



2 - 5



8+



60-90

GRAVITIX GAMES

Introduction

The great heist was executed in the city of London. You and your fellow Private investigators (PIs) are recruiting your assistants to gather clues to find the eight stolen goods. However, if you pay your assistants too much, your agency will close. If you don't pay them enough, they will reveal their knowledge to your opponents as revenge for you being a miser. Can you find the stolen goods before your opponents without closing your agency, and without revealing too much of your clues?

Components

- City map
- 80 stolen item tokens
(16 tokens in each of the 5 player colors)
- 1 Pad of note sheets
- Rules booklet
- Game App that needs to be downloaded



APPSTORE



PLAYSTORE

Game Story

Eight items were stolen: Painting, statue, two rings, two necklaces and two bracelets. The stolen goods are hidden in the city of London. Your PI agency was hired to help find the stolen goods but especially the painting. You and your paid assistants must find as many stolen goods as possible before the time ends. The police will help you by raiding locations that you suspect have hidden stolen goods. Beware that your hired assistants are paid enough so they don't retaliate by helping the other PIs, but don't pay too much so you don't get bankrupt and close your PI agency.

Game Setup

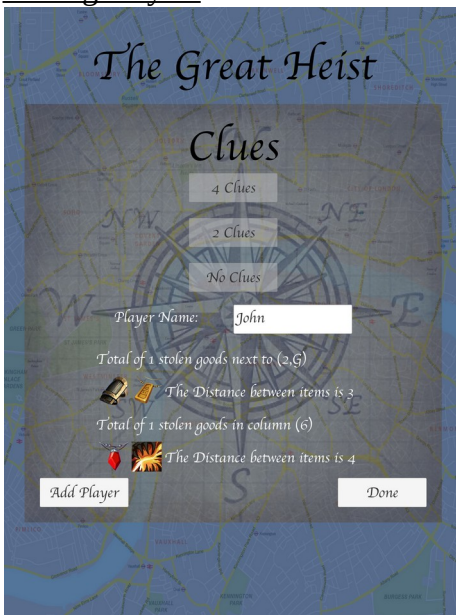
Place the map in the center of the table so that it is reachable by all players.

Run the App on one mobile device that can be shared by all players.

Press the "Start" button without giving a game ID if you want to start a new game.

If you want to replay a game that you played before, first enter the game ID before pressing the "Start" button.

Adding Players



When adding a player, you need to select how many clues that player starts with. Beginners should start with 4 clues, experienced players can start with fewer clues (0-2). Once selected, the number of clues will be shown, and you will need to set the player name and only then you'll be able to continue.

When you are done adding players, press the "Done" button. If more players need to be added press "Add Player" before passing the mobile device to the next player (so the player won't see current player clues).

Start game clues

The clues are always of the same type and in the same order.

Clue 1: Number of stolen goods next to a specific location on the map. This number will include the painting (see clues in the following section).

Clue 2: Distance between two stolen goods.

Clue 3: Number of stolen goods in a row or a column. This number will include the painting (see clues in following section).

Clue 4: Distance between a necklace or a bracelet and the painting.

Game Turn

On each game turn every player will use their assistants to gain a clue about the stolen item by paying them. At the end of the round, all the lowest paid assistants (including ties) will reveal their gathered information to all the players as a revenge for their boss being a miser.

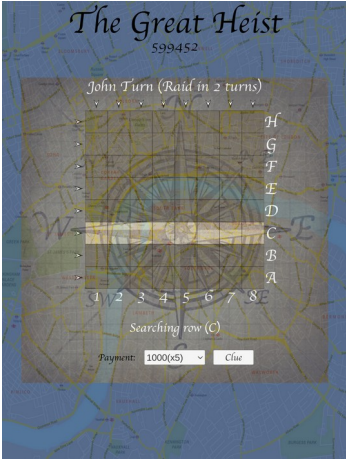

At the end of every second turn, there will be a police raid led by the first player of the round. The police will raid one space on the map revealing what stolen item is hidden in that space (if any at all).

After the raid, the first player will move to the next player and the game continues until the game ends (see below).

Once the game end is reached scoring will take place and the player with the highest score wins.

Clues

On a player's turn, he can ask for two types of clues:

Find items in a row or a column	Find items around a location
	
<p>Press on one of the arrows on the left side or on the top. The row or the column will be highlighted and which row or column searched will be indicated below the map.</p>	<p>Select an area on the map you want to search. All adjacent locations will be searched NOT including the selected location. The selected location will be indicated below the map.</p>

After selecting what type of clue you would like, select how much you want to pay your assistants for the clue. The payment range from 1,000\$ to 5,000\$ and each payment amount is limited. Once the type of clue and payment are selected press the “Clue” button to get the clue. The result of the executed clue will appear below the map and will include the location searched (row, column or area) and all the items that were found EXCEPT the painting. The painting is never found directly when getting the clue. You can only find the painting using the fourth type of clue in the starting clues, by deduction relative to other items, or raids (which will end the game)

At the end of the player's turn, the player can place on the map any number of “Stolen item” tokens face down. This is to indicate where the player thinks the stolen goods are hidden. The player can place a token on a place already containing a token placed earlier by another player. Once placed, a token cannot be moved. A wrong placed token is worth negative points at the end of the game, and the player has only two tokens of each stolen good. The player must place the tokens wisely in order not to miss their chance to capture the stolen goods.

Round End



After all players gained their clues, the assistants that were paid the least will reveal the clues they found to everyone to get revenge on their employer for being a miser.



If more than one player paid the least all assistants will reveal their clues.

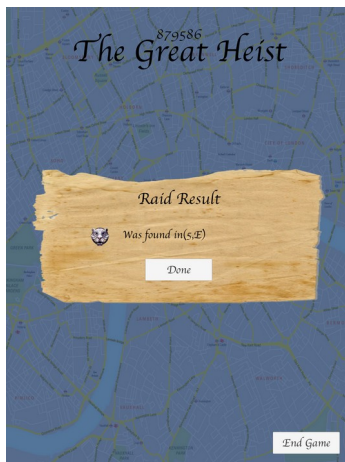
If all players paid the same amount, it is treated as if all players paid the least and all players clues will be revealed.

Once all players saw the revealed clue/clues, press the “Done” button to continue.

Raid

At the end of every second round, there is a raid done by the police. The raid is led by the “Police Liaison”, which is the first player of the round. The raid will take place ONLY if there are “Stolen object” tokens placed on the map which can lead the police to places where the players suspect the items are hidden.

No “Stolen token” placed on map	“Stolen token” placed on map
	
<p>The “Police Liaison” must press the “No Raid” button and continue the game</p>	<p>The “Police Liaison” selects one of the places where there is a token and presses the “Raid” button</p>



The result of the raid will be shown (if there is a stolen good or not). Turn all the “Stolen goods” tokens that are placed in the raid area face up so you’ll know what the other player thought was located there. If there was more than one player correct keep the order of token placement (first player that placed the token should now be the top player to indicate he was the first to guess the correct answer). Players who guessed a wrong answer should keep their token placed on the map, they do not get their tokens back and will lose points for their wrong guess at the end of the game.

Game End

The game ends when one of the following happens:

- The sixth raid took place
- The painting was found in a raid

The first part of the end game is to see which PIs spent the most money and close their agency (in a two player game, the player that spent the most just loses 5 points).

The second part is revealing the location of all the stolen goods, comparing them to the placement of the players “Stolen goods” tokens and collecting points.

For each correct identified location of a stolen good, the player receives its point value:

Painting: 15 points

Status: 10 points

All other items: 5 points






The first player to locate the stolen good receives full points. Each player after receives one point less. For example, the second player to find the golden ring gets 4 points, the third player to find it gets 3 points, etc.

For each “Stolen good” token that was placed in a wrong location the player loses 2 points.

The player with the most points wins the game.

In case of a tie, the player who found the painting wins. If there is still a tie, the player who found the most stolen goods wins. If there is still a tie you must play another game to decide the winner.

Relation between the items

Painting		The painting is not located adjacent to any other stolen good (including diagonally)
Statue		The statue is four-five steps away from the painting. A step is moving either horizontally or vertically, not diagonally.
Rings		The rings are placed diagonally to each other and both rings are five steps from the painting.
Necklaces		The necklaces are never in the same row or column and are exactly three steps from the statue.
Bracelets		The bracelets are at least four steps away from each other and each bracelet is one-two steps away from a ring