Scatty
Rogues

A crafty memory game
for 3 to 8 players aged 8+

As a real rogue, you bag plenty of loot. So much that you have to stash it away in treasure troves. If only you could remember where the heck you have hidden it. 18 doors – and they all look identical. But where was that trap hidden again? Can you stay on top of things?

AND THIS IS HIDING IN THE BOX

112 cards:

- 18 treasure troves
  (numbered 1 to 18)

- 18 treasures
  (treasure chest and 3 small diamonds on the front, door on the reverse)

- 60 traps
  (1 picture and 1 small skull on the front, door on the reverse)

- 16 penalty cards
  (yellow cards with skull on front and reverse)

WHAT MUST YOU DO?

Go through all the treasure troves, one by one. As you go, each in turn says the number of the next treasure trove. Start with "1" and work your way through to "18". It sounds easy enough, but be careful: some of the treasure troves have traps hidden in them. In that case, you don't say the number, but must say a code word or make a secret sign instead. That's the only way to escape the trap. Have your fellow rogues caught you making a mistake? Bad luck, now you collect penalty points. Have you caught one of the others? Good luck, then you receive points. At the end of the game, who is the one with the best memory and the most points?

HOW TO SET UP THE GAME

Lay the **treasure troves** in a circle, in ascending numerical order, as illustrated. Shuffle the **treasures** and always lay one of them on top of each treasure trove, so that the door is visible. Make sure that you can still see the number of the treasure trove above each door.

Note: The doors of the treasures and the traps look alike. During the game, you are not able to distinguish between them. Thus, it's important to memorise whether a treasure is lying behind a door or whether a trap is lurking there.

Each player takes two **penalty cards** and lays them in a pile in the centre of the circle. Return the remaining penalty cards to the box. You don't need them for this game.

Shuffle all the **traps** and draw 15 of them, face down. Lay them in a pile, with the door face up, next to the penalty cards. That's your draw pile.

Draw pile with traps

Penalty cards

HIDING THE TRAPS

You must hide the traps before and during the game. This is how it works:

Before starting the game: The youngest rogue may hide three traps. Is that you? Then draw one trap from the draw pile in the centre. Turn it over and show it to your fellow rogues.

What does the trap show?

- **Object, person or animal:** Then say out loud, so that everyone can hear, a term or name that relates to the trap. That is now the new code word.

  Example: Anna reveals this trap (pirate): A suitable code word is "Pirate", for example. Of course, she can make it really difficult by giving the pirate a name, e.g. "Seymour, the Sabre".

  Tip: Don't make it too complicated. The better a code word relates to the trap, the easier you can remember it.

- **Secret sign:** Can you see a blue hand at the top of the trap? If so, you may not speak a word but must make the secret sign depicted for all to see.

  Example: Emil's trap shows this secret sign (fist on table): He hits the table with his fist.

- **Figure:** The trap shows a figure? Then say the figure out loud, so that everyone hears it. That is also a code word.

  Tip: Don't confuse the figures (code words) with the numbers of the treasure troves. Because code words can also be figures, it can be very easy to get them mixed up.

Note: It is possible that a code word could match several traps. But, when playing the game, you must designate a different code word for each trap.
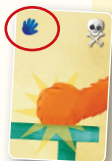
Have you designated a code word or secret sign for the trap? Then swap it for the door of any treasure trove. It makes no difference whether it is a treasure or a trap. Remove it from the game, face down. Place the new trap onto the open treasure trove as the new door. The trap is now "hidden". Memorise where it is.

At the beginning of the game, repeat that twice more. Now three traps are hidden, and the game begins.

During the game, hide the traps as described above – with one difference: Have you swapped the new trap with the door of any random treasure trove? Then this time, don't remove this door from the game. Instead, lay it face up in front of you as your **loot**. Does it show three diamonds? If so, receive **three plus points**.
Does it show a skull? Then you get **one minus point**.

HOW TO PLAY

It is still the youngest rogue's turn. After that, take turns in a clockwise direction.
Is it your turn? Take a look at the next treasure trove. At the start of the game, that's treasure trove 1. You now have two options:

- **There is most certainly treasure here:** Do you think there's treasure lying in this treasure trove? Then just name the number of the treasure trove.

- **Oh, oh! Beware, a trap:** Do you think there's a trap in this treasure trove? Then you must say the code word or make the secret sign.

Then, play goes to the neighbour on your left and the next treasure trove. Continue in this way until you have reached treasure trove 18. That marks the end of one round.

What do you do at the end of a round?

Did the neighbour on your right finish the round with treasure trove 18? Then you may not continue with treasure trove 1. Instead, call out loud **"Scatty Rogues"**.
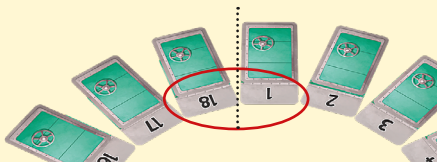
After that, you may hide another trap. As described under "Hiding the traps", draw a new trap from the draw pile. Turn it over, name it and secretly swap it with the door of any random treasure trove. The swapped door is your loot. Depending on how well you have paid attention, it can get you plus or minus points. Lay it in front of you, face up.

A new round begins and the neighbour on your left starts again at treasure trove 1.

What counts as a mistake?

Any one of the following counts as a mistake:

- **Wrong number:** You forget which treasure trove is next or for any other reason say a wrong number.

- **Trap forgotten:** You overlook a trap and say the number of the treasure trove instead of the code word or instead of making the secret sign.

- **Wrong code word or wrong secret sign:** You say a wrong code word or make a wrong secret sign.

- **"Scatty rogues" forgotten:** The neighbour on your right ended the round. You forget to call out "Scatty rogues" and continue with treasure trove 1.

- **Too slow:** It's your turn and you hesitate too long before doing anything. Your fellow players can exert pressure and slowly count to "5" out loud. By "5" at the latest, you must say the correct number or code word, make the secret sign or call out "Scatty rogues". Otherwise, that's also a mistake.

Have you made one of these mistakes and at least one of your fellow rogues has noticed? Then, they may object.

How do you raise an objection?

Do you think one of your fellow rogues has made a mistake? If so, you may object at any time, as long as it is still their turn. Raise your hand and call out loud **"Objection!"**. However, you must now correct their mistake. Say the correct number, the matching code word or make the correct secret sign. Subsequently, reveal the questioned door of the treasure trove. You now have three options:

- **Unfortunately, your objection was unjustified?** Oh no! You receive a warning. Draw one of the penalty cards from the centre and lay it in front of you, face up. Each penalty card shows a skull. Each skull counts 1 minus point.

- **Your objection was justified?** Your fellow rogue has made a mistake and receives a warning. They must draw a penalty card. As a reward for catching out a fellow rogue, you may now hide another trap. Take it from the draw pile, name it and swap it for the door of any treasure trove. Lay the swapped door in front of you, face up.

- **Your objection was justified but you, too, have made a mistake?** Bad luck! You must both draw a penalty card.

Has the pile of penalty cards in the centre been used up? Then take a penalty card from any one of your fellow rogues and lay it in front of you, face up.

*Note: You must always lay penalty cards visibly in front of you. Therefore, lay them **beside** your loot.*

Cover up the questioned door once again. After that, your fellow rogue continues the game by repeating the correct number, the secret sign or the code word. Then the neighbour on their left takes their turn.

Have you made a mistake, and no one is objecting? Then you're in luck and nothing happens. The game simply continues.

What happens when several fellow rogues raise an objection?

Only the quickest one may object. That's the first one to raise their hand. You can't agree on who was the fastest? Then the player with currently the least number of points may object. If you have the same number of points, then the player with the least number of penalty cards before them may object. Is there still a tie? Then unfortunately, in that case, no fellow rogues may object.

END OF THE GAMES

The game ends as soon as one of you takes the last trap from the draw pile. Have you got the last trap? Then you don't need to designate a code word or secret sign any more. Swap the trap for the door of any treasure trove. Add the swapped card to your loot. Each player takes their loot. Add up the plus points (= diamonds) and subtract the minus points (= skulls). The player with the most points wins. In the case of a tie, there is more than one winner.

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