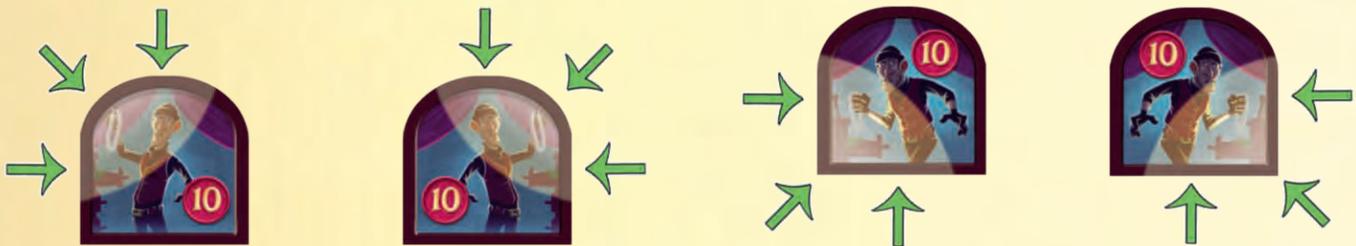


Correct illumination of rooms and tiles:

All rooms and **master thieves** may be illuminated from all eight sides.



Each of the **4 thieves** may only be illuminated from the 3 sides lit by the torchlight.



Place **1 scoring token** on each detective tile that fulfills the scoring requirements

Note: you may still move detective tiles that have been scored! Should the scoring requirements no longer be fulfilled after moving the tile, place the scoring token back next to your house board.

A few examples:



Example 1: one detective's flashlight illuminates an adjoining room (6), but the second detective's does not. The scoring requirements are **not** fulfilled.



Example 2: both detectives' flashlights illuminate the directly adjoining room (4 and 6). The scoring requirements are fulfilled. Place 1 scoring token on the detective tile.



Example 3: the room (1) and the master thief (12) are correctly illuminated, but the 2 thieves (10) are not, because the light beams are not pointing in the right direction. The scoring requirements are **not** fulfilled.



Example 4: here the 2 thieves (10), as well as the room (5) and the master thief (12), are all correctly illuminated. The scoring requirements are fulfilled. Place 1 scoring token on the detective tile..

4. New round

Give the dice to the next person in clockwise order, and begin a new round with "1. Dice".

The magnifying glass symbol



The magnifying glass can be used as any dice number.. This way, you can increase the **amount of dice of one number**.

Pay attention to the following:

- You may use the magnifying glass symbol **only in combination with dice** that show a **number**, never "alone".
Exception: the "Flawless jackpot" (see Special rolls).
- If there are more than 1 dice with a magnifying glass symbol in the dice pool, you may use as many of them as you like.
- *Remember:* dice with a **magnifying glass symbol** always remain in the dice pool and can be used by **all players**, whether active or passive!

The dice tiles

If you pick up a tile with a dice symbol, place it face up on the right-hand side of your house board in the row with the corresponding dice number.



Just like with magnifying glass symbols, you may use revealed dice tiles to increase the **amount of dice of one number**.

Pay attention to the following:

- You may only use dice tiles **in combination with dice** that show a **number**, never "alone".
- If you place more than 1 dice tile of one number next to your house board, you may use **as many of them as you like**.
- *Important:* place all used dice tiles in your personal discard pile. You may take them back in later rounds, if you choose to **pass** (see Pass).

*In general: you may only combine **however many dice tiles** and **dice with magnifying glass symbols** with dice that show a number!*

Example:

Emma's dice roll is: 1, 3, 3, magnifying glass, magnifying glass.



Additionally, she has the dice tiles 2, 2, and 3 on the right-hand side of her board. She now has the following options:

a) She can pass and take back 1 previously used dice tile.

b) She can choose the dice with the number 1, to activate the tile in row 1, column 1. She also has the option of combining 1 or 2 magnifying glass symbols with this, to activate a tile in row 1 and column 2 or 3.



c) She can choose the 2 dice with the number 3, to activate the tile in row 3, column 2. She also has the option of combining 1 or 2 magnifying glass symbols or the dice tile "3" with this, to activate a tile in row 3 and column 3, 4, or 5.



Special rolls

Lucky Jackpot



If your dice roll is made up only of **magnifying glass symbols**, you have rolled a **flawless jackpot**. As a reward, you may activate **1 tile** on your house board. The other players may **not** activate any tile during this round. However, they may "pass" and take back 1 random tile from their personal discard pile..

Lucky streak



If your dice roll is made up of the **numbers 1,2,3,4,5** (without a magnifying glass symbol), you have rolled a **lucky streak**. As a reward, you may activate 1 tile on your house board. The other players may **not** activate any tile during this round. However, they may "pass" and take back 1 random tile from their *personal discard pile*.

END OF THE GAME:

The end of the game is triggered when a player places their **fifth scoring token** on a detective tile. Play the current round to the end, and then count up all the points for rooms and tiles that are illuminated by the detective's flashlights. Add **3 points for each unused scoring token**. Whichever player has the most points, wins. In case of a tie, the players share the victory.

Scoring example:
Emma earns 89 points altogether.

A: For this scored detective tile she earns $12+7 = 19$ points.
 (Remember: a master thief is worth 12 points!)

B: For this scored detective tile she earns $7+7 = 14$ points.

C: For this scored detective tile she earns $12+5 = 17$ points.
 (Remember: a master thief is worth 12 points!)

D: For this scored detective tile she earns $10+5+1+3 = 19$ points.

E: For this scored detective tile she earns $10+10 = 20$ points..



Acknowledgements:

Dirk Barsuhn would like to thank Olli Raßenhövel and Jörg Barsuhn for their creative support and unwavering enthusiasm, as well as all the test players who made this game possible.

If you have questions or comments regarding "Tea Time Crime", please contact: Piatnik, Hütteldorfer Straße 229-231, A-1140 Vienna, Austria, or info@piatnik.com



Warning! Not suitable for children under 36 months.
 Danger of choking on small pieces. Suffocation hazard!
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