

THE ARCADE SERIES

Crazy Museum

BY TRENCADAUS

PROTOTYPE

These rules are
subject to changes

1-4 players

45'-60'

14+

**Thank you for choosing TRENCADAUS and the game of
THE ARCADE SERIES: Crazy Museum™.**



This seal certifies that TRENCADAUS has verified that the product meets our rigorous standards for manufacturing, reliability, and entertainment capability. To ensure full compatibility with your gaming habits, always look for this seal when purchasing games and accessories.

***This game requires a positive attitude and a strong desire to enjoy.**

PRECAUTIONS:

- a) This game has been created with great care: it should be stored in a place that is not exposed to extremely cold or hot temperatures, and should be avoided being stored for extended periods of time. Play with it often and take measures to prevent falls and impacts.
- b) Handle the pieces gently and carefully, avoiding any rough handling. Failure to follow these recommendations could result in damage to the game.
- c) Avoid the use of offensive language or excessive force against your opponents, as this could cause damage to the game components.

Note: Despite the high level of competitiveness and tension that this game can generate, TRENCADAUS reminds you that it is simply a game. The main objective is to have fun.

Please read the rulebook to ensure the correct use of your game and its components. Keep it for future reference.



If you have any questions or need help, scan this code for more information or visit our website:

www.trencadaus.com/crazymuseum

OBJECT OF THE GAME:

The Grand Museum has received the most impressive collection of relics ever seen together. Amid the legends surrounding these objects and their incalculable value on the black market, you know you can't let this opportunity slip away... And tonight is perfect for taking action!

After hiding in the museum during the day, and now that the museum has closed its doors, your mission is to avoid being discovered by the security guard while searching for the objects you've been hiding to steal the relics. If only you could remember where they are...

But wait! You may not be the only one who had this idea.

You'll need to hurry to be the first to steal the most relics. But be careful, it's best not to wake the dreadful mummy that rests in the museum...

Get ready for an exciting adventure!

1. COMPONENTS:

• 17 Room tiles:



Initial Room



Guardhouse

• 17 Clash cards:



• 16 Vending Machine cards:



• 8 Rat Friend cards:



• 4 Player boards:



• 40 Action tokens:



• 20 Cheese:



• 16 Relics:



• 8 Characters:



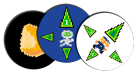
• 16 Objects:



• 5 Alert Levels:



• 3 Help tokens:



2. HOW TO PLAY:

Crazy Museum is an action management game that unfolds over several rounds.

In each round, players get the chance to move their thieves through the museum, exploring it as it's being generated, and taking various actions to steal as many relics as possible.

After all players finish their turns, the security **GUARD** moves along his route. This guy's on a mission to hunt down those pesky thieves! And every time he catches one or detects something suspicious, his alert level goes up, letting him snoop around more rooms each round.

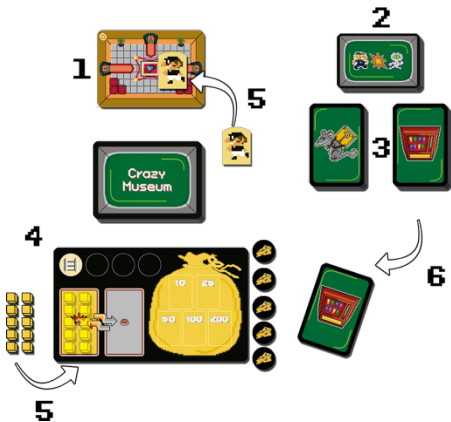
After the guard, the **MUMMY** advances relentlessly through the museum... Pity anyone who crosses its path!

The game ends either when all the relics have been stolen or when the guard's alert level hits five. Then, it's countdown time—just five rounds left before the police storm the Grand Museum.

Setup:

1. Place the **initial room** tile on the table. Shuffle the rest of the **room tiles**.
2. Shuffle the **clash cards** between the guards and the mummy. Place the stack on the table, within reach of all players.
3. Do the same with the **Rat Friend** cards and then the **Vending Machine** cards.

4. Each player chooses one of the thieves and takes their player board, 10 action tokens, and 5 cheese tokens.
5. Players place their thief in the initial room and the 10 action tokens in the action area of their player board (the colored rectangle).
6. Each player draws a **Vending Machine** card to keep in their hand.
7. Players decide the **difficulty level** and the starting player. The round follows clockwise.



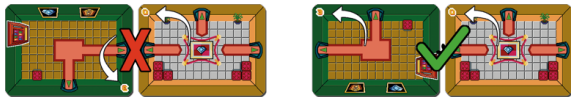
Museum Creation:

Each game of **Crazy Museum™** is unique. The Grand Museum is created randomly as players discover new rooms.

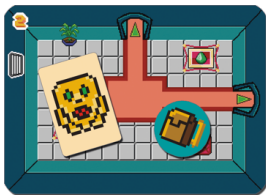


By moving their thief to a new room **through one of the doors**, the player takes the first room tile from the stack and places it adjacent to the chosen door.

The rooms have an orientation marked by a number, which must always be respected, even if the doors of both rooms do not match.



When a new room is discovered, a **relic** token and a random **object** token are placed face down on it.



This way, the museum is created until all the cards and tokens are exhausted.

Relics and Objects:

To win, players aim to steal as many relics as they can and tally up their values at the game's end. The player with the most points wins!

To steal relics, thieves must possess specific **objects** linked to each relic. If these objects are in the thief's inventory or in the same room, they can spend 1 action token to snatch the relic.

Value of the Relic



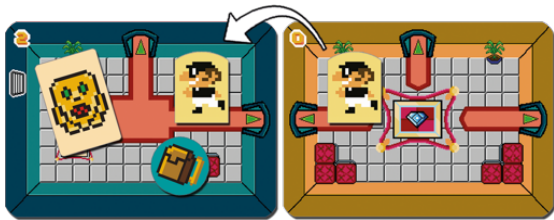
Objects needed to
steal the Relic

Player's Turn:

Movement

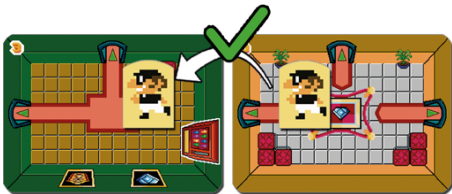
Every player's **first movement action** per turn is always free.

If there are no discovered rooms, the player takes the first room tile from the stack and places it next to the chosen door, respecting its orientation. It is not necessary for the doors of both rooms to match. They must also place a relic token and an object token, face down, in the newly discovered room.

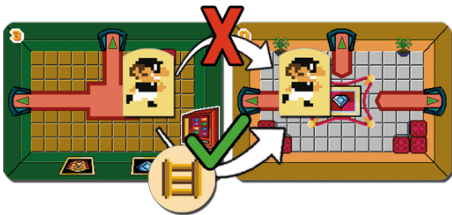


A thief can move to a room as long as there is at least one door connecting them. If **two doors** connect the rooms at the same point, the thief can move from one to the other **without any issue**. However, when there is only **one door** connecting both rooms:

- If the door is in the room where the thief starts, the movement is done normally.

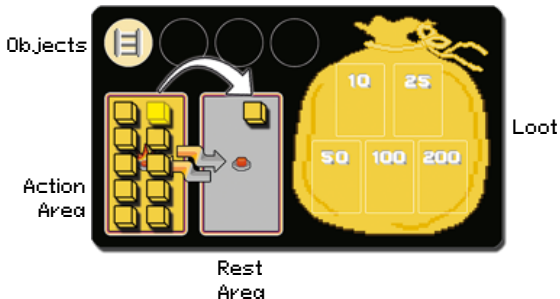


- If the door is in the room where the thief wants to go, they can only pass if they have a **ladder**.

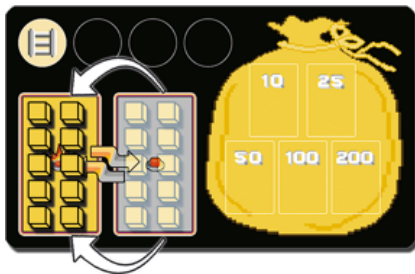


Actions

- The first movement action per turn for each thief is always free.
- Each player starts with 10 action tokens available in the action area of their player board: it is the colored rectangle of the board.
- A thief can perform as many actions as allowed by the action tokens the player has in their action area.
- To perform an action, the player must move the necessary number of action tokens to the rest area of their player board: it is the grey rectangle of the board.



- If the player has no tokens in the action area, the thief cannot perform any actions.
- A thief can recover ALL their action tokens by resting during a full turn. To do so, the player must drop all objects (except for the ladder) in the current room and do absolutely nothing during that turn.



Action Categories:

Here is a list of all the actions your thief can perform and their cost in action tokens.

- Movement actions

- **Moving to a room** = cost of **1 action x room**.

Note: The first movement per turn is always free (even if you carry objects).

- **Moving with objects** in the inventory = cost of **1 extra action x each room** moved to.

Note 1: The cost remains the same regardless of the number of objects carried (1 to 3)

Note 2: While carrying objects, the thief cannot recover actions.

Note 3: The ladder does not count as an object.

- **Resting for a turn** = not taking any action = recovers **all actions**.

Note: If the thief carries any objects (excluding the ladder), they must be dropped.

- **Using ventilation ducts** = cost of **1 action + ends the player's turn**. Note: This is a **special action** and does not count as a movement for the purposes of the turn's first free movement.

- Exploration actions

· **Examine an object** = turn the object token face up = cost of **1 action**.

· **Pick up objects** = **no action cost**.

The thief and the objects must be in the same room.

Note: Each thief can carry a maximum of **3 objects**.

· **Drop objects** = **no action cost**.

The objects remain in the room and can be picked up by any thief or found by the GUARD.

· **Examine a relic** = turn the relic token face up = cost of **1 action**.

· **Steal a relic** = requires **necessary objects** + cost of **1 action**.

The thief must be in the same room as the relic.

Note 1: There is no maximum limit to the number of relics that can be stolen.

Note 2: Objects do not need to be carried; they just need to be in the room.

· **Buy a power-up** = use the vending machine = cost of **2 actions**.

· **Call your rat friend** = cost of **1 cheese token**.

- Interaction actions

- **Hide from the GUARD** = cost of **2 actions**

If a GUARD passes by or ends their movement in the same room as a thief, the player can spend **2 action tokens** to hide (even during the GUARD's turn).

- If it's the thief's turn, their turn ends immediately.
- The thief **remains hidden** as long as the **GUARD stays in the room**.
- As long as the GUARD is in the room, the thief **can only** rest, pick up/drop objects, use vending machine cards, or spend cheese tokens.

Note: Failure or refusal to spend 2 actions results in the thief being caught.

- **Recover 1 object from the guardhouse** = cost of **1 action x object**

- **Steal 1 object from another player** = cost of **3 actions x object**

Both thieves must be in the same room.

Note: Relics and ladders cannot be stolen.

3. POWER-UPS:

Some power-ups can be **used** to help players in their mission, others can be **played** to hinder their opponents.

Note: The MUMMY does not activate or is affected by any power-up.

Ladders



Ladders are **special objects**. Thieves can use ladders to move between rooms when the only connecting door is in the room they are heading to (see page 10).

Rules for ladders:

- Thieves must find ladders like any other object. Once found, the ladder is placed in the designated space on the player board.
- Each thief can carry only **1** ladder in their inventory.
- Ladders are **not** considered normal **objects** when spending actions or resting.
- The GUARD does not increase his alert level or take the ladder to the guardhouse, as it is a museum maintenance object.

Vending Machine



Vending machines, located in the **green rooms** of the museum, allow thieves to buy power-ups by spending **2 actions**.

Rules for using vending machines:

- When buying a power-up, take the first card from the vending machine stack.
- Each player can hold a **maximum of 2** vending machine **cards** in their hand.
- Players have the option to either **use** a card or **play** one face down in the room where their thief is, at no cost.



- When a character enters the room with a face-down vending machine card, the card is revealed, and its effect is applied.



- After its effect is applied, the card is returned to the vending machine deck, which must be shuffled again.

Rat Friend



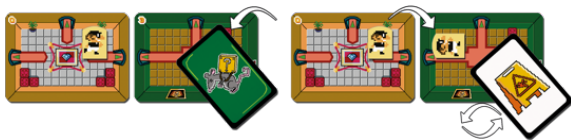
While hidden and waiting for the museum to close, the thieves have been feeding and playing with a rat that has become their friend. Players start with 5 cheese tokens each, which can be used to receive help from their rat friend.

Rules for using the rat friend:

- When using a cheese token, take the first card from the rat friend stack.
- The rat friend card must be played immediately in any discovered room.
- If characters are present in the room, the card's effect is applied immediately.



- If there are no characters in the room, the card is placed face down and will be activated when a character enters the room.



Note: the **whistle** is always played face up, as its effect activates immediately.

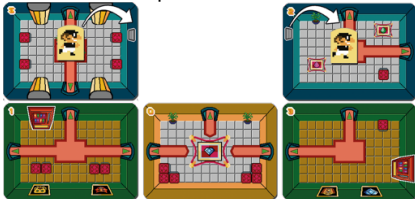
- After its effect is applied, the card is returned to the rat friend deck, which must be shuffled again.

Ventilation Ducts



The air conditioning in the Grand Museum works thanks to the ventilation ducts which connect the **blue rooms** to each other. Thieves in blue rooms can spend **1 action** to travel to any other blue room using ventilation ducts, ending their turn completely.

Using a ventilation duct is a special action, **not a movement**.



GUARD's Movement:

Each turn, the GUARD moves one room per alert level.

When the GUARD comes into play, he starts with 1 alert level, meaning he moves to a new room on each turn.

The GUARD will begin their movement heading towards the room they would take to get to the initial room.



From there, the GUARD always tries to follow a **straight path**. However, if he cannot do so, either because there is no discovered room or because he encounters a wall, he changes direction following the direction priority indicated in the Guard's Help token.

Guard's Help



The GUARD knows the museum like the back of his hand, so he can move through all rooms without any problem: he doesn't need a ladder.

Alert Levels:

The GUARD starts his round as if it were just another monotonous night in the museum. However, as he discovers thieves and other suspicious objects, he becomes more alert and vigilant.

There are 5 alert levels (white, green, yellow, orange and red), and the GUARD moves one room per level.



The alert level **increases** by 1 level each time, the GUARD:

- Catches a thief.
- Finds one or several objects left in the same room (the GUARD sends them automatically to the guardhouse).
- Finds a fake relic.

Once the Alert level has raised to five, a final countdown begins to end the game. To keep track of how many rounds there are left, at the end of each round, turn one of the Alert Level tokens, beginning with the first one (the white one), to see how many rounds are left.

GUARD's Behavior:

When another **guard token** appears:

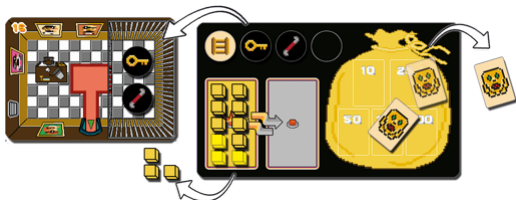
- Easy and Normal Modes: the GUARD moves instantly to that room.
- Hard Mode: with the appearance of the second token, an extra GUARD appears, who behaves like the first Guard. With the appearance of the third token, the nearest Guard moves instantly to that room.
- Curse Mode: an extra GUARD appears for each token, behaving like the first GUARD.

When a GUARD catches a thief:

- They take away half (rounding down) of their relics, chosen at random.
- They take all the objects from the thief's inventory and sends them to the guardhouse.
- They expel the thief from the museum.

At the beginning of their next turn, the thief can re-enter the museum by placing themselves in the initial room. All action tokens go to their action area.

- If it happens during the player's turn, their turn ends.



When a GUARD finds an abandoned object:

- The object is automatically sent to the guardhouse.

If the guardhouse room has not been discovered yet, the confiscated objects are set aside, and the players cannot retrieve them until the guardhouse is discovered. When that happens, all objects are placed in the guardhouse, and players can attempt to recover them.



GUARD's behavior priority order

When a GUARD enters a room and there are various behaviors to be resolved follow this order:

1. If there is a **Mummy**, resolve the Clash between the Guard and the Mummy
2. If there is a **Power-up** card (face up or down), resolve the effect of that power-up
3. If none of the above apply, resolve the Guard's behavior as **usual**.

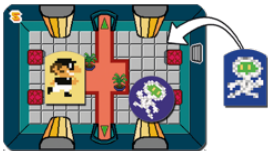
5. THE MUMMY

The relics gathered tonight in the Grand Museum not only shine for their economic value but are also ancient artifacts full of history and power. This concentrated power has revived one of the mummies residing in the museum.

The MUMMY's turn begins after the guards' turn, as it moves much slower due to arthritis.

The MUMMY appears when a player discovers its token while examining an object or when the MUMMY's room (4) is discovered.

Note: If the MUMMY is already in play and its token/room is revealed later in the game, it has no effect.

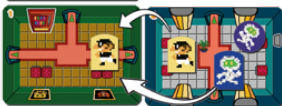


The MUMMY is immediately placed in the room where it has been discovered, but don't worry! During this **first round**, the MUMMY **will not move or take any actions**. Long has been its slumber in the afterlife, and it needs some time to recover. This allows the player who has awakened it to escape from the room.

MUMMY's Movement:

The MUMMY roams throughout the Grand Museum, although its intentions remain a mystery.

It always moves one room per turn and will start its movement in the direction in which the thief who awakened it has fled.



If the thief has fled using a map power-up or a ventilation duct, the MUMMY will begin its movement towards the initial room.

The MUMMY will always try to follow a **straight path** but will change direction if it cannot do so, following the direction priority indicated in the Mummy's Help token.



Mummy's Help

The MUMMY is an undead being and does not understand mortal limitations. Therefore, it can move through all rooms without any problem; it doesn't need a ladder.

MUMMY's Behavior:

The MUMMY is not affected by any power-ups.

Thieves cannot hide from the MUMMY! Its otherworldly senses allow it to detect them at all times. The only way to avoid being caught in the Mummy's deadly embrace is by spending a **TRIBAL MASK** power-up.

When the MUMMY catches a thief, the thief suffers its terrible embrace and loses part of their essence:

- The thief loses their most valuable relic, which is discarded from the game.
- All the thief's remaining action tokens move to their action area.



6. CLASHES BETWEEN GUARDS AND MUMMY:



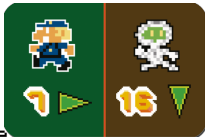
When a GUARD and the MUMMY are in the same room, a **clash card** is drawn.

Important notes:

- If there are **objects** in the room where they clash, the GUARD does not confiscate them. After all, who would waste time doing that when you're fleeing from a terrible mummy?
- If there are **thieves** in the room where they clash, the thieves do not have to hide from the GUARD or suffer the MUMMY's terrible embrace.
- If there are any **power-ups** in the room, the GUARD won't activate them or suffer their effect.

Destination Rooms:

The GUARD and the MUMMY must be placed in the rooms indicated on the clash card, and **their turns end**. In their next turn, they will start their movement in the direction indicated on the card.



Room number to
where they move

Direction of
movement

Note 1: If the **destination rooms** have **not been discovered** yet, they will be placed in the next available room in ascending order. In their next turn, they will start the movement attempting to follow the arrow indicated on the card. If they cannot do so, refer to their Help tokens.

Note 2: If there are **thieves** in the destination room, they will suffer the effects of encountering the GUARD or the MUMMY.

7. THIEVES' LIVES:

Each thief can be caught a maximum of **2** times before having to leave the game. The third time a thief is caught, the game is over for them.

- Each time a thief is caught, they lose **3 action tokens** permanently.

Note: The tokens lost by the player can be from either the action or rest area of their player board.

- If caught by the GUARD, the thief will be expelled from the museum and will re-enter through the Initial Room at the start of their next turn.
- If caught by the MUMMY, the thief will remain in the same room.

Thieves' Lives:

3 lives = 10 action tokens

2 lives = 7 action tokens

1 life = 4 action tokens

8. END OF THE GAME:

The game ends when either of the following conditions is met:

1. When all the relics in the Grand Museum have been stolen.
2. When the Guard's Alert level reaches 5, triggering a countdown.

At the end of each round, an Alert level token must be turned to show the number of the remaining rounds. Keep in mind that the GUARD's Alert level remains the same during this countdown.

Once the game ends, players with surviving thieves count the points awarded by their relics.

Whoever has the most points is the best thief!

In the event of a tie: the thief with more action tokens left on their player board wins.

9. DIFFICULTY LEVELS:

Now that you've mastered the intricacies of the museum and experienced the thrill of stealing from the Grand Museum, it's time to

ramp up the challenge! **THE ARCADE SERIES: Crazy Museum™** offers 4 difficulty levels for more seasoned thieves:

- **Easy** = Face off against 1 Guard
- **Normal** = Take on 1 Guard and 1 Mummy
- **Hard** = Challenge yourself against 2 Guards and 1 Mummy
- **Curse** = Brave the ultimate test with 3 Guards and 1 Mummy

Want a bigger, more old school challenge? Try permanently losing **3 action tokens** every time the Guard or Mummy catches a thief!

Do you dare to try them all?

10. SOLO PLAYER MODE:

Can you steal all the relics and escape from the Grand Museum without getting caught?

This game mode follows the same rules as the multiplayer mode but introduces two small changes:

1. If the GUARD has not appeared by the end of the 1st round, the GUARD will appear in the initial room and head towards the last room that was discovered.
2. If the MUMMY has not appeared by the end of the 2nd round, the MUMMY will appear in the last discovered room at the end of that round. In this case, when its token is discovered, the MUMMY will immediately appear in that room, subjecting the thief in its terrible embrace.

If you manage to leave the museum alive, add up the value of the relics you have left in your sack. This is your final score. Can you beat your own record?



CREDITS

A game by TRENCADAUS.

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Game manufactured by STARRY GAMES

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VENDING MACHINE POWER-UPS I



- **Chocolate Bar:** recovers **3 action tokens** instantly.



- **Tote bag:** allows carrying objects in inventory while moving without additional cost for **1 turn**. It breaks afterward.



- **Master Key:** recovers objects from the guardhouse at no cost for **1 turn**.



- **Map:** thieves can move to any discovered room instantly.

VENDING MACHINE POWER-UPS II



- **Tribal Mask:** camouflages the thief as an exhibit piece, **hiding** from GUARDS and the MUMMY **at no cost**.



- **Cheese:** functions as an **extra cheese**.



- **Smoke Bomb:** **ends the player's turn** when detonated and remains active for **1 complete round**. While activated, all characters, (GUARDS included) who enter the room, will lose their turn.

Note: Thieves can use it to hide from GUARDS.



- **Fake Relic:** it's a distraction element.
 - Next to a Real Relic, thieves must spend **2 extra actions** to determine which one is real before stealing.
 - If found by a GUARD, their turn ends, and the alert level increases by 1.

Note: Returns to deck when its cost is paid or when found by a GUARD.

RAT FRIEND POWER-UPS



- **Banana Peel:** the character slips and falls, **loses all carried objects**, and **either ends their turn or skips the next one.**



- **Slippery Floor:** characters slide straight across the room during **1 complete round**. If there is no connecting door on the other side, they hit the wall, drop items, and end their turn.



- **Cut Cables:** your Rat Friend has chewed the cables, plunging the room into darkness. Thieves must spend **2 actions** to repair them. If they don't, they can only rest or drop objects. If a GUARD activates this card, their turn ends.

Note: Returns to the deck when its cost is paid or when activated by a GUARD.



- **Whistle:** This card is played face up. The nearest GUARD **changes their route** to reach it via the shortest path. Once the GUARD arrives, return the card to the deck.

Note: If multiple whistles are in play, GUARDS prioritize the closest one.

ACTION CATEGORIES

- **Moving to a room** = **1 action x room**.

Note: The first movement per turn is always free.

- **Moving with objects** = **1 extra action x room**.

Note 1: The cost is the same whether you carry 1, 2 or 3.

Note 2: The ladder does not count as an object.

- **Resting for a turn** = recovers **all actions**.

Note: The thief must drop all objects (excluding the ladder).

- **Using ventilation ducts** = **1 action** + **ends the player's turn**.

Note: This is a **special action** and does not count as a movement for the purposes of the turn's first free movement.

Exploration Actions

- **Examine an object = 1 action.**
- **Pick up / Drop objects = no action cost.**
Note: Each thief can carry a maximum of **3 objects**.
- **Examine a relic = 1 action.**
- **Steal a relic = necessary objects + 1 action.**
Note 1: There is no limit of relics that can be stolen.
Note 2: Objects need to be in the same room.
- **Buy a power-up = cost of 2 actions.**
- **Call your rat friend = 1 cheese token.**

Interaction Actions

- **Hide from the GUARD = 2 actions.**
 - If it's the thief's turn, their turn ends immediately.
 - As long as the GUARD is in the room, the thief can only rest, pick up/drop objects, use vending machine cards, or spend cheese tokens.Note: Not spending 2 actions results in the thief being caught.
- **Recover 1 object from the guardhouse = 1 action x object.**
- **Steal 1 object from another player = 3 actions x object.**
Note: Relics and ladders cannot be stolen.