



Crumble Rumble

The thieves move crumbs from one side of the field to the other, while the officers try to stop them. Who will win?



4-12



8+



Smart-sleeves

Getting started

- ✕ Take Smartsleeves 1 to 12.
- ✕ Place cards 1 to 6 in a line at the beginning of the playing field. These are the cookie crumbs.
- ✕ Place cards 7 to 12 in a line at the end of the playing field. These are the cookie jars.
 - Tip: Using fewer cards increases the game's difficulty.

How to Play

- ✕ Your controller will automatically sort you into one of two teams: the red “Crumb Thieves” or the blue “Police Officers”

Crumb thieves:

- ✕ Your job is to grab the crumbs and put them in the jars.
- ✕ To grab a crumb, scan the card with the crumb on it (1-6).
- ✕ To put it in the jar, scan the card with the jar on it (7-12).
- ✕ You get a point for every crumb you put in a jar.

Police Officers:

- ✕ You need to stop those thieves! Tag them to take away their crumbs.
- ✕ You get a point for every crumb you take away.
- ✕ When you take a crumb, you have to wait a few seconds before you can tag again.

End of the game

- ✕ The team with the most points wins!

Colors and interaction

Thief:

-  *Red*
you're a crumb thief
-  *Yellow*
you've got a crumb
-  *Blinking Green*
you put the crumb in the jar

- *Blinking Red*
a police officer got your crumb!

Police Officer:

- *Blue*
you're a police officer
- *Blinking Green*
you got a crumb from a thief



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