

## TEN CARD CROOK RULES

Ten Card Crook is an endless score attack solitaire game where your goal is to maneuver potential theft victims, also known as marks, into positions where you, master criminal Lizzie Smithson, can pick their pockets.

There are three types of cards in Ten Card Crook; Crowd Cards (which come in two varieties, Left (x3) and Right (x3)), Mark Cards (x3), and Theft Cards (x1).

To play, draw a card and put it somewhere on the table. Subsequent cards, when drawn, can be placed to either side of already placed cards (The format for this in these instructions is: CARD -- CARD). One card drawn equals one turn. No more than six cards can be placed on the table at any given time, though if the player wishes, they can hold a drawn card in their hand for up to three turns. At the end of the third turn, the held card HAS to be put somewhere on the table, and the player must remove cards according to the next paragraph's instructions if necessary to make this happen. They must also remove cards as per those instructions if there are already six cards on the table and they need to place another card.

To remove cards, look at the crowd cards and which side of each has the biggest congregation of people (marked as "PUSH"). Crowd Cards must always be placed with the "Crowd" text on the top side. Any card that's pushing toward a mark card: (Mark -- Push < Left OR Push > Right -- Mark) or pushing toward another crowd card that's also pushing toward it can be removed (Push > Right -- Push < Left). If it is pushing toward a mark card, only the pushing crowd card is removed. If it is pushing a crowd card that is also pushing it, both cards are to be removed, the player cannot choose to only remove one. Removed cards are placed at the bottom of the deck.

If two Mark Cards are drawn in a row, both (but not only one) can be shuffled back into the deck if the player so desires.

Cards can also be removed when a mark is pickpocketed, which gains the player one point. To pick a mark's pocket, a crowd must push the mark from both directions. In other words, there must be a crowd card to the mark's left that is pushing to the right, and a crowd card to the mark's right that is pushing to the left. Additionally, the pocket can only be picked when the deck's single Theft Card is drawn. If all these conditions are met, the mark card, the two crowd cards pushing it, and the theft card are all shuffled back into the deck, and the player gains one (1) point. If the Theft Card is drawn but the other conditions for scoring are not met, the Theft Card is placed at the bottom of the deck and no point is obtained.

The game ends when a mark card touches another mark card, or when it becomes apparent scoring a point will cause a mark card to touch another mark card (essentially a checkmate). This causes the marks to become aware of your criminal activity and contact authorities.

Checkmate positions include: Mark -- Push > Right -- Mark -- Push < Left -- Mark  
And: Mark -- Push > Right -- Push < Left -- Mark

Gain as many points as you can before this happens. Good luck!