



PARTY GAME

# WALLET

2-7 PLAYERS  
15 - 30 MIN  
8+ AGE

GAME RULES

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15-30 MIN  
8+ AGE

A BIRTHDAY PARTY HOSTED IN THE TALLEST BUILDING IN TOWN BY THE MAFIA BOSS WAS ROARING FUN UNTIL THE POLICE KNOCKED AT THE DOOR. A FEW MOMENTS LATER HE WAS GETTING AWAY ON HIS PRIVATE HELICOPTER. UNFORTUNATELY, HE DROPPED HIS PRECIOUS WALLET.

WHAT'S IN THE WALLET, YOU'LL ASK? IDs, MONEY AND JEWELRY, OF COURSE! EVERYONE'S RUMMAGING THROUGH THE WALLET LOOKING FOR AN ID THAT'LL MAKE THEM SEEM INNOCENT IN THE EYES OF THE LAW AND SOME CASH (YOU CAN'T TAKE TOO MUCH — IT WILL LOOK SUSPICIOUS!).

THE POLICE HAVE ALMOST REACHED THE TOP OF THE BUILDING AND THE TIME IS RUNNING OUT...

WILL YOU BE FOUND GUILTY OR MANAGE TO ESCAPE THE HAND OF JUSTICE WITH THE MOST CASH?

## COMPONENTS



- 80 PLAYING CARDS  
(including IDs, notes, Jewelry and Props — Credit Cards and Police Badges)



- 5 EXTRA ID CARDS



- 15 SPECIAL CARDS



- 6 HOURGLASS CARDS



- 7 REFERENCE CARDS



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



- 7 COINS  
of different value  
(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 pocket of the wallet with a zipper 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 a separate 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 5 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 the 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. 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 remaining innocent — and the richest player — at the end of each round.

### INNOCENT.

Normally, a player is declared innocent if he has no more and no less than one ID, no more than 500 currency units (CU) and no more than 2 currencies on hand at the end of the round (during the check). Some Playing cards change these conditions (different IDs and Props have their restrictions and bonuses) — for more information see the cards' description at the end of the rules.

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 unless he has proven otherwise. The guilty player loses 1 Victory Point token of their choice (if they have any) — put it in the pocket of the wallet with a zipper.

## PLAYING THE GAME

EACH GAME CONSISTS OF THREE ROUNDS. The 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 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:** 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 repeats this action just before their every turn, 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, other — at the end of the round (this information is specified on the cards along with the description of the card).

### 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, the Police Officer(s) on duty reveal themselves and inspect(s) a player (see **ROLE AND PROPS 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 pocket of the wallet with a zipper.

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



NUMBER OF PLAYERS	THE WEALTHIEST INNOCENT PLAYER	2 <sup>ND</sup> WEALTHIEST INNOCENT PLAYER	3 <sup>RD</sup> WEALTHIEST INNOCENT PLAYER	4 <sup>TH</sup> 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 adds up to 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 collected the same amount of currency units, the player with the coin of a higher value is considered wealthier.

### 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 the cards to players just like before the first round. Flip the Hourglass cards the hourglass side up. Collect the coins, 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 3 rounds, the player with the most Victory Points on their Victory Point tokens wins the game! In case of a tie, the player with the most tokens becomes the winner.

# CARDS

## ROLE CARDS



### JOHN SMITH

John Smith must have no more than 500 currency units and no more than 2 currencies on hand. John Smith is not allowed to carry more than one ID. John Smith is allowed to have several Credit Cards (but he may use only one).



### CREDIT CARD

The Credit Card can only be used by John Smith (given that he is innocent) – otherwise it makes the player 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 2 currencies on hand. The Police officer 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 (given that he is innocent) – otherwise it makes the player guilty. The Police Officer with a Police Badge 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 and inspect one of the players of their choice by pointing at one of the players who must reveal his hand. If that player is guilty, the Police Officer takes all of that player's money – notes and jewelry – and keeps them separately. Confiscated money are counted towards 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 2 currencies on hand. The Millionaire is not allowed to carry more than one ID.



## COOL GIRL

The Cool Girl must have no more than 500 currency units including at least 1 Jewelry card on hand. The Cool Girl is allowed to have any number of currencies on her hand. The Cool Girl 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 2 currencies on hand. The Secret Agent must carry at least 2 IDs (including his own). The effects of other IDs owned by Secret Agent are not applied and the Props (Credit Cards and Police Badges) make him guilty!

# SPECIAL CARDS



## DOUBLE TURN

Play instead of your turn, discard it 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 it face up.

Draw 3 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 to yourself, give one card to your opponent and return the 3<sup>rd</sup> card back to the wallet).

**Then your turn ends.**



## SHARED FUND

Play at the beginning of your turn, discard it 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 it 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 it 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 it 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 it face up.

Choose one card from your hand and give it to any player of your choice (he is obliged to take it and to add it to their hand).

**Then proceed with your turn.**



## SNATCH A CARD

Play at the beginning of your turn, discard it face up.

Pick a card from any player's hand without looking and take it to your hand.

**Then proceed with your turn.**



## EXCHANGE CARDS

Play at the beginning of your turn, discard it 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 exact currency or ask for Jewelry) or value (for example, 100 c. u.). If the chosen opponent has such a card, they 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 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 it face up.

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

**Immediately after that 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 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 is included in your limit affecting 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's still included in the limit affecting both your wealth and the guilty/innocent verdict.

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Game published by Lifestyle Boardgames Ltd.  
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WALLET

