



A Game of Thievery and Magic

In this game of magic and thievery, you lead a small band of thieves who roam the streets of ancient Baghdad to steal enchanted treasures. Demonstrate the prowess to lead your thieves and capture the most valuable treasures, while driving your opponents into the guards. Do this and all the thieves will unite behind you as the leader of the Guild of Thieves!

Time: 15-30 Minutes
Ages: 8 Years and Up
Players: 2-4

Objective

Claim the most valuable items (cards) to have the most points at the end of the game.

Components

12 Starter cards (4 sets of 3)
64 Magic Item Cards
12 Thief tokens (in 4 colors)

Setup

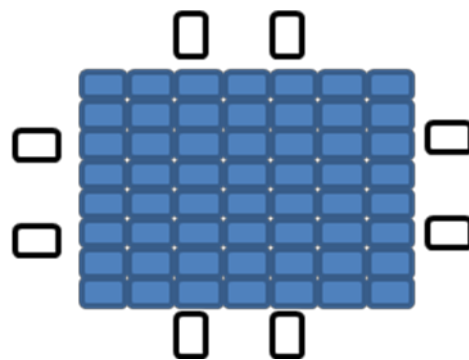
Give each player the 3 starting cards (2 Lamps and 1 Camel with an “S” on them) and 3 Thief

tokens of the same color. Set any unused cards with an “S” and Thief tokens aside as they won’t be used.

Then, shuffle the 64 Magic Item cards and randomly place them face up in a grid. For a 2 player game, place 48 of the 64 cards in an 8x6 grid. For a 3 or 4 player game, place 56 cards in an 8x7 grid. Each player should have enough room for a personal draw and discard pile.

Randomly decide the first player. Beginning with the first player and continuing counter-clockwise, each player will select the starting locations for each Thief by placing their 3 Thief tokens one at a time on card in counter clock-wise order. Only one Thief can be on a card. The last to place a Thief will be the first player to take a turn in the game.

Example of a 4 player game after set up:



Each player has a spot for their discard pile (face up) and draw pile (face down).

Game Play

At the start of the game, each player has his 3 cards with an “S” on them. On each turn, the active player takes 4 Steps in order:

- 1.) **Play a card from hand to discard pile:** You choose one card from your hand to play. If you cannot play a card or you choose to pass, your game is over.
- 2.) **Move a Thief:** You must move one Thief as indicated by the card played in the previous Step. The rules on the card must be followed in their entirety. Thieves cannot move diagonally, nor can you move through another Thief.
- 3.) **Claim Magic Item:** Place the Magic Item card previously beneath the Thief you moved face up in your discard pile.
- 4.) **Draw Card:** Draw the top card of your draw pile and place it in your hand. If your draw pile is empty, shuffle your discard pile, place it face down as your new draw pile, and draw from it.

First Turn Only Exception: On each player's first turn, instead of placing the Claimed Magic Item card in his discard, the player places the Claimed Magic Item in his hand and does not draw a card.

The player sitting clockwise from the active player now takes his turn, following the same four steps. Play continues in this manner until the game ends. If a player has passed, his turn is skipped for the remainder of the game.

Game End

The game ends once all players have passed. Once this happens, every player claims the Magic Cards currently occupied by each of his Thieves and places them in his discard pile.

Then, each player tallies the points for all of the cards currently in his hand, draw pile, and discard pile. Remember to subtract 1 Point for every Guard card!

The player with the most points is the winner and is the new leader of the Guild of Thieves! If there is a tie, the player with the most Lamps wins. Still tied? The player with the most Camels wins. Still tied? The player with the most cards wins. Still tied? Play “Rock, Paper, Scissors” for the victory.

The Magical Items

1. (Lamp) Move in a straight line until coming to the edge of the grid, an empty space, or another Thief. (1 pt)
2. (Camel) Move exactly 3 spaces in any direction. The spaces do not have to be in a straight line, but you cannot move over the same space twice. (4 pts)
3. (Sword) Move in a straight line until you would bump into an opponent's Thief. Bump the second Thief one card over in the direction your Thief was moving, placing your Thief on the vacated card. You must bump a single Thief. The Thief cannot be bumped into an empty space or off the edge. (5 pts)

4. (Flying Carpet) Move in a straight line over at least one empty space. Stop moving your piece on the first card after the empty space(s). (3 pts)
5. (Coins) Move one space and then draw an additional card during the draw step. Your hand size is permanently increased by 1. (3 pts)
6. (Turban) Move two spaces. Claim the first Magic Item you pass over *in addition* to the card you claim in the Claim Magic Item step. (2 pts)
7. (Jewels) Move as if you played the card that was last played by an opponent. If the last card played by an opponent was another jewel card, then whatever card that Jewel card copied you copy as well. (2 pts)
8. (Guard) This card cannot be played and does nothing for you in your hand. (-1 pt)

Credits

The following people made this game possible. Thank you so much for your time and support in the effort!

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<http://boardgamegeek.com/boardgame/127526/guild-of-thieves>

Video: Guild of Thieves – How to Play
<http://www.youtube.com/watch?v=l8JYOBpcQfA&feature=plcp>

