

CRACKIT



WHITE COLLAR THIEVES

Artists from all over the world have come to leave their mark on City of Thieves. What secret skills are they hiding?

SETUP

To play **Crack It** with this expansion, set up a game following the rules of the game mode you desire; then, choose or randomly deal a character card to each player.

Put your character card face up so that your opponents can see your special skill.

USE OF SKILLS

Each thief character has a special ability that provides a unique advantage to whomever controls it.

These skills are divided into *passive skills* and *active skills*.

Passive skills (◇) are applied throughout the game as they affect fixed elements of the game.

Active skills (◆) must be performed voluntarily.



OTHER LANGUAGES

CHARACTERS

◇ **ARSENIUS PIERCE:** *Scottish aristocrat of French descentance, passionate for impossible robberies.* You have 6 resource cards in hand instead of 5.

♥ **MS. BROWN:** *Born in Los Angeles and a specialist in bag-swap thefts.* You can use reset cards as block cards and vice versa. Reset cards used to block will be placed face down on top of the blocked number.

♥ **CARMEN Z. JONES:** *Well-known Mexican fugitive, capable of vanishing without a trace.* Each time you play a prohibition card against an action card (but not against another prohibition card) draw 1 card.

♥ **HENRY HOOPER:** *Chicago hustler with a weakness for betting and gambling.* You can play resource cards (R) from your hand and discard during the same turn. Whenever you discard, you may only discard a maximum of 2 cards.

◇ **DANNY CROCKER:** *English gentleman and specialist in motorized robberies.* Your safe has 4 combination numbers, but in exchange you cannot use reset cards during the game.



Design: Aaron Campos
Illustration: Ignasi Lausin
Revision: Ion Hancu