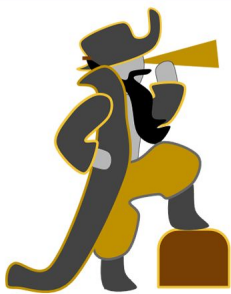


Blackbeard



"Yo Ho Ho, and a nice Yarrrgarita"

Goal: Obtain 18 Shininess

Active Ability: All safes can be stolen from until your next turn (cards remain face-down)

5th Action Card: Telescope

Bonnie & Clyde



For some reason, everyone thinks there's three of them...

Goal: Obtain 18 Moneyness

Active Ability: Steal one player's drawn Loot card during the heist

5th Action Card: Sound the Alarm

Curtis the Crooked Cop



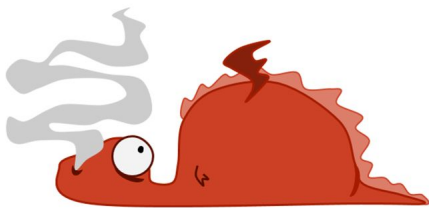
"A box of donuts can go a long way, my friend"

Goal: Own 9 Loot Cards

Active Ability: Bust all other players during a heist. Don't draw a Loot card

5th Action Card: Restock

Dave the Dragon



"Do you think flattery will keep you alive?... Maybe"

Goal: Obtain 18 Shininess

Active Ability: Choose any three face-up loot cards and discard them

5th Action Card: Counter

Thieves in the Night

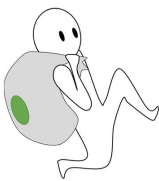
THE zany thief jamboree

Goal: Out-steal your opponents and satisfy your character with a mountain of Loot! Watch out for the others though, they can be dangerous and will stop at nothing to steal everything for themselves!

Gameplay: Draw Action cards and use them to sabotage other players and further your own goal. Steal from the museum at night and watch your pile of Loot grow!

Action

Sprint



Draw two action cards
OR
Draw five action cards and two BUSTED cards

Loot

Treasure Planet



Dang it, Jim. I'm a thief, not a Doctor!

Shininess: 3 diamonds

Moneyness: 3 coins

Artfulness: 3 art cards

Busted!

Coffee Break



Nothing Happens

Leeroy "Old Man" Jenkins



Has a strange fondness for chicken...

Goal: Obtain 18 Artfulness

Active Ability: Immediately start this round's Heist, skipping everyone's turn

5th Action Card: Sprint

Natasha Filipova



Unintelligible Russian

Goal: Obtain 18 Moneyness

Active Ability: Look at one player's safe and take one Loot Card

5th Action Card: Swipe

Pierre de Baguette



"I aum ze beest art thief en ze world!"

Goal: Obtain 18 Artfulness

Active Ability: Return 4 face-up Loot cards to the museum deck and shuffle

5th Action Card: Swap

Wild-Eyed Dick



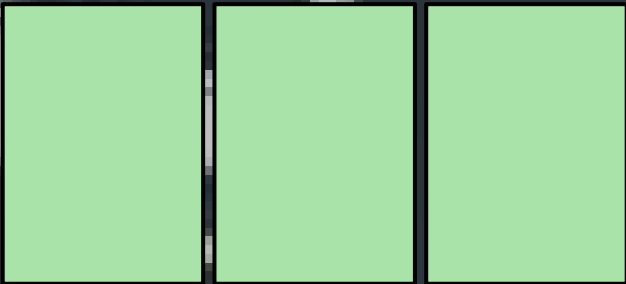
"Displeasure doing business with you!"

Goal: Own 9 Loot Cards

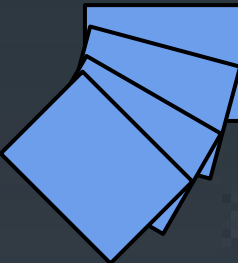
Active Ability: All players discard and redraw their action hands, you choose your cards from the discard pile

5th Action Card: New Suede Shoes

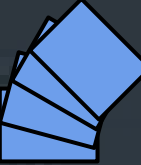
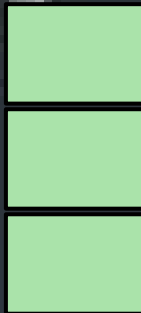
Safe: Can hold 3 cards. Facedown. Cannot be stolen normally. Can Swap with FaceUp during your Turn or after HEIST



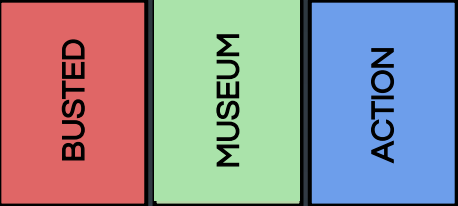
Hand: Holds up to 4 Action cards. Draw 2 per turn. Play up to 3 per turn. Can hold 5 IF one card matches your Role's 5th card.



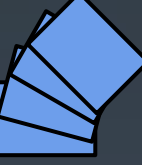
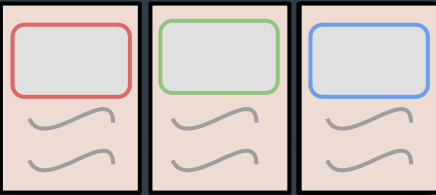
FaceUp Loot
Public Loot
card. Any loot
that can't fit in
your Safe
goes here.
Can be stolen.



Draw Piles: Loot, Action,
and Busted cards are
drawn from the center. The
Deck of Loot cards is
known as the 'Museum'



Discard Piles: Loot, Action,
and Busted Cards have their
own discard pile. If a draw
pile runs out, reshuffle the
discard pile.



Dealer Token:
Holder plays first
each round.
Pass to left after
the Heist.

