

Burglary Bobble

The Players:

This game is for 2 or more players.

The Included Pieces:

- 20 pieces of furniture
- 3 exit doors
- 3 keys
- 1 barred door
- 1 character chip

The Story:

Looks like your latest burglary got you into an interesting situation. You didn't expect the fanciest and richest-looking house on the block to have an equally expensive security system (who would?!). Thanks to the alarm you tripped, you only have two minutes to escape before the police catch you red-handed! The way you came in is locked from the inside, so now what? There's got to be a fail-safe, you think, in case someone accidentally trips the alarm, right? You realize you're correct when you come across a large door with the word "EXIT" written on it. Alongside it is a weird shape. Could this be a clue? Only one minute and thirty seconds to figure out if your hunch is correct now, so get a move-on!

The Rules:

Rounds are played with two players; one being the **home invader** and the other being the **homeowner**.

At the beginning of the round, the **home invader** closes their eyes and the **homeowner** has a selection of props to place within the house, including a barred entrance door which will determine which room the home invader starts in. Once they've assembled their ideal home, they must then choose one of the three doors labeled "EXIT!". Each door has a shape on it that corresponds to one of the three keys included in the set that the **home invader** will need to find to escape.

Once the **homeowner** has placed only one of the exit doors in the home, they must then hide all three keys within the house. Keys can be placed on top of props, beneath props, or even in plain sight on the floor.

Once everything is in place, the **homeowner** must cover all of the rooms except for the room they have the **home invader** start in, which is indicated by where the **homeowner** put the barred entrance door. The home invader may then open their eyes and prepare to start. Once a timer begins, the **home invader** has just two minutes to navigate the maze and bring the correct key to the exit door and escape to win.

If playing with more than two people, the **homeowner** and **home invader** switch after the two minutes are up and points are kept on a personal basis (i.e. the **home invader** gets one point if they escape and the **homeowner** gets one point if they do not). There may be as many rounds as the players would like.

DO's and DON'T's

The Homeowner:

DO hide all three keys in the home before beginning, along with the exit door and entrance door. All other items are not necessary to be placed in the house.

DON'T place keys and/or doors in unreachable places, such as on the ceiling or on the front of the house.

The Home Invader:

DO ONLY uncover rooms once they enter them. Once you exit a room, you must replace the cover of that room as well.

DO only pick up ONE KEY at a time. In order to switch keys, you must first put the key you are currently holding back where you found it (to not make the homeowner suspicious when they return, of course).

DO ONLY move furniture, pick up keys, or walk through doorways once your character piece is in front of the object you want to interact with. You must then REPLACE the furniture where it originally was once you're done with it.

DON'T pick up furniture and hold it in your hand as you move through the house. You are not superman, you can't hold a chair, a bookshelf, and a couch with one hand as you run to escape arrest.

DON'T peek at the layout when the **homeowner** is setting up. That is considered cheating.