



STICKERS LACI - CATCH ME!



rules of the game

3-8 players | 8 years old and upwards | 20 minutes

One Sunday, Stickers Laci, the infamous robber, fancied something delectable to snack on. Unfortunately, he can't cook... so he went out to snaffle something instead! However, Laci is superstitious: he thinks, that as long as he puts stickers everywhere, he will never get caught. But Little Sara, a tousel-pigtailed girl, is not the sort to be startled by her own shadow, so she outsmarts Laci and calls the police! Will Laci be caught? Or will he be able to stuff his swag bag with sweet treats?

- Game contents**
- **10 SECRET ROLE CARDS:** 4 Little Sáríkas • 4 Lacis • 1 King Laci • 1 Baker
 - **81 CARD DRAW DECK:** 26 Lacis • 18 policemen • 19 sweet treats • 18 stickers (8 with actions)
 - **1 CARD INDICATING THE FIRST PLAYER**

The aim of the game

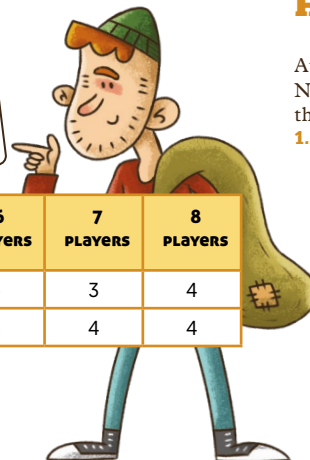
During the game you will secretly become either Laci or Little Sara. You have to collect as many sweet treats as you can. You won't know who is on your team: who is Sáríka and who is Laci? The team that collects the largest numbers of sweet treats, wins.

WATCH OUT! Don't give away your identity or your tactics! KEEP A POKER FACE!

Preparations

1. Select **the secret role cards** according to the following chart, shuffle and deal the cards face down! The players should then carefully check their own cards so that the others don't see them. All the players should place their cards face down in front of themselves. Your identities will only be revealed at the end of the game.

* If there are only 3 players, you should choose from 4 cards, then put the remaining card to one side, still face down. That way you won't know how many Lacis and how many Little Sáríkas are playing.



DEALING OUT THE ROLE CARDS	3 PLAYERS*	4 PLAYERS	5 PLAYERS	6 PLAYERS	7 PLAYERS	8 PLAYERS
Stickers Laci	2	2	2	3	3	4
Little Sáríka	2	2	3	3	4	4

2. Create the draw deck according to **the following chart**. Shuffle the cards, then deal 3 cards to each player. If someone has received identical cards, they may draw one new card, whilst putting one card back in the deck.

CREATING THE DRAW DECK	3 PLAYERS	4 PLAYERS	5 PLAYERS	6 PLAYERS	7 PLAYERS	8 PLAYERS
Sticker Laci	13	15	18	20	24	26
policeman	4	8	10	13	15	18
sweet treats	7	9	11	13	15	19
matrica	6	8	11	14	16	17

The player who ate cake last starts the game. Give them the card that indicates the first player.

For the first few games (and with more than five players) you can choose to ignore the actions written on the stickers. In this case the stickers will become neutral cards, they will not affect the game.

How to play the game

At the beginning of every round, each player has precisely three cards in their hands. You are NOT ALLOWED to share information about your cards (for example: "I have three Lacis, I have the same cards as last time, I have two stickers", etc...)

1. The player who begins the round will share their plan for capturing Laci, according to the plan he/she will **name** a card before placing it face down on the table (this can be Laci, policeman, object or sticker). Following the first player the other players each **name** and put down a card too.
 - You can lie about the card you put down in order to mislead the others!
 - It's worth paying attention to what the other players say!
 - But DON'T tell the others what you really put down!

FOR EXAMPLE: "I am Little Sáríka and I'm putting down a policeman. My team should put down sweet treats! If someone puts Stickers Laci down, my policeman will catch him!" – but in reality I am Stickers Laci, and rather than a policeman card, I put down a Stickers Laci card. So if Little Sáríka's team puts sweet treats in the pile, my team will get them. But if you pay attention, you might guess, that I am helping Laci's team, so you would not put sweet treats down.



- When every player has put their card down, the starting player shuffles them then reveals them all at once:
 - Throw out one Stickers Laci card for each policeman card (for example if there are 2 Stickers Laci cards and 1 policeman, leave 1 Stickers Laci in the pile!)
 - If there are sweet treats left over, but no Laci, Little Sárika gets them!
 - If there are sweet treat and Laci cards left, then Stickers Laci gets the sweet treats! One Laci can take two sweet treats (he only has two hands!), If there are more sweet treats left over then they go to Little Sárika.
- The collected sweet treats (if there were any) should be put in the box, in the correct place (if Laci got the sweet treats, then give them to Laci, if it was not him who collected the sweet treats, give them to Sárika).
- If there were stickers with actions on them, carry out the commands in the order of the numbers found next to the instructions! **Everyone has to do them!**
- Lastly everyone should draw a card from the deck, so you'll each have 3 cards in your hand once again.

Afterwards the next round can begin. The player starting the round will be the person sitting on the left of the player who started the previous round. He/she should pass the card marking the first player to the new starter.

TIPP: IF YOU WANT TO SPEED THE GAME UP, DON'T TAKE TURNS, EVERYONE CAN JUST PUT THEIR CARDS DOWN WHEN THEY WISH.

The end of the game



When there are no more cards left in the pile, play the last 3 rounds with the cards that remain in your hands. After the last card has been put down the game is over.

Count Little Sárika's and Laci's sweet treats. The team who has the most points wins.

Additional characters (if there are 5-8 players)

In the event of 5+ players, once you have got really good at the basic game you can make it even more exciting by adding the following additional characters (only add one extra character to each game).

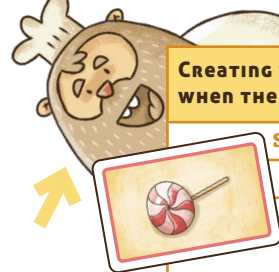
The layouts of additional character

- You can swap one Laci character for a 'King Laci' character.
- With 5 and 7 players you can add a Baker alongside the Little Sárikas and Lacis.



The role of the additional characters:

- King Laci** - His goal is to find out, who is in which group. At the end of the game he reveals his identity and guesses who are the Sárikas. If he only gets one (or none) wrong, then the Lacis win the game. If the Lacis won originally he simply gets the glory.
- The Baker** - The Baker's goal is to help both groups collect the same amount of sweet treats by the end of the game. If Laci's team is stronger the Baker helps Sárika's team and vice versa. The Baker is not affected by the end of the round count-ups, only by the scoring at the end of the game. If the Baker is playing, the sweet treats should be kept in the base of the box instead of inside, so you all see who is winning.



CREATING THE DRAW DECK, WHEN THE BAKER IS PLAYING	5 PLAYERS	6 PLAYERS	7 PLAYERS	7 PLAYERS
Stickers Laci	18	20	24	26
policeman	10	13	15	18
sweet treats	12	14	16	18
stickers	10	13	15	18

The following actions may occur on the stickers:

- Everyone swap one card with one from the deck! That is, everyone discards a card (secretly), then draws a card in its place, and naturally one more card to replace the one you put down as part of the round. Shuffle the discarded cards back into the pile!
- Look at the cards of the person sitting on your right!
- Look at the cards of the person sitting on your left!
- Give a card to the person sitting on your right!
- Give a card to the person sitting on your left!
- If there's a Laci in the pile, he counts as two! - Only two policemen can defeat Laci.
- If there's a Policeman in the pile, he counts as two! - He can deal with two Lacis.
- Put the card you draw next on your forehead! Don't look at it, just press it against your forehead, so you can't see it, but the others can. In the next round this is how you have to decide which card you want to put down. (If you put your secret card down don't look at it!) If you still have your secret card at the end of the round, you may look at it and keep it in your hand.

Everyone has to do the actions. If there are more than 5 players you don't have to do them, because they'll slow the game down.

The game was inspired by Adél, my toudled-pigtailed little sister who is not afraid of the Big Bad Whale ;)

Gergely Kruppa

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The designer of the game is © Gergely Kruppa
Based on © Adrienn Vadadi's Matricás Laci [Stickers Laci] series
Graphics © Tamás Mayer

Unsuitable for children under 3 years!
Place of origin: China

