


20 action cards in total

Action Cards

>Slayer<




>Take 1 hp from another player.
(if (target dies) {
 you get all of their loot;
})

cost: 0

4 cards

>Finders Keepers<




>Steal 5 coins from a Player's stash.

cost: 0

4 cards

>Greedy Piggy<

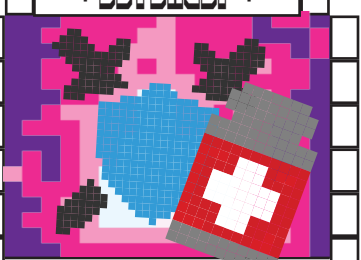


>Rob 3 coins from the bank.
(if (you consecutively rob){
 if (player's health < 5) (player can receive hp attacker's losses)
})

cost: 4

4 cards

>Defender<

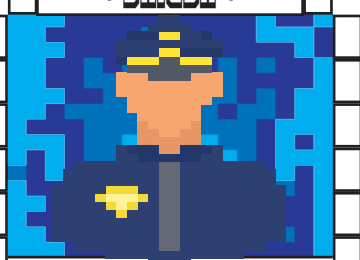


>Immune from attacks/robberies
(if (attacked) { attacker(s) will lose 1 hp. }
else if (player's health < 5) (player can receive hp attacker's losses)
)

cost: 4

4 cards

>Snitch<



>Call the police on a Player.
(if (a player attacks/robs you 3 times) { that player will need to give up 10 coins or 1 hp. }

cost: 6

4 cards

Player Cards

4x

PLAYER 1

4x

PLAYER 2

4x

PLAYER 3

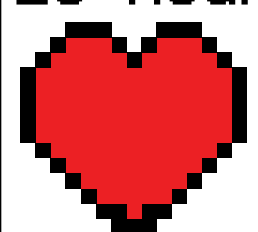
4x

PLAYER 4

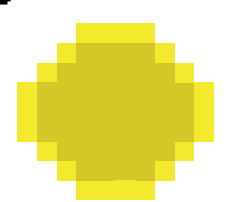
16 cards total

Health/Coin Tokens

20 hearts



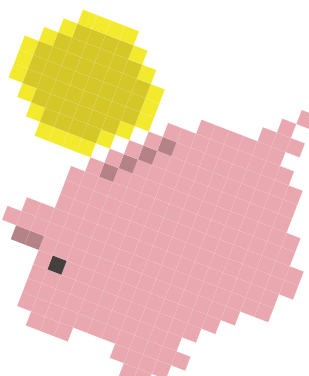
40 coins




Final Project

Jake Nguyen

MADE BY
JAKE NGUYEN

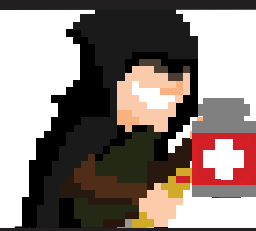


STEAL
or
KILL



RULE BOOK

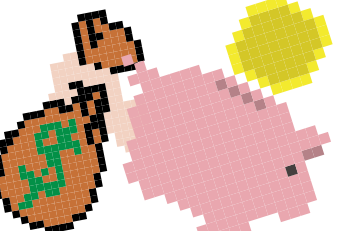
Teamwork



Teamwork is completely optional. A Player can even use their defense card for another player by placing the player card of a friend instead of your own. Players can also give coins to other players at any time. Now go out and make friends!

5

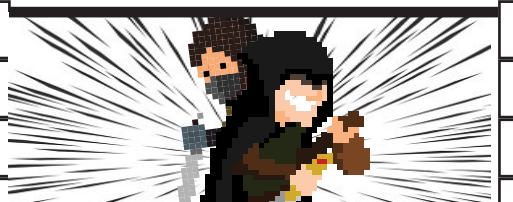
How to Win



To win, a thief must be in possession of 25 coins or be the lone survivor. Coins can be obtained from bank robberies or stealing another thief's stash under their nose. Each thief has 5 health points, so try not to die.

2

The Story



begins with mischievous thieves in seek of riches. Robbing the bank would yield enough reward for a person to live a comfortable life, but there are others eyeing on the score as well.

1

Work Cited

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6

Action Cards

CARD NAME



ADDITIONAL INFORMATION


BASIC DESCRIPTION

COST TO USE THE CARD

Every thief starts off with the same 5 action cards. Each of these unique cards have their own price to use, perks and disadvantages. Their description is printed on the cards for players to make the best judgement on how to win the game.

3

Duel




If both thieves are robbing a person that doesn't have enough loot to split or managed to kill that person, they can choose to split the loot evenly or duel. Only one thief's decision is needed to initiate the duel. Both thieves will rock, paper, scissors for the loot. Winner gets loot that satisfies the criteria while the loser will lose 1 health point. If the loser dies during the duel, the winner also get all of the loser's loot as well.


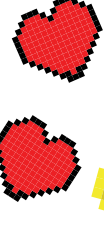
4

Card Box

Top Half:
Action & Player
Cards




Bottom Half:
Health & Coin Tokens



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STEAL
or
KILL



ROB. SLAY. PLAY.

WITH FRIENDS
(2-4 PLAYERS)