

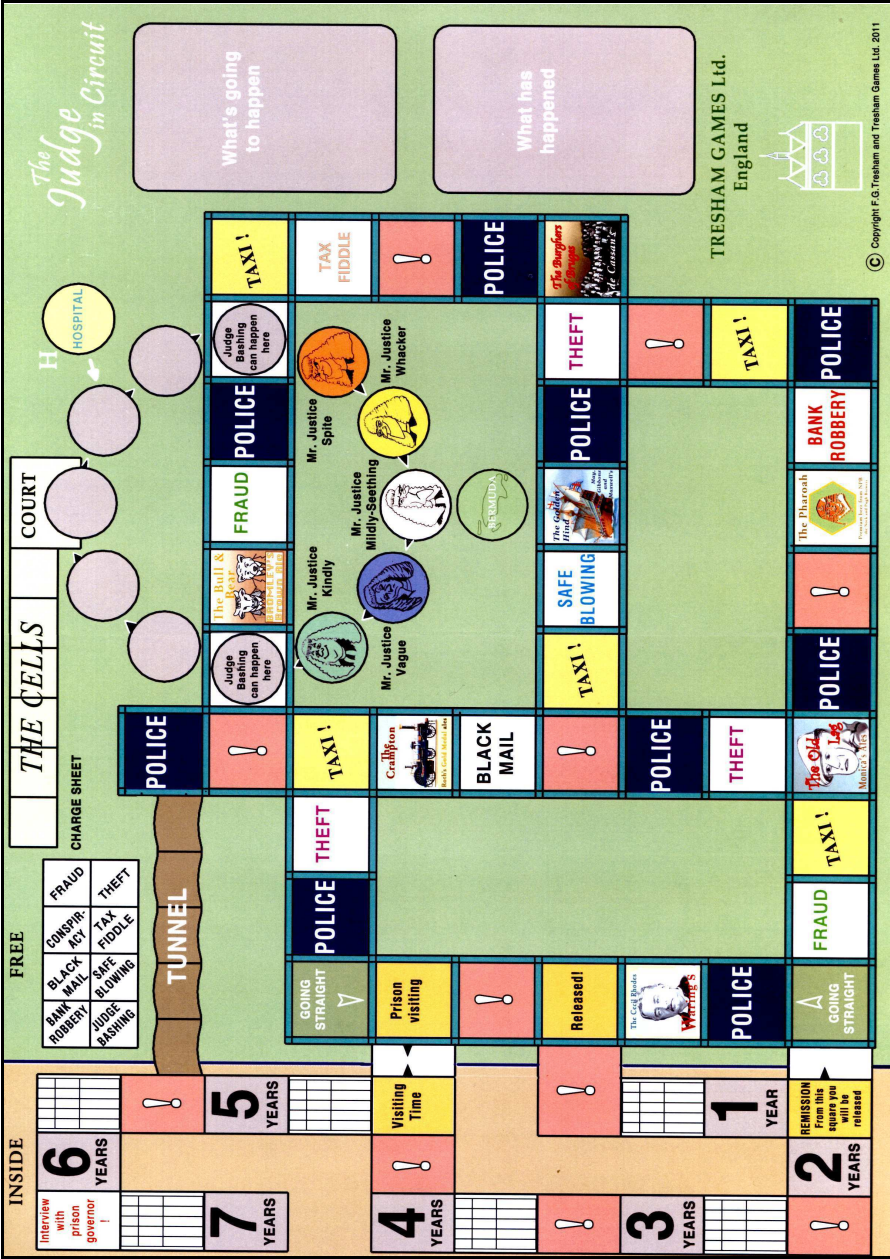
*The Judge
in Circuit*

A game for the law-abiding?

RULE BOOK



Tresham Games Ltd.,
Northampton,
England.



The Judge in Circuit

A game for the law-abiding?

"When crooks (= criminals) get together for a pint at their local boozer (= public house), there is nothing they like better than to boast about all the porridge (= prison sentences) they have done. And the more prisons they can boast about, the better!" N. S. Fletcher

The Judge in Circuit let's you do this too! In this board game, each person plays a Crook. The object of the game is to be the first Crook to get into a specified number of Prisons. But it's not as easy as you might think!

To get into Prison you have to get arrested by a Policeman and then be sentenced by a Judge. To get arrested, be on a Crime space at the same time as a Policeman. When arrested, you will be sent to THE CELLS, ready for trial by the next Judge who comes round the Circuit.

If you are found Guilty, you will generally be sent to Prison. But which one you are sent to depends on the Crime and the Judge who tries you. You stay in Prison until you have served your sentence and get to the Released! space, get to the Remission space, escape, or you are let out due to some other reason.

Sometimes you are found Not Guilty, put on Probation, or sent for Re-Trial (probably by a different Judge).

Actions by other players can upset your careful plans, though. And then, of course, there are the Luck cards!

Game Components

- | | |
|----------------------|---------------------------------------|
| 1 Game board | 9 Blue Policemen pawns |
| 1 Trial/Prison board | 30 Prison rings (6 each in 5 colours) |
| 1 Pack of Luck cards | 6 'On Probation' cards |
| 6 Crook posts | 1 Six-sided die |
| 6 Crook counters | 1 Rule book |
| 5 Judge counters | |

Who's Who and What's Where?

Crooks	Colour	Boozer (home)	Card
Harbuthnot (Brown)	Brown	The Burghers of Bruges	51
Syd 'iggs (Sydney Rose)	Red	The Old Lag	52
Charlie Lemon	Yellow	The Cecil Rhodes	53
Dick White	White	The Crampton	54
Horace Black	Black	The Pharaoh	55
Kev Green	Green	The Golden Hind	56

Judges	Colour	Prisons	Colour
Mr. Justice Kindly	Green	Gartree	Pink
Mr. Justice Vague	Blue	Maidstone	Purple
Mr. Justice Mildly-Seething	White	Wormwood Scrubs	Orange
Mr. Justice Whacker	Yellow	Dartmoor	Grey
Mr. Justice Spite	Orange	Parkhurst	Blue

Setting Up the Game

- 1) Place the game board on your table. You will see the INSIDE area on the left, with a beige background. This is a generalised Prison area and represents whichever prison any Crook may happen to be locked up in. The FREE area has a green background. Note that playing pieces may not move onto these backgrounds. Crooks will always be INSIDE, FREE, or in THE CELLS.

- 2) Put the large green, blue, white, yellow and orange Judge counters on their corresponding circles. (Some Judges are nastier than others!)
- 3) Put one blue Policeman pawn on each Police space.
- 4) Stack the 'On Probation' cards by the board, next to the COURT space.
- 5) Remove cards 51 to 56 from the deck, shuffle these six cards together and deal one to each player. They tell you which Crook you are. Retain your card face up in front of you.
- 6) Take your Crook token (the coloured post specified on page 2) and put it on your Boozer home space. Also take your corresponding coloured counter and place it in front of you. Put unused Crook cards and tokens back in the game box.
- 7) The rest of the cards are the Luck cards. Shuffle them and put them face down on the **What's going to happen** space.
- 8) Place the smaller board on the table. This is the Trial/Prison board. It shows the result of any trial (Table 1) and the different prisons that a convicted Crook would have to enter (Table 2).
- 9) Place a supply of coloured rings (the same number of each as players in the game) into each of the coloured Prison areas at the bottom of the Trial/Prison board. The ring colour should match the Prison colour. One of these rings should be put onto the Crook's post as soon as the Crook enters a Prison for the first time. Only one ring of each colour may be collected by a Crook.
- 10) Decide how many Prisons a Crook must visit in order to win. Four is probably the right number to start with. Five can make for a long game. Three Prisons may be ideal if there are more than four players.
- 11) Read the section on **Optional Rules** (page 9). Decide which (if any) are to apply.
- 12) Each throw the die to decide who shall start (highest throw goes first). Players tied for highest should reroll until there is a clear starter. Players will take turns in a clockwise order (round the table in the normal way).

Playing the Game

- A) On your turn, throw the die and then decide whether you want to move your own Crook or any one Policeman or one or more Judges. You do not move any other Crook unless instructed to do so. See the separate section on **Movement** opposite for rules on moving Crooks, Policemen and Judges.
- B) In order to get yourself into Prison, your Crook must be moved to a Crime space and be arrested by a Policeman on that space (or be sent there by the action of certain Luck cards).
- C) As you move around the board, you will encounter different types of spaces. See the separate section on **Special Spaces** (pages 6/7), which tells you what they mean.
- D) Once arrested, you go to THE CELLS, joining the back of the queue, if any. Your coloured counter should be placed on the relevant space of the CHARGE SHEET table.
- E) When you get to the front of the queue in THE CELLS and there is a Judge in the COURT space, your trial goes ahead. If there is no Judge in COURT, you have to wait until there is. You and others can move the Judges in your turns.
- F) When your trial is ready to go ahead, roll the die and check Table 1 (page 13), under the column for your Judge, to see the result of your trial. Check the Trial Results Table (page 12) and move as shown.
- G) Go back to (A) above and repeat until SOMEBODY WINS (hope it's you!).

Winning the Game

The first Crook to wear the winning number of rings without holding the **Alibi!** Luck card is the WINNER. This happens immediately - the Crook does not have to complete the Prison term. Always remember, if you win this game, you can gloat. If you don't win, you can point out that winning *this* game is morally indefensible.

Movement

- A Crook or a Policeman may be moved in any direction, either the number of spaces given by the throw of the die or, alternatively, a move of three. It is usual to throw the die first and then decide whether to move that amount or take a 'free three', i.e. assume a roll of three. Whichever is chosen, the full value must be used.
- No space may be visited more than once in a move.
- There is no restriction on several Crooks and/or Policemen being on the same space.
- Crooks in Prison may, surprisingly, move in either direction, but not backwards past the **Interview with prison governor!** space.
- Policemen do not go INSIDE or into THE CELLS. Nor may they use Taxis.
- Judge movement is different:
 - Judges move according to the die roll. A 'free three' may be taken as an alternative. Whichever is chosen, the full value must be used.
 - More than one Judge may be moved by sharing the move.
 - Judges only move clockwise round the Circuit (the ring of circles), from Hospital, or to/from Bermuda. Bermuda can only be reached from Mr. Justice Mildy-Seething's space, or through the play of a Luck card.
 - A Judge can only return from Bermuda if Mr. Justice Mildy-Seething's space is empty.
 - Judges never pass each other or occupy the same space on the Circuit.
 - A Judge must stop on reaching the COURT circle and stay there to take the next trial, and can only then be moved on.
 - Judges only take one trial each time they arrive at COURT. It is usually possible to foresee which Judge a Crook will appear before (well, more or less).
 - Once a Judge has conducted a trial, they move one space round the Circuit, shunting any Judges who are in the way forwards.
 - A Judge cannot go into Hospital unless so instructed by a Luck card or as a result of Judge Bashing.
 - A Judge in the Circuit may not pass another Judge on the circuit. The Hospital and Bermuda are not part of the Circuit.

Special Spaces



The spaces showing pub signs (except for The Bull & Bear) are the home spaces of the Crooks.



At the start of the game, every one of these must contain a Policeman. Crooks on Probation must stop at Police spaces.



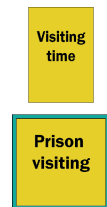
A Crook moving to a Taxi! space may choose (once in his turn) to be transported to any other Taxi! space. This counts as one step of the Crook's total move. Note that Policemen do not get transported by Taxi! spaces.



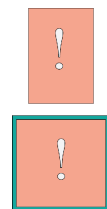
In order to go FREE from Prison, a Crook must usually arrive at or pass through the Released! space.



To qualify for early release, a Crook must finish a move on the Remission space and may then move away via the adjacent Going Straight space.



If each of these spaces is occupied by a Crook, the one on Prison Visiting may, at the player's option, change places (once only) with the Crook on Visiting Time. The Crook who is now INSIDE must serve the rest of the sentence, but gains a ring of the same colour as the top ring on the other Crook's post.



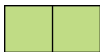
A Crook ending a move on any of these spaces takes a Luck card from the top of the **What's going to happen** stack. If the card says **NOW**, it must be acted upon immediately, as directed. Other Luck cards may either be acted on immediately or kept, face down, for future use.



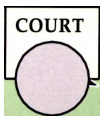
If a Crook starts a move on either of these spaces, he must leave it in the direction of the arrow.



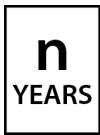
In order for an arrest to take place, a Crook and a Policeman must be on the same (white) Crime space. It does not matter who arrives first. Arrests, which are for the Crime named on the space, are automatic. The Crook's coloured counter is placed on the CHARGE SHEET to record the Crime. See also **Conspiracy**, under **Other Rules**.



When arrested, a Crook is placed in the vacant space in THE CELLS that is nearest to COURT. Crooks move forward automatically (towards COURT) as cell spaces are vacated. If a Re-Trial is ordered, the Crook goes to the back of the queue in THE CELLS. A Crook in THE CELLS is not INSIDE, but neither is he FREE.



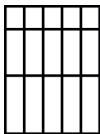
When a Crook is at the front of the queue in THE CELLS and a Judge in is COURT, the Crook is put on trial.



A Crook sentenced to a number of years in Prison goes straight to the corresponding YEARS space. On the board, **n** is a number from 1 to 7.



If a Crook lands on this space, the die should be thrown. The Crook must move to the YEARS space one greater than the number rolled.



If a Crook's move would end up on a set of Bars, that move cannot be made. The Crook should move in the opposite direction, or use the move for Judges or a Policeman.



A Judge on either of these spaces will automatically be Bashed if a Crook moves onto the same space. A Bashed Judge automatically goes to Hospital, displacing any Judge who may be there. If the Crook is still on the same space when a Policeman arrives (perhaps moved by another player), the Crook is arrested for the Crime of Judge Bashing.

Other Rules

The TUNNEL

The TUNNEL may only be entered from the Luck (!) space just before the 5 YEARS space INSIDE. It is traversed by a throw of six. A Crook may not stop in the TUNNEL and will be arrested and returned to the 6 YEARS space if intercepted by a Policeman at the end of the TUNNEL. Most hardened Crooks reckon that the TUNNEL is not worth bothering about.

Conspiracy

Two or more Crooks on the same Crime space constitute a Conspiracy and may be arrested for that Crime. The player who moves the last piece (Crook or Policeman) decides in which order to place the arrested Crooks in THE CELLS. This tactic can be used to try to avoid Mr. Justice Spite, but it can backfire.

Hospital

A Judge who is sent to Hospital, for whatever reason, remains there until he is free to move out in a future turn as shown by the arrow. If the Hospital is already occupied, that Judge is moved out regardless and will shunt (push forward clockwise) any other Judges who happen to be in the way.

Luck Cards

Luck cards kept by a Crook may be played at any time. Multiple cards may be played at the same time, in any order. It is not necessary to wait for the Crook's normal turn to play Luck cards. If more than one Crook is affected by a Luck card, this happens in the order of the numbers on their Crook cards.

Any Luck cards that are used should be placed face up on the **What has happened** space, forming the discard pile. When there are no cards left to be drawn, shuffle all the cards in the discard pile and put them face down in the **What's going to happen** space.

Optional Rules

Conspiracies Abound

A conspiracy can happen on any space in the FREE area, not just on Crime spaces.

Not Just Conspiring

If a Conspiracy is committed on a Crime space, the player moving a Policeman to that space can choose to arrest the player's own Crook for the Crime named in the space, any other Crooks being arrested for Conspiracy.

Shorter Probation (The standard rules on Probation are on page 12)

Probation ends when you land on a Crime space rather than when you are arrested. The Police might suspect you of that Crime, and you won't want to be visiting Police stations!

Hints

- Probation is a nuisance to Crooks, so Mr. Justice Kindly is best avoided
- Move the Judges for others (closer or otherwise).
- A Judge who is moved to Bermuda could be passed by other Judges before he comes back to the Circuit.
- Move the Policemen for others (including AWAY from a Crime space they are trying to reach).
- Monitor which rings a Crook has. It may help you predict which Crime space and/or Judge they are trying to reach.
- Always be aware what Luck cards you have. Playing one or more cards on yourself and/or others can be useful.
- If an opponent needs two more rings, but has one or more Luck cards, they may be just about to win.
- Getting an opponent sent to a Prison they have already visited is usually worthwhile.
- When INSIDE, Crooks can move in either direction. There can be tactical reasons for moving away from Released!

Luck Card Clarifications

Each Luck card has an identifying number in the lower right corner. Check that against this list to see if there are any clarifications for a card.

Cards with **NOW** on them must be played immediately, and prior to any Luck cards played from hand.

No cards that refer to a Crook being INSIDE or FREE can be used on a Crook in THE CELLS unless clarified below.

1	If you are in THE CELLS go to Remission.
2	Can only be played on your own Crook when in a Prison other than Maidstone. If you do not have a Maidstone ring on your post, add one now.
3	Can only be played on your own Crook when in a Prison other than Gartree. If you do not have a Gartree ring on your post, add one now.
7	This card is of no use if you are 'iggs (i.e. Syd Higgs), or if he is not in the game. Simply retain the card. If you exchange places and end up in Prison, gain a ring of the same colour as the Prison 'iggs was in.
9	No Taxi! spaces need to be involved in this move.
14	Can only be played on a Crook when they are put on Probation.
17	Displaced Judges are shunted forwards (clockwise) round the Circuit, in order, as required.
18	May only be used if you are INSIDE.
19	If you do not have a Dartmoor ring, add one now.
22	Add the relevant Prison ring to your post. Usual legal processes now apply to your 'friend' who may, or may not, be delighted.

23	Can only be played on your current location.
24	Should say 'fewer', not 'less'. (Criminal misuse of language?)
25	Displaced Judges are shunted forwards (clockwise) round the Circuit, in order, as required. Place Mr. Justice Spite in COURT.
30	If two pubs are equally near, the Crook who is moving chooses which one to go to. Any Policeman who is next door to a pub moves to it.
31	Ignore the typo... The Crook moves 'back' as follows: A) If FREE, to his home boozer B) If INSIDE, to Interview with prison governor! C) If in THE CELLS, to the back of the queue
34	If you transfer to 'Scrubs, or join Black in this or another Prison, add a relevant Prison ring to your post if you do not already have one.
36	Can only be played on your own Crook. Note that you CANNOT WIN if this card is still in your hand.
37	Displaced Judges are shunted forwards (clockwise) round the Circuit, in order, as required.
39	May only be played if Lemon is FREE. If he is not in the game, you go alone.
44	The Crook being judged by Mr. Justice Vague goes to the back of the queue in THE CELLS. Mr. Justice Vague moves forward one space round the Circuit, shunting other Judges forward as required..
47	Can not be played on a Crook who is INSIDE.
49	No Taxi! spaces need to be involved in this move.
50	If the Police have not been issued with bicycles (card 46), it turns out that the cyclist was not a Policeman. Mr. Justice Spite still goes to Hospital.

Trial Results Table

NOT GUILTY!	Go to Released!
Probation	Take an 'On Probation' card and go to Released! While on Probation, you may not <u>pass</u> a Police space until you have been arrested for another Crime. If your move would take you past a Police space, any additional movement is lost, as you have to stop and report to the police under the terms of your Probation. If you move onto a Police space while on Probation you must wait there till your next turn. The next time you are arrested and sent to THE CELLS, return your 'On Probation' card to the stack by the board.
Re-Trial	Go to the back of the queue in THE CELLS.
1-7 Years	Go to the matching YEARS space in Prison. Check Table 2 (opposite) using your Judge/Crime combination to determine which Prison. Add a coloured ring for that Prison to your Crook post. If you already have that one, move it to the top.

Credits

The Judge in Circuit was designed by Francis Tresham

Graphics and illustrations by Francis Tresham and Anna Kidman
Box cover painting by Anna Kidman

Rules written by John Hopkins and Marcus Barbor
on behalf of the Tresham family

Final amendments and layout by Keith Thomasson







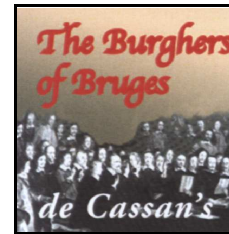
Table 1 The Trial	Kindly	Vague	Mildly Seething	Whacker	Spite
	NOT GUILTY!				
	Probation	Re-Trial	1 Year	2 Years	5 Years
	Probation	1 Years	2 Years	3 Years	3 Years
	1 Year	2 Years	4 Years	5 Years	6 Years
	2 Years	4 Years	5 Years	6 Years	7 Years
	3 Years	6 Years	7 Years	7 Years	Re-Trial

Table 2 The Prison	Kindly	Vague	Mildly Seething	Whacker	Spite
THEFT	WS	WS	WS	G	D
TAX FIDDLE	WS	WS	G	G	D
SAFE BLOWING	WS	G	G	M	D
BLACKMAIL	WS	M	M	M	D
FRAUD	P	M	M	M	D
BANK ROBBERY	P	P	P	D	D
CONSPIRACY	P	P	D	D	D
JUDGE BASHING	D	D	D	D	D

GARTREE	MAIDSTONE	WORMWOOD SCRUBS	DARTMOOR	PARKHURST
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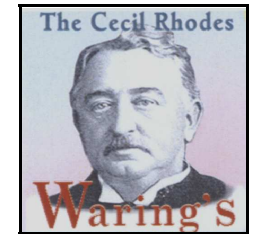
The Pubs and The Crooks



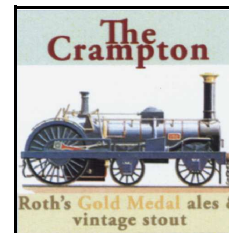
Harbuthnot



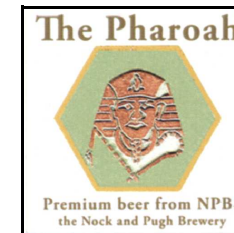
Syd 'iggs



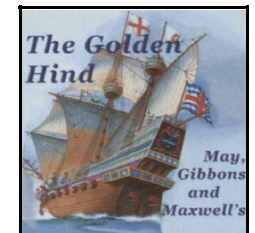
Charlie Lemon



Dick White



Horace Black



Kev Green

