Rapidcroco

A game by Roberto Fraga
Illustrated by Sofi

From 2 to 5 players - from 6 to 116 years

A burglary happened, and not less than 32 Crocs are suspects. The central computer of the police force will give you clues…

Components:

32 “Croc” cards (16 Male Croc cards, 16 Female Croc cards)
4 “Hippo” cards
10 “Criteria” cards set out in pairs as follows:
- 2 Gender cards (Male or Female).
- 2 Skin Color cards (Green or Blue).
- 2 Build cards (Fat or Thin).
- 2 Glasses cards (With or Without).
- 2 Hat cards (With or Without).

2 “Rules” cards

Play Summary:

As quickly as possible identify a certain number of suspects, according to the criteria that are defined by the central computer of the Police force.

Preparation:

Mix together the 32 “Croc” cards and the 4 “Hippo” cards, then take the pile thus formed and lay out the 36 cards on the table to form a 6 by 6 square, face up and in the same orientation.

For 5 players, distribute 2 face down “Criteria” cards with the same backs to each player who places them face down in front of them, so that they will be visible to all when they are turned over.

For less than 5 players, deal out 10 “Criteria” cards in pairs with identical backs face down on the table (5 pairs of 2 cards) beside the 6 by 6 square of cards.

With 5 players. one “Criteria” card per pair is then turned over simultaneously by each player. With less than 5 players, the oldest player(s) turn over the extra card(s). These “Criteria” cards indicate the selection of the computer.

Play:

As soon as the “Criteria” cards are turned over, all the players will then have to quickly find the suspect indicated by following the clues:

First you look for the Croc indicated by the “Criteria” cards; for example, you will seek a fat male Croc, green in color, without glasses and with a hat;

Then you have to follow the direction the arm of that Croc points towards; the “Criteria” cards revealed thus will indicate a first Croc card which then indicates with its arm another Croc, and so on (It is not me, it is him!!!). It is thus necessary to follow the arms to find the final culprit.

The player who first puts their finger on the guilty Croc then says the name of Croc followed by “I arrest you” (example: “Crocodingo, I arrest you”).

After checking by all the other players:

If they have found the proper suspect, the player takes the card and places it face up in front of them;

If they were mistaken, play continues until the true suspect is actually found. The player who made the error must return one of their already captured “Croc” cards to the middle of the game. If they do not have any, they do not play on the following turn!

The player who wins the Croc takes the “Criteria” cards, mixes them, and proceeds as previously indicated.

“Hippo” Cards:

If the path of the pointing arms crosses a “Hippo” Card (“They all lie”), that means that the information collected is false and that it is thus necessary to return to the guilty starting “Croc” card indicated by the “Criteria” cards, and then follow the usual rules for arresting them.

Fine Points:

If the combination of the “Criteria” cards and the pointing arms indicates a Croc that points its arm towards:

The outside of the starting square of cards (and there are no other Crocs in the way), it is that last pointer that is the culprit;

An empty site (the card is already taken), the play continues with the next Croc in the path;

A Croc that points its arm towards a Croc which has already been pointed at, it is the earlier Croc which is the culprit; a crocodile pointed at twice is inevitably guilty.

Captured Croc:

If the combination of the “Criteria” cards indicates a Croc that is already in the possession of a player, the first to point their finger at it and say the Croc’s name and “I arrest you!” gains the card (unless they are already the owner of the card in question).

A player can thus lose a Croc they had already captured (“It is the war of the Police forces!!”).

Winning:

The first player to capture 3 Crocs is the winner!

“Kid” Variant

The game is played in the same way but you ignore both the “Hippo” cards and the direction of the Crocs’ arms. The first player to arrest the Croc indicated by the “Criteria” cards wins the card.

“Advanced Players” Variants

Variant 1:

A Croc that points its arm towards the outside of the starting square is no longer the culprit. Instead it indicates the opposite side of the square, and the path continues until one finds a “Hippo” card or a Croc that is pointed at twice.

Variant 2:
The 36 cards constituting the 6 by 6 square are not placed in the same orientation, but randomly. Otherwise, the mechanics of play remain identical.

Translation by fnord23 - Chris Johnson (via Google)