



PARTY GAME

WALLET

GAME RULES

PARTY GAME WALLET

Your mafia boss is having a roaring birthday party and you're having the time of your life. But things go downhill quick when the cops come a-knockin'! Your boss heads to the skies on his private helicopter, but drops his precious wallet as he flees!

As the cops move up the stairs to the penthouse apartment, you have just a few moments to rummage through the wallet to find something that will save you from arrest! What's in the wallet, you ask? Just the usual: IDs, money from all around the world, jewelry, and more!

You and the other guests scramble to find an ID that'll make you seem innocent in the eyes of the law and some cash ... you can't take too much, because it'll look suspicious!

Time is running out — the cops will be there any second! Will you be thrown in the slammer or escape the clutches of justice with the most cash?

COMPONENTS



- **80 PLAYING CARDS**
(including IDs, currency notes, Jewelry, and Props)

- **5 EXTRA ID CARDS**



- **15 SPECIAL CARDS**

- **6 HOURGLASS CARDS**

- **7 REFERENCE CARDS**



- **37 VICTORY POINT TOKENS**
of different values (1, 2, and 3)



- **7 COINS**
of different values
(1, 2, 5, 7, 10, 20, 50 cents)

SET-UP

1 Place the Hourglass cards hourglass side up in the center of the table. Give one Victory Point token of value 1 to each player. Put the rest of the Victory Point tokens in the interior zippered pocket of the wallet and zip it.

2 Shuffle the Special cards and deal two cards face down to each player. Put aside the rest of the cards — you won't need them in this round. The players keep their Special cards face down on the table in front of them and they may secretly look at their cards any time.

3 Take 5 Extra ID cards and put them in the front compartment of the wallet.

4 Prepare the Playing cards. For a 2-player game, pick only the Playing cards with the number 2 in the bottom left corner. Otherwise, use the whole deck.

NOTE: For a more balanced game, you may always pick the Playing cards with numbers that are either equal or less than the number of players and put the extra cards (if there are any) aside.

Shuffle the Playing cards and deal each player five cards face down. Each player takes the cards in their hand without revealing them to their opponents. Put the rest of the Playing cards in the wallet.

5 Take a number of coins equal to the number of players and place them face down on the table. Each player randomly picks a coin. Then, the coins are revealed. The player with the coin of the lowest value starts the game. From now on, the turn passes clockwise from them. The coins remain face up on the table in front of the players throughout the whole round.



OBJECT OF THE GAME

Your aim is to collect as many Victory Points as possible during the three game rounds while being the richest innocent player at the end of each round.

INNOCENT

Normally, a player is declared innocent if he has exactly one ID, no more than 500 currency units (CU), and no more than two types of currencies on hand at the end of the round. Some Playing cards and IDs change these conditions with various restrictions and bonuses. For more information, see the card descriptions at the end of the rules. **Important: Jewelry is not a currency** (it counts towards your CU limit but doesn't affect the number of currencies).

An innocent player has a chance to receive Victory Points and to win the game (the victory depends on the player's wealth).

GUILTY

A player is declared guilty if he doesn't meet the conditions to be declared innocent. The guilty player loses 1 Victory Point token of their choice (if they have any) — put it in the interior zippered pocket of the wallet.

PLAYING THE GAME

EACH GAME CONSISTS OF THREE ROUNDS. A round ends as soon as one of the players flips the last face-up Hourglass card. During your turn, you can perform one of the following actions:

- Take one card from the wallet without looking and add it to your hand.**
- Put one of the cards from your hand in the wallet.**
- Buy an ID: play 300 CU (or more) in any currencies/Jewelry from your hand face up on the table, take the extra ID cards from the separate compartment of the wallet, pick one without showing it to the other players, and add it to your hand. Put the rest back in their compartment.**
- Flip an Hourglass card in the center of the table.**

NOTE: You can only flip an Hourglass card to remove time.

NOTE: Make sure all the Playing cards in the wallet and the cards you are putting in it face the same direction. Players should take cards from the wallet and put the cards from their hand in the wallet without looking. You can slide the card anywhere in the deck.

As soon as all players have played one turn, the first player flips one Hourglass card. The first player does this right before each of their turns (except their first), bringing the round closer and closer to its end.

SPECIAL CARDS

Each Special card grants you a unique benefit during the game. Unlike the other cards, Special cards should not be placed in the wallet or mixed with your hand. Some Special cards are used at the beginning of your turn, while others are played at the end of the round (this information is specified on the cards, along with the descriptions).

END OF THE ROUND

The round ends as soon as one of the players flips the last Hourglass card. At this point, some of the Special cards can be played (e.g., Extra Time).

Once it's done, any Police Officers on duty reveal themselves and inspect a player (see **ID AND PROP CARDS**).

Then, all players reveal their cards.

Each guilty player loses 1 Victory Point token of their choice (if they have any) — put the discarded tokens in the interior zippered pocket of the wallet.

The innocent players count their money. Depending on the number of players in the game, the innocent players draw the following number of Victory Point tokens from the wallet without looking:



NUMBER OF PLAYERS	THE WEALTHIEST INNOCENT PLAYER	2 ND WEALTHIEST INNOCENT PLAYER	3 RD WEALTHIEST INNOCENT PLAYER	4 TH WEALTHIEST INNOCENT PLAYER
2	1 TOKEN			
3	2 TOKENS	1 TOKEN		
4	3 TOKENS	2 TOKENS	1 TOKEN	
5-7	4 TOKENS	3 TOKENS	2 TOKENS	1 TOKEN

Keep your Victory Point tokens face down on the table in front of you throughout the whole game (the Victory Points will be scored at the end). You may secretly look at them at any time.

IMPORTANT: The player's coin counts as part of the money in their hand!

Example: If you have 500 CU in your hand and a 1-cent coin, your total sum of CU equals 500.01 (which is more than 500).

The coins are also used as a tie-breaker: If two (or more) innocent players collect the same amount of currency units, the player with the coin of a higher value is considered wealthiest.

SETTING UP A NEW ROUND

Collect all 15 Special cards and shuffle them. Put the Extra IDs bought during this round (if there are any) back in the separate compartment of the wallet (mix them with the other Extra IDs). Collect all Playing cards, including the cards left in the wallet and shuffle them as well. Collect and shuffle all 15 Special cards. Deal Playing cards to players just like before the first round. Flip the Hourglass cards so that the hourglass side is up. Collect the coins and flip them face down, placing them in the middle of the table. Each player picks one coin randomly. The player with the coin of the lowest value begins the new round.

END OF THE GAME

After three rounds, the player with the most Victory Points wins the game! In case of a tie, the player with the most Victory Point tokens becomes the winner.

CARDS

ID AND PROP CARDS



JOHN SMITH

John Smith must have no more than 500 currency units and no more than two types of currencies on hand. He is not allowed to carry more than one ID. He is allowed to have any number of Credit Cards (but he may use only one).



CREDIT CARD

The Credit Card can only be used by John Smith if he is innocent. If a non-John Smith player has the Credit Card at the end of the round, they are automatically guilty. If John Smith has a Credit Card on hand, at the end of the round (after being proved innocent) he draws cards one at a time from the wallet until he draws a note. This note is counted towards Smith's wealth, but does not affect the guilty/innocent verdict.



POLICE OFFICER

The Police Officer must have no more than 500 currency units and no more than two types of currencies on hand. He is not allowed to carry more than one ID. The Police Officer is allowed to have several Police Badges (but he may use only one).



POLICE BADGE

The Police Badge can only be used by the Police Officer if he is innocent. If a non-Police Officer player has the Credit Card at the end of the round, they are automatically guilty. With the Police Badge, the Police Officer is considered to be "on duty":

Immediately after the end of the round (and possibly after some extra Special cards are played), they reveal themselves, prove themselves innocent (if they can), and inspect a player of their choice. They point at the player, who must reveal their hand. If that player is guilty, the Police Officer takes all of that player's money – notes and jewelry – and keeps it separately. Confiscated money is counted towards the Police Officer's wealth, but they do not affect the guilty/innocent verdict.

If there's more than one Police Officer on duty, the Police Officer with the coin of a lower value carries out the inspection first. The other Police Officers on duty proceed in order of precedence.



MILLIONAIRE

The Millionaire must have more than 500 currency units and no more than two types of currencies on hand. The Millionaire is not allowed to carry more than one ID.



PARTY GIRL

The Party Girl must have no more than 500 currency units, including at least one Jewelry card, on hand. The Party Girl is allowed to have any number of currencies on hand. She is not allowed to carry more than one ID.



SECRET AGENT

The Secret Agent must have no more than 500 currency units and no more than two types of currencies on hand. The Secret Agent must carry at least two IDs (including his own). The effects of other IDs owned by Secret Agent are not applied and any Props (Credit Cards and Police Badges) make him guilty!

SPECIAL CARDS



DOUBLE TURN

Play instead of your turn. Discard this card face up.

Perform any two regular actions (take a card from the wallet, put a card in the wallet, buy an ID, or flip an Hourglass card). You may either perform two different actions or the same action twice.

Then your turn ends.



HAPPY BIRTHDAY

Play instead of your turn. Discard this card face up.

Draw three cards from the wallet. Add one card to your hand and give the other two face down to any two players (in a 2-player game, keep one card for yourself, give one card to your opponent, and return the third card back to the wallet).

Then your turn ends.



SHARED FUND

Play at the beginning of your turn. Discard this card face up.

All players (including you) place a note or a Jewelry card from their hand face up in the center of the table. Pick one card and add it to your hand. Shuffle the other cards and deal one card to each other player at random.

Then proceed with your turn.



TO THE LEFT

Play at the beginning of your turn. Discard this card face up.
All players (including you) pass one card from their hand face down to their neighbor on the left.
Then proceed with your turn.



TO THE RIGHT

Play at the beginning of your turn. Discard this card face up.
All players (including you) pass one card from their hand face down to their neighbor on the right.
Then proceed with your turn.



INSPECTION

Play at the beginning of your turn. Discard this card face up.
Pick a random card from any player's hand and look at it: either add it to your hand or return it to its owner.
Then proceed with your turn.



DISPOSE A CARD

Play at the beginning of your turn. Discard this card face up.
Choose one card from your hand and give it to any player of your choice (they are obliged to take it and add it to their hand).
Then proceed with your turn.



SNATCH A CARD

Play at the beginning of your turn. Discard this card face up.
Pick a card from any player's hand without looking at it and add it to your hand.
Then proceed with your turn.



EXCHANGE CARDS

Play at the beginning of your turn. Discard this card face up.
Exchange cards with any other player of your choice: Each of you chooses a card in their hand and passes it face down to the other.
Then proceed with your turn.



CARD REQUEST

Play at the beginning of your turn, discard it face up.
Pick an opponent and name the card you're looking for: choose either type (name the currency type or ask for Jewelry) or value (for example, 100 CU). If the chosen opponent has such a card, they must give it to you. If not, nothing happens.
Then proceed with your turn.



EMERGENCY

Play at the beginning of your turn face up in front of you.
Take the top special card from the discard pile and play it. Discard both cards face up.
End your turn or proceed according to the instructions on the played Special card.



EXTRA TIME

Play at the end of the round, once the last Hourglass card has been flipped. Discard this card face up.

Perform an extra action (take a card from the wallet, put a card in the wallet, or buy an extra ID).

Immediately afterwards, the round ends.



SECRET COMPARTMENT

Play at the end of the round face up in front of you.

Pick one card from your hand and place it face down under the Secret Compartment card (now it affects neither your wealth, nor the guilty/innocent verdict).



ATM

Play at the end of the round face up in front of you.

Pick one of the following actions:

■ Cover the ATM card with any currency note (now the note affects neither your wealth, nor the guilty/innocent verdict).

■ Draw cards from the wallet one at a time until you draw a note (keep it — it affects both your wealth and the guilty/innocent verdict).



CURRENCY EXCHANGE

Cover this card with any note to change the note's currency. The value of this note remains unchanged and it still affects both your wealth and the guilty/innocent verdict.

GAME DESIGNERS:
WILFRIED & MARIE FORT

CRYPTOZOIC
ENTERTAINMENT



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Lake Forest, CA 92630. All rights reserved.

Authorized Representative, Emergo Europe, Prinsessegracht 20,
2514 AP The Hague, The Netherlands

Made in Jiangsu, China at Nantong Meijia Trading Co
178 Jiangcai Road, Haimen, Jiangsu China 226100

Date of Production and Lot Number: 01/18-01



Game published by Lifestyle BoardGames Ltd.
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7-6 2nd Filyovskaya street, 1st floor, office III,
room 6A, Moscow 121096, Russia.

Tel. +7 495 510 0539, mail@lifestyleltd.ru

www.LifeStyle-BoardGames.com

WATTEN

GAME
DESIGNERS:
Wilfried &
Marie Fort



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