

You are all thieves!

Each round you will split the loot from the day's heist, and then use your share of the loot to buy useful items, accrue finery, and employ henchmen.

Once the last deck has run out of cards, the player who has gained the most notoriety points will be the next king of thieves!

THIEF'S MARKET

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COMPONENTS & SETUP



1 START PLAYER MARKER: Give this to the player who most recently stole something.



33 GOLD TOKENS: Give each player one, then place the remaining tokens off to one side of the playing area, in a general supply within easy reach of all players. There is not meant to be a limit to these. If you run out, use something else as a substitute. The number of gold a player has is always public knowledge.



33 INFAMY TOKENS: Place these near the Gold tokens. There is not meant to be a limit to these either, but how many a player has is not public knowledge: hide Infamy Tokens you receive under your Player Reference Card. Please note that some cards and dice provide Infamy tokens (which are worth Notoriety Points at the end of the game), and some cards are worth a set amount of Notoriety just for having the card (and do not provide tokens).



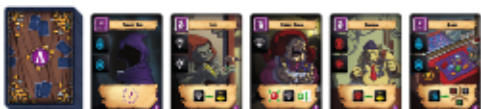
13 LOOT DICE: If playing with 5 players, you will use all the dice. If playing with 4 players, you will use 11 dice. If you are playing with 3 players, you will use 10 dice. Return any unused dice to the box.



5 PLAYER REFERENCE CARDS: Give one to each player, and return any extras to the box.

41 MARKET CARDS

Separate these into "A," "B," and "C" decks based on the letter on the back of each card. Shuffle each deck separately, then remove random cards from each deck so that there are 13 cards in the A deck, 12 cards in the B deck, and 11 cards in the C deck. The removed cards will not be used this game and should be placed in the game box without looking at them.



Place the three decks in a line along one edge of the table. Finally, deal 5 cards from the A deck face-up in a row beside the A deck to form the starting "Market" of cards available for purchase.



GAMEPLAY OVERVIEW

Each round is played in two phases. In the first phase, the dice will be rolled and the players will take turns either claiming some dice (and possibly the start player marker) from the center to form a pile of objects in front of them, or stealing a previously claimed pile from another player.

When a pile is stolen, at least one object must be returned to the center from the pile, and dice returned to the center are re-rolled. Once everyone has a pile in front of them, players enter the second phase, where they each have an opportunity to trade in dice and gold to buy cards from the Market. At the end of the round, the Market is refilled from the decks.



When the last deck doesn't have enough cards to refill the Market, the game ends and the player with the most Notoriety Points wins.

THE LOOT DICE

The loot dice each have six sides, as follows:



RED, WHITE, BLUE, AND GREEN GEMS: These dice are used to purchase cards during the "Making Purchases" phase.



YELLOW BAGS: These dice are turned in for Gold tokens at the end of the round. Please note that dice themselves are not Gold tokens, and cannot be spent as such.



PURPLE MASKS: These dice are turned in for Infamy tokens at the end of the round, which are worth one Notoriety Point each at the end of the game.

PHASE 1: SPLITTING THE LOOT

At the start of each round, the start player rolls all the dice into the middle of the table, and then places the start player marker into the middle next to the dice. The dice and the start player marker all count as "objects" in the center.

The start player then takes any quantity of objects from the center and puts them in a "pile" in front of themselves. (Be careful not to change the face of the dice when moving them.) Play then passes clockwise to the next player.

Subsequent players then either take any number of objects from the center, or chooses to steal the entire pile in front of another player. When stealing, the stealing player must return at least one object to the center, and may return more than one, as long as the stealing player keeps at least one object from the stolen pile. This means you may not steal from a player who only has one object.

Any dice that are returned to the center are re-rolled.



Example: After the dice are rolled, the first player (Erin) takes a die displaying a red gem, a die displaying a blue gem, and the Start Player token. The second player (Michael) can either take objects from the center, or steal the Erin's pile. If Michael chooses to steal, he'll take the entire pile, then decide what to return to the center. He could:

1. Keep the red and blue gems, returning the Start Player token;
2. Keep the red gem and the Start Player token, returning and re-rolling the blue gem;
3. Keep the blue gem and the Start Player token, returning and re-rolling the red gem;
4. Keep any one single thing, returning and re-rolling the rest

Play continues clockwise to the next player who does not already have a pile in front of them. Players continue either taking objects from the center or stealing another player's pile until every player has a pile in front of them.

Note: If there is only one player who doesn't have a pile in front of them, AND that player chooses to take from the center, they must take all the objects from the center. Thus when every player has a pile in front of them, there are also no objects in the center. This prevents the Start Player marker from remaining unclaimed.

PHASE 2: MAKING PURCHASES

Starting with whomever took the start player marker in the Splitting The Loot phase and proceeding clockwise around the table, each player has the chance to purchase a single card in turn. The cost of a card is shown along the left side of the card, next to the card's illustration.

When dice are used to purchase cards, the dice are returned to the center for the next round. Gold tokens are wild and may be used in place of any color gem for the purpose of purchasing cards, and are returned to the general supply when spent. You may spend any number of Gold tokens this way during a single turn. Please remember that the yellow faces of the dice are not Gold tokens and cannot be spent as such.

A player may only buy one card per round, unless a card that player owns says otherwise. The next player may then purchase a card, and so on, until everyone has had one chance to buy a card in the purchase phase. If you have cards that provide additional purchases, all your purchases are made at the same time. After that, the round ends.

END OF THE ROUND

At the end of the round, all yellow bag dice are turned in for 1 Gold token each, and all purple laurel dice are turned in for 1 Infamy token each. Please note that these gold tokens are gained after the "Making Purchases" phase, and so will not be able to be spent until next round.

All dice, whether used to purchase this round or not, are returned to the center.

Replace purchased cards from the same deck, filling the corresponding row of cards up to 5. So if 3 cards are purchased from the A deck, refill that row with 3 more cards. When the A deck runs out of cards and there are still cards that need to be refilled, immediately add 5 cards from the B deck to the tableau in a row next to the B deck. If the B deck does not have enough cards, add 5 cards from the C deck in a row next to it. If the C deck does not have enough to replenish the C cards that were bought, the game is over. Please note that when you start dealing cards from a new deck, the cards from the prior deck still remain in the Market - thus it is possible to have more than 5 cards in the Market at a time. If you have started on a new deck and a card from an older deck is purchased, that card is not replaced.



Example: The A deck has run out and 5 cards have been dealt in a row beside the B deck. The 2 A cards in the market remain available, but only the cards from the B deck will be refilled at the end of the round when purchased.

After refilling cards as necessary and putting all the dice and the start player marker back in the center, a new round is begun by whoever took the Start Player marker.

GAME END

The game ends immediately when, at the end of a round, the C deck does not have enough cards to replace all the purchased cards.



The player with the most Henchman icons on their cards (in the upper left corner) earns 3 Notoriety Points (not tokens). The player with the second most Henchman icons earns 1 Notoriety Point (not tokens).



The player with the most Gold tokens at the end earns 3 Notoriety Points (not tokens). There is no second place for Gold tokens.

If there's a tie in any of these cases, each tied player receives 1 fewer Notoriety Point than they would otherwise.

Players add these points together with those indicated by the cards they've purchased, plus one point for each Infamy token they have. The player with the highest total Notoriety Points wins! If there's a tie for first, the tied player with the most cards wins. If there's still a tie, the tied player with the most score tokens wins. If still tied, the first player to grab the start player marker and run from the room shouting "You fools! Muahahaha!" wins.