



cookie jar

accusations • confessions • murder

overview

In **COOKIE JAR**, the players take turns accusing one another of a **CRIME** until the actual culprit is revealed. The crime can be anything from stealing a pie to vandalizing a school. However, murder is always the perfect ingredient for truly dramatic stories and will be used for every example below.

set up

Each player needs 15 six-sided dice. That was easy.

game play

The most impulsive and/or obnoxious player begins play. If you don't know who this is, wait a few moments for the situation to resolve itself.

The **ACTIVE PLAYER** becomes the **ACCUSER** places a single die into the center of the game table (called the accusation pool) and **ACCUSES** another player at the table of a crime.

DAVE: Susie killed the Milkman! She killed him in cold blood. The bitch!

The **ACCUSED** can **CONFESS** and end the game, or create an **ALIBI**. Creating an **ALIBI** involves two steps.

- Placing a die into the **ACCUSATION POOL**.
- Roleplaying the **ALIBI**.

SUSIE: Liar! I was in Denver when it happened.

If the **ALIBI** is bad or illogical, the other players may require the **ACCUSED** to spend an additional die. There must be a majority vote for this to happen.

The **ACCUSED** is now the **ACCUSER** and may make a new **ACCUSATION** so long as the same crime was committed. The person being accused must be at the table, playing the game. If the **ACTIVE PLAYER** accuses the player who accused him or her, the **ACCUSATION** costs an additional die. This encourages group play and stops everyone from ganging up on one player.

SUSIE: Roger hated the Mailman more than I did. After all, his children were all sired by him.

Game play continues in the same manner, until a player forces a **CONFESSION** or someone runs out of dice and cannot establish an **ALIBI**.

forcing a confession

Forcing another player to **CONFESS** can be done one of two ways.

- The active player discards **THREE** dice and chooses someone as the **CONFESSOR**.
- Any player (out of turn) discards **FIVE** dice and chooses someone as the **CONFESSOR**.

Discarded dice leave play and do not go into the **ACCUSATION POOL**.

The **CONFESSOR** has three options:

- **CONFESS**. Ending the game.
- **MISDIRECTION**. By discarding **FIVE** dice the **CONFESSOR** misdirects the **ACCUSATION** to another player. That player becomes the **CONFESSOR**.

- **INTERROGATION**. The **CONFESSOR** rolls his remaining dice against the dice in the **ACCUSATION POOL**. If the **ACCUSER** rolls higher than the **CONFESSOR**, the **CONFESSOR** confesses, is found guilty, and the game ends.

If the **CONFESSOR** rolls higher than the **ACCUSER**, the **CONFESSOR** becomes the **ACUSER** and play continues as normal (although it's most likely the new **ACUSER** will point the finger at the previous **ACCUSER**).

ending the game

If you haven't already figured it out, the game ends when someone confesses. The winner is the person who forced the confession. Since the game is so fast, it is possible to play a few times before moving on to something else in your collection.

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