MOLE IN THE CREW · RULES ON ONE SHEET

5 to 10 players · 15-25 min · A crew opens 5 locks; the Moles sabotage from inside.

GOAL

Crew: open 3 locks and keep the Moles from finding the Contact in the Getaway. **Moles:** blow 3 locks or find the Contact.

ONE LOCK

1. The Boss proposes a team (may include self).
2. Talk, then everybody votes at once, by name. More than half approves; a tie rejects. Three rejections in a row: the lock blows (Patrol).
3. The team secretly plays Clean or Sabotage; the Crew only Clean.
4. Cards are shuffled and revealed one by one. A single Sabotage blows it. How many is announced, not who.
5. The Boss role passes to the left.

DEAL (CLASSIC GAME)

Pl.	Moles	Doubles	Decoy	Teams 1-5	Sab./Mole	Votes
5	2	0	no	2-2-2-3-3	2	3
6	2	1	no	2-3-3-3-4	2	4
7	3	1	no	2-2-2-3-3	1	4
8	3	1	yes	3-3-3-3-4	1	5
9	3	1	yes	3-4-4-4-5	1	5
10	3	1	yes	4-5-5-5-6	1	6

ROLES

Mole (Moles): The other Moles (except the Snitch). Plays Clean or Sabotage. One Sabotage blows the lock. In the Getaway, marks the Contact.

Snitch (Moles): Every Mole. They do not know him and the Contact does not see him. Is one more Mole: sabotages and marks in the Getaway.

Contact (Crew): A shuffled set of suspects, with no labels. Guides the Crew with votes and proposals, without saying who is suspicious.

Double (Crew): Nothing. Knows he is on the Crew. Always plays Clean. Appears among the Contact's suspects.

Lookout (Crew): Gets an alibi after the 1st and 2nd lock that blows with cards. A team member who played Clean. A clue, not proof.

Driver (Crew): Nothing extra. In the Getaway protects one person (not himself). If accused, the accusation is void.

Crew member (Crew): Nothing. No powers. Votes, plays Clean and watches. His Getaway mark does not count.

THE GETAWAY

With 3 locks open, the Driver protects one person and the Moles (and the Snitch) have one joint accusation: plurality of marks wins, a tie goes to chance. If the protected person is accused, the Crew wins; if the Contact, the Moles win; anyone else, the Crew escapes.

VARIANTS

Quick game: 3 locks, first to 2 wins; each Mole sabotages once. **Vault (7-10):** lock 4 needs 2 sabotages. **Advanced Snitch (5-6).**

Reference sheet from https://mole-in-the-crew.web.app/en/how-to-play · Mole in the Crew is a game by TLL Developers. Print and share it freely.

