

MASTER THIEF BETA V.3

3-6 PLAYERS	AGES 10+	15-30 MINUTES
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OBJECTIVE

Steal the most valuable items from the Museum, foil your opponents' attempts to do the same and escape without getting caught!

CONTENTS

- 36 Museum Cards (Black)
- 70 Action Cards (White)
- 6 Calling Cards (Gray)
- 1 Instruction sheet



MUSEUM CARD FACE

Museum cards can be quickly read once players learn to recognize the contents. Understanding the icons and terminology will better prepare you to become a thief.

- A)** Title
- B)** Description (if applicable)
- C)** Action Card indicator, informs the amount of Action Cards drawn on your turn. Ranges from 1 to 3
- D)** Category to which this item belongs
- E)** BMC (Black Market Credits) Informs the value of this item Ranges from 1 to 5

ITEM CATEGORIES

Categories offer players 2 distinct forms of strategy. Collecting items indicated by your calling card may increase value, whereas assembling a variety may extend your gameplay. There are a total of 7 categories as listed below.



SHUFFLE

Shuffle the Action Cards (White) and the Museum Cards (Black) separately. Then place the Museum Cards face down in a scattered pile in the center of the table. This pile of cards is referred to as "the Museum" throughout the duration of the game. Now, place the Action Cards in a face down deck to draw from. Be sure to leave space for a discard pile and for alerted security cards as shown below.

DEAL

Deal 1 Calling Card and 4 Action Cards to each player. You may look at your own Action Cards and Calling Cards, but be careful not to show these to your sneaky opponents.



ACTION CARDS (WHITE)

Action cards are the driving force behind your gameplay. These will be drawn, played, and discarded consistently throughout the game. Play action cards on your turn to advance yourself, play on your opponents' turns to defend yourself.

- **On your turn:** Cards played on your turn cannot be used twice.
- **On an opponent's turn:** Cards used out of turn can be played as many times as desired.

MUSEUM CARDS (BLACK)

Museum cards create the primary objective of the game. Among the museum cards, you will find items to be stolen, or security to thwart you.

- **Items** (Blue tint): Items in the museum have varying values. It is your goal as a thief to steal as many items as possible, and keep them from your opponents' grasp. During gameplay, all items stolen from the museum will either be carried or stashed.

Carried Item: Items are considered carried when face-up in front of a player.

Stashed Item: Items are considered stashed when face-down in front of a player.

- **Charmed Items** (Golden tint): Charmed items have low values, but offer special advantages while carried.
- **Security** (Red tint): Security Cards will eventually open the museum and end the game.

CALLING CARDS (GRAY)

Calling cards give each player a secret goal to drive their gameplay.



HEIST

Gameplay begins with all players stealing 1 card from the Museum. Place these items face up in front of you. This is now considered a *carried* item. Think of it like a freebie and ignore the Action Card Indicator on a Heist. Read aloud what item you have stolen to your fellow thieves. If it is charmed, read the description as well. If you have pulled a Security Card, see "SECURITY" Player left of the dealer takes the first turn.

STEAL

Begin every turn by stealing 1 item from the Museum and placing it face up in front of you. As before, read aloud the title and description (if applicable). Observe the Action Card indicator, category, and BMC icons across the top.

DRAW

Immediately after stealing your item, you must draw your Action Cards. In order to take your turn, you must be able to draw the full amount of Action Cards indicated. Ignore the Action Card indicator when HEIST or STEAL is played.

PLAY

On your turn you may play as many Action Cards as desired. There is a numerous variety of cards to play, but you may not play more than 1 of the same titled action in the same turn. The effects of each card are written in the description.

Every thief must understand the essential actions to push their gameplay forward.

- **Swipe** (On your turn): Swiping is the most essential action to take against an opponent. Use swipe to take 1 *carried* item from any 1 player
- **Grip** (On opponent's turn): A universal defense. This will allow you to hold on to your *carried* and *stashed* items if an opponent takes action against you.
- **Stash** (On your turn): Stashing an item is key to its protection. Once a piece is *stashed*, it is protected from all actions except for RAID
- **RAID** (On your turn): Acquire an opponent's *stashed* item. Once in your possession, this item is now *carried*. If you attempt to RAID an opponent's *stashed* item, and they play GRIP, it remains in their possession, and also becomes *carried*. Either way, RAID is essential to pulling a *stashed* item out of protection.

When ending your turn check to be sure you are only carrying 5 Museum items and only holding 4 Action Cards. These are the Carrying and Holding limits. There is no limit for stashed items. Be sure to discard down (if needed) to the limits at the end of your turn.

Once you have played/discarded down to the holding and carrying limits, you have two options. Either exclaim that your turn has ended (aloud) or reveal your Calling Card to escape the museum with all of your items, and remove yourself from the game.

Play continues to the left.

CHARMED ITEMS

There is 1 charmed item for each of the 6 categories. Each charm offers you an added bonus. A charmed item must be *carried* for its bonus to apply. If a charmed item is lost, swiped, or *stashed* its bonus is immediately rescinded and is now applied to whoever is currently carrying it (if anyone).

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SECURITY

When a Security Card (red) is stolen from the Museum, the thief's turn is immediately ended. Any player may surrender a *carried* item of the indicated category to avert a security card by returning both the item AND the security card back to the Museum. *Stashed* items may not be used to avert Security. Play then resumes left of the thief who pulled the Security. If there is no corresponding *carried* item, or if players choose not to avert Security, place the Security Card in the alerted Security area. This is now considered a strike against every player. If/when Security reaches 3 strikes the Museum immediately opens and the game ends. However, no player can escape the Museum until at least 1 Security Card has been alerted.

TIME

When a player cannot successfully draw the entire amount of Action Cards indicated on their museum item, the Action deck has run out, the Museum immediately opens and the game ends. If a player draws the exact amount indicated on their museum item, they may proceed with their turn, knowing that the Museum will open on the next player's draw.

ESCAPING THE MUSEUM

Keep a close eye on the remaining action cards and the alerted security to strategically plan the perfect getaway with the most items. You may escape at the end of any of YOUR turns by declaring out loud that you are attempting to escape and turning over your Calling Card. Turning over your Calling Card reveals your secret goal, and indicates your successful escape while your opponents continue gameplay. Opponents may use LATCH or LOCKDOWN against you to stop your attempt to escape.

If/when you manage to escape successfully, all of your carried and stashed items will count towards your final BMC total. You are now safely out of play, and opponents continue stealing from the Museum. No player can escape the Museum until at least 1 Security Card has been alerted.

Once you have escaped the Museum safely, be sure to hid your cards from your opponents so that your total is secret until all players have finished.

WINNING THE GAME

3 alerted Security, or an empty Action deck will end the game immediately. When this occurs, any thief currently still in play drops ALL *carried* items back into the Museum. Because they have failed to successfully escape the Museum, only their stashed items will count towards their final BMC total.

After the Museum has opened, players compare final BMC totals. Remember to apply your Calling Card for additional BMC (if applicable) the player with the most BMC is the MASTER THIEF and wins the game!

SPARR SESSION

JURY OF THIEVES

Some combinations of cards and items offer interesting strategies that are purposefully left vague. This allows for The Jury of Thieves. In a Jury of Thieves players are given the chance to decide the fate of their opponents and their actions by majority vote. A player may convene a Jury of Thieves at any time for any reason, but beware of abusing this power. This is a great way to earn your opponents' trust and an even better way to make enemies.

If any rule is contested, or any action is illegal, players may convene the Jury of Thieves to determine whether the play should be allowed. Often, it is simply discarded and play continues. However if a player has intentionally broken a rule and was caught a penalty could apply. (A penalty is to discard a card at random.) In order to reach this decision, a motion is made.

"This thief played a swipe already, they cannot make that play and should not be able to take back the card into their hand," at which point the remaining players thumbs-up (take back that card) or thumbs-down (lose that card) the fate of their fellow thief.

Sparr Mode - See sparrgames.com/masterthief for more info on House Rules and to submit any your team of Master Thieves have crafted.