

THIEVES!

RULES

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Calliope
Games

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THIEVES!

BY RICHARD DE RIJK

You and your band of thieves are about to pull off the biggest heist of the century! The safes have been cracked and ransacked, but the alarms are wailing and everyone is in a scramble! The cops are hot on your trail, throwing up road blocks, eager to bust you with the loot—can you give them the slip and hold on to the lion's share of the score? Or will your partners in crime double-cross you? Find out in this mad dash who is the craftiest of **Thieves!**

3-6 players/ 20 minutes/ 8+ years

CONTENTS

58 Playing cards:

26 Loot Cards: 3x 0-point Loot cards ; 9x 1-point Loot cards; 7x 2-point Loot cards; 5x 3-point Loot cards; 1x Horseshoe card; 1x Ring card.

12 Police Cards: 8x 1-Helmet card; 2x 2-Helmet cards ; 2x Sirens cards.

14 Thief Cards: 2x Thieves cards ; 2x Fortune cards ; 2x Roadblock cards; 8x Getaway cards; 6 Reference Cards.

Extended Play Tokens:

7x Gem tokens

OBJECT OF THE GAME

Be the thief with the most loot at the end of the game.

SETUP

- Shuffle the cards.
- Deal 3 cards facedown to each player. These are hands; each player may look at their own hand, but not the hands of others.
- Shuffle any dealt Getaway cards back into the deck and deal replacement cards that are not Getaway cards.
- The remaining cards create the **draw deck**; place the draw deck face down in the center of the table.
- The player who is wearing the most black goes first.

PLAYING THE GAME

Players take turns going clockwise. Each turn consists of two phases:

Phase One:

Draw cards until you have 4 in your hand. Players usually only need to draw 1 card. If you draw a Getaway card, put it face up on the table and draw a replacement card immediately.

Phase Two:

Play a card. There are three kinds of cards you can play:



Loot Cards

Loot cards are valued from 0-3. The number on the upper left-hand corner and bottom of the card indicates the value. You can play a Loot card in two ways:

1. Face down in front of you. This card is now a part of your **stash**, and no other player knows the value of this card. -OR-
2. Face up in front of another player of your choice. This card is added to that player's stash. By playing cards in front of other players and increasing the value of their stash, you make them more likely to be busted in the event of a police raid.



Special Loot Cards

The **Ring** card is worth 3 points during a police raid (see below) and 1 point at the end of the game. It's really tough to fence a stolen ring!

The **Horseshoe** card is worth 1 point during a police raid (see below) and 3 points at the end of the game. It's easy to pass a golden horseshoe off as worthless during a police raid, and easier to melt it down to sell later.



Police Cards

Play all Police cards face up in the center of the table to the right of the draw deck.

Helmet cards have a value of 1 or 2. The number of police helmets in the upper left-hand corner and on the bottom of the card indicates the value of the card. Once the total value of police helmets on the table reaches 4 or more, a **police raid** is immediately triggered.

During a police raid, each player reveals all the cards in their stash (all played Loot cards are turned face up). The player with the highest loot total is **busted** and loses their stash; the cards of the busted player are shuffled back into the deck with any Police cards and Thief cards played before the raid. Getaway cards and the remaining stashes stay on the table face up. Play then resumes as normal. In the case of a tie for the highest valued stash, all tied players lose their stash.

Remember: During police raids, the Ring card is worth 3 points and the Horseshoe card is worth 1 point.

When a **Siren** card is played, all other players immediately play any Helmet cards that are in their hand. If the helmets now total 4 or more, a police raid is triggered.



Thief Cards

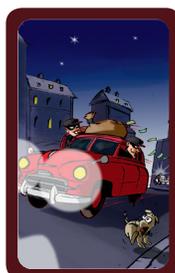
Play all Thief cards face up in the center of the table to the left of the draw deck.

Playing a **Thieves** card allows the active player to move a single Loot card from one player's stash to a different player's stash... including their own. If the swapped card was face down, flip the card over.

When the **Fortune** card is played, the active player must draw 2 new cards from the draw deck and immediately play them. If you draw a Getaway card, put it on the table and draw a replacement card and play it immediately.

When the **Roadblock** card is played, remove all police Helmet cards from the table and shuffle them back into the draw deck. This card does not cancel a Siren.

When drawn, **Getaway** cards are immediately placed face up in the center of the table for all players to see. The player who drew the Getaway card then draws a replacement card and continues their turn as normal.



ENDING THE GAME

The game ends when the 7th Getaway card is drawn. The player with the most loot in their stash (including face down and face up cards) wins the game!

Remember: At the end of the game, the Horseshoe card is worth 3 points and the Ring card is worth 1 point.

Honor among thieves requires tied players to share the victory!

EXTENDED PLAY

To play a longer game of **Thieves!**, treat each complete game as a round. The player who wins each round receives a Gem token. The first player to collect two Gem tokens wins! In the unlikely event of a tie, we suggest playing to 3 Gem tokens.

Credits

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