

SANDS
OF
CRIME

The title is rendered in a bold, black, hand-painted font. The word 'SANDS' is at the top, with a small white skull icon inside the letter 'A'. Below it is the word 'OF' in a smaller font, flanked by two wavy horizontal lines. At the bottom is the word 'CRIME', with a small crown icon above the letter 'I'. The entire text is centered on a light blue rectangular panel that has a fine, cross-hatched texture. This panel is surrounded by a thick, rusted metal border with visible bolts at the corners and midpoints of the sides.

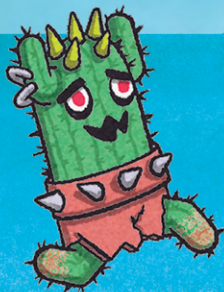
CREDITS

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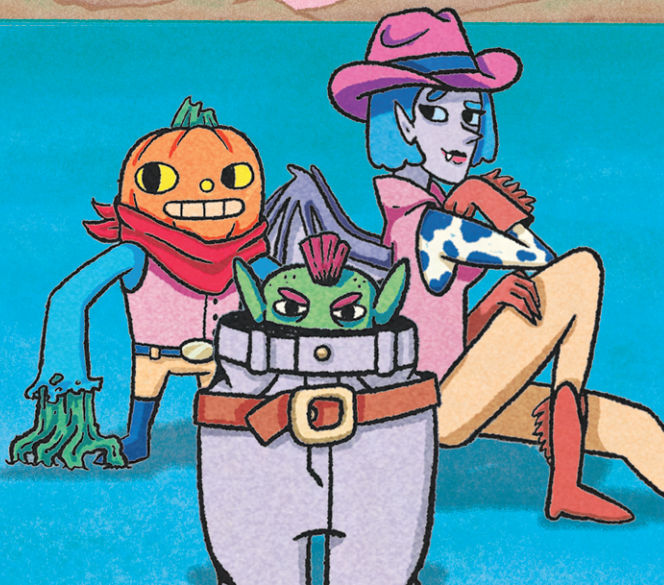
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Special Thanks: Jen and Jon Jeffries, Courtney Cotten, Shannon Isenberg, Pam, Jim, Anthony, and Jackson Bertoli, Hilary Schroeder, Adam Rudolph, Jacob Aldrich, Valkyrie's Vault, Toy Buzz & Fizz, Hitherto Coffee and Gaming Parlour?, Elf N Moon?, Indy Table Top Game Creators group, Cindy and Kyle from Boda Games and the XXX+ Kickstarter backers who helped bring Sands of Crime to life.



WELCOME TO THE GRABI DESERT

The year is 2317. The world's largest desert is controlled by four competing gangs, each obsessed with stealing loot from a shimmering chasm known as The Treasure Trench...and each other. By trading their ill-gotten goods at the local outpost, gangs slowly outfit their hideouts with various forms of funky furniture, delightful decorations and erratic entertainment. Legends tell that the first gang to clutter their hideout with the finest junk will be crowned rulers of this sandy land.



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4 Gang Cards

7 Loot Dice



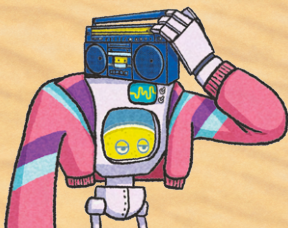
4 Dry Erase Markers



20 Clutter Cards



10 Gadget Cards



SET UP

Each player picks a gang, taking their card and a dry erase marker. Set all loot dice in the center of the play area.

Shuffle the Clutter Card deck and deal each player 4 cards. The remaining cards should be put back in the box. All 4 cards should be placed sand-side up in front of the player in any arrangement.

Shuffle the Gadget Card deck and deal each player 2 cards. These cards are placed face up in front of the player. The remaining Gadget Cards form a face down deck, placed in the center of the play area.

The player with the most Crown loot listed at the top of their Clutter Cards goes first. If there is a tie, the younger of the tied players goes first.



GAMEPLAY

Each turn a player will go through the following steps. When done, play moves clockwise.

1. Heist: The current player picks one of the unused heist rolls listed on the right side of their Gang Card and marks it off. They roll the listed amount of loot dice, following any rules that apply to that specific roll (keep all the same, keep all different, etc.). Once all heist rolls have been marked off, they can be erased, making all options available again.

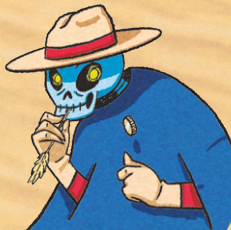
After their initial roll, players can reroll any amount of their loot dice **ONE TIME**, with the important exception of skulls. A player **MUST** perform a reroll before the next step.

2. Skulls: If any skulls are rolled during a heist, the following happens.

1 Skull — The opponent to the left can reroll the skull and spend it as needed.

2 Skulls — The opponent to the left can either reroll one of the skulls and spend it **OR** steal one remaining non-skull loot and spend it.

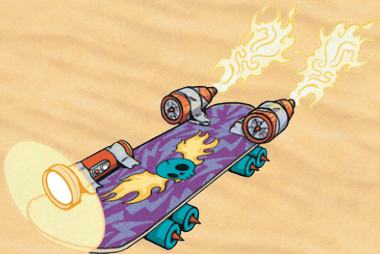
3+ Skulls — Every opponent, starting to the player's left and moving clockwise, may choose to either reroll one skull and spend it **OR** steal one remaining non-skull loot and spend it.



GAMEPLAY

3. Spend: Any loot that isn't dead or stolen can be spent on Clutter and Gadget Cards or put into a gang's vault. **All loot on Clutter Cards must be paid in the order listed (from left to right)** while Gadget Cards, which require one specific loot and one loot of any kind, can be paid in any order. Each player has three loot they can stash for future use in the vault at the bottom of their Gang Card. These loot can be spent at any time. Players should use their dry erase marker to mark off the loot they are spending, or circle the loot icon if it is being placed in their gang's vault. If loot cannot be spent or stashed, it is lost.

4. Clear, Kickback & Activate: If no listed loot remains at the top of a Clutter Card after the spending stage, the card has been cleared. Before it is flipped over, the owner of the card must announce the kickback loot listed at the bottom of the card. This loot becomes available to each opponent, who must spend or store it immediately. The Clutter Card is then flipped over. If no listed loot remains on a Gadget Card, it has been activated and is now ready for use.



GAMEPLAY

Using Gadgets

Gadgets have a specific power that helps a player, hinders opponents, or both. Each gadget's power is useful in different situations, many of which involve heists. Be sure to announce you are using a gadget when you feel the time is right. At the end of the current player's turn, if a gadget has been used, it is placed at the bottom of the Gadget Card deck and a new gadget is drawn. Players should always have 2 Gadget Cards.

Winning

When a player has purchased and flipped their final Clutter Card, they have fully furnished their hideout and are declared the winner. If a player's final Clutter Card results in a kickback that causes another player to clear their final Clutter Card, the first player is still the winner.

GAMEPLAY VARIANTS

Mad Dash - Pay off loot on Clutter Cards in any order. Remove Membership Hat from Gadget Card deck. Great for younger players.

Even Odds - Instead of choosing different heists, every player simply rolls 5 loot dice each turn with no specific collection restrictions. Great for younger players.

The Long Con - Play with 5 Clutter Cards per player.

Stick'em Up - Play with 3 Clutter Cards per player.



Power Surge - Gadgets are free to play. The Slimebots' "Supercharge" heist now lets them swap a Gadget Card with an opponent.

Power Outage - Play without Gadget Cards.

Friendly Foes - You may only use loot to pay off opponent Clutter Cards and power up Gadget Cards. The last player without their Clutter Cards cleared wins.

FAQ

Q: What happens if I reroll an opponent's skull and get another skull?

A: That's some bad luck. Unfortunately, a twice rolled skull is considered dead loot and cannot be used by any player.

Q: During a Team Up heist, who picks first? Can opponents steal?

The player who initiated the heist picks a loot first, followed by their temporary ally. Picking alternates until all loot is gone. If skulls are rolled, the opponent to the left who is not currently part of the Team Up will steal. In a two player game, no one steals and all skulls are simply considered dead loot.

Q: If an opponent is using their Hoarder or Sampler heist, do I have to follow the heist's rules when stealing?

A: Nah. You can take whatever you want.



Q: Can I spend my loot to help pay off another player's Clutter Card?

A: You sure can. You might do this to clear their card and activate a kickback, gaining you a much needed loot. Or you could just do it to be nice.

FAQ

Q: Do I get Kickbacks from my own Clutter Cards?

A: No. That's not how Kickbacks work, champ.

Q: If an opponent rolls two or more skulls and someone wants to use The Yoinker, who gets to steal first?

A: The Yoinker supersedes a normal skull roll, and its user would steal first. Remaining loot would become available to the opponent to the current player's left.

Q: Can I use The Yoinker to steal a loot before a player rerolls?

A: Absolutely.

Q: What does G.R.E.G. stand for?

A: Golden Robotic Exploding Guard.

Q: Can I fill the game box with sand?

A: Anything is possible if you believe in yourself.

