

RULES OF THIEVERY



RULES VIDEO



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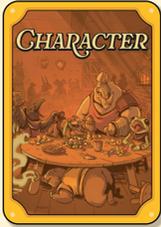
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GAME CONTENTS

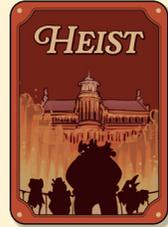
Character Cards (5)



Market Cards (16)



Heist Cards (20)



Relic Cards (13)



Loot Dice (16)



First Player Token



1-Point Tokens (20)



5-Point Tokens (20)

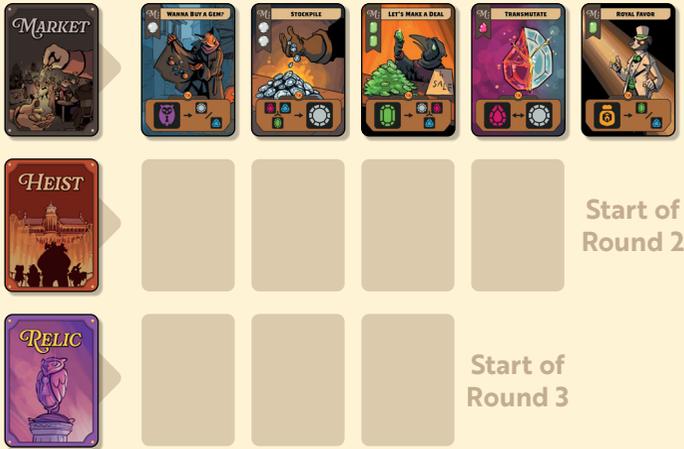


Gold Coins (10)



SETUP

- 1 Separately shuffle the **Market Cards**, **Heist Cards**, and **Relic Cards** and place them in face-down decks in the middle of the table. Reveal FIVE CARDS from the Market Card Deck to form a face-up display:



- 2 Collect **Loot Dice** according to the number of players and place them in the middle of the table. Return the rest to the box.

3 Players
10 Dice

4 Players
13 Dice

5 Players
16 Dice

- 3 Place the **Point Tokens** and **Gold Coins** within easy reach of all players.



- 4 Give each player a random **Character Card**.



- 5 Give the **First Player Token** to the player wearing the shiniest piece of jewelry.



HOW TO PLAY

A game of Thief's Market is played over a series of rounds. Each round is split into two phases in which you will take it in turns to take dice (**Loot Phase**) and buy cards (**Market Phase**).

LOOT PHASE

Each round begins with the **Loot Phase**. At the start of every **Loot Phase**, the player with the First Player Token collects all the Loot Dice in play, rolls them to the middle of the table, places the First Player Token next to the dice, and takes the first turn.



On your turn during the **Loot Phase**, you may either: (A) Split Loot OR (B) Steal Loot.

(A) Split Loot

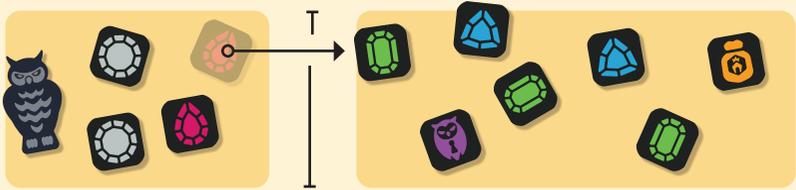
Take as many items from the middle as you'd like and place them in a pile in front of you. This may include any amount of Loot Dice and/or the First Player Token.



Example: *Dave had the First Player Token to start the round. He collects the dice and rolls them back to the middle along with the First Player Token. He chooses to take four dice and the First Player Token and places them in front of him.*

B Steal Loot

Take ALL items from any player and place them in front of you. Then, return at least one item (including Loot Dice and/or the First Player Token) of your choice to the middle. Make sure to reroll any returned dice. You may return multiple items, but you must keep at least one item from the stolen pile.



Example: Josh is up next and he decides he wants to steal from Dave. He takes all of the dice and the First Player Token in front of Dave and places them in front of himself. He could return the First Player Token, but he decides to reroll one of the dice back to the middle instead.

After a player has taken their turn, the next player in clockwise order **WITHOUT** any items in front of them takes their turn. A single player may take multiple turns in the same **Loot Phase** if they have their items stolen from them. Once all players have at least one item in front of them, the **Loot Phase** ends.



Example: Cameron takes four dice from the middle, and now play has come back around to Dave, who no longer has any items in front of him because they were stolen by Josh. He is the last player without any items and chooses to take the remaining items from the middle. This ends the Loot Phase.

MARKET PHASE

Once all players have at least one item in front of them, the **Loot Phase** ends and the **Market Phase** begins. Starting with whatever player currently has the First Player Token and continuing clockwise, players will take turns (1) Buying Cards and (2) Gaining Points and Coins.

1 Buying Cards

Starting with whatever player currently has the First Player Token and continuing clockwise, players will take turns purchasing cards from the display. On your turn, you may spend as many rolled gems and Gold Coins as you'd like to purchase as many cards as you'd like from the display.

The cost to purchase a card is shown on the top left corner of the card. Players may pay for the cost of a card by returning Loot Dice to the middle corresponding to the gem icons shown on the card and/or by spending Gold Coins. Gold Coins are considered wild and may be used in place of any gem icon when purchasing cards.

Do NOT replace any purchased cards with new cards. This will not happen until after all players have taken their turn and the round ends.



Example: Josh has the First Player Token so he takes the first turn. He returns one die showing a red gem to the middle to purchase the "Transmutate" card and two dice both showing white gems to purchase the "Stockpile" card.

2 Gaining Points and Coins

After you have finished purchasing cards, gain one Point Token for each of your dice showing  and gain one Gold Coin for each of your dice showing . Then, return all your remaining dice back to the middle.

IMPORTANT: You may never have more than two Gold Coins in your supply. Also, coins from  are not gained until AFTER you have finished purchasing cards. Coins gained from  may not be used on the same turn that they were gained.

USING PURCHASED CARDS

Purchased cards may only be used during the **Market Phase** to manipulate the dice you gained in the **Loot Phase**. Cards MAY BE USED on the same turn they are purchased. Each has a special icon:

- : You may only perform this action once per round.
- : You may perform this action multiple times in the same round.
- : Score this card immediately when purchased.

When you use a  card, rotate it sideways to remind yourself that it may not be used again this round.



Example: It's Dave's turn to purchase. He has two blue gems and one green gem. He returns one blue gem to purchase "Transmutate". He then uses "Transmutate", turning it sideways, to change his green gem into a blue gem. He now has two blue gems, and purchases "Let's Make A Deal".

ENDING THE ROUND

Once all players have finished their turns in the **Market Phase**, the round ends. If any player has purchased their third Relic Card, the game ends immediately. Otherwise, begin setup for the next round.

SETTING UP FOR THE NEXT ROUND

Replace all purchased cards with cards from the same deck so that each display is refilled as shown in setup.

At the end of the first round, you will reveal FOUR CARDS from the Heist Deck IN ADDITION to refilling the Market Display.



At the end of the second round, you will reveal THREE CARDS from the Relic Deck IN ADDITION to refilling the Market & Heist Displays.



For the rest of the game, you will refill each display at the end of every round. If a deck of cards ever runs out, you will no longer draw replacement cards for that display.

ENDING THE GAME

At the end of each round, if any player has purchased their third Relic Card, the game ends and the player with the most Point Tokens wins! In the case of a tie, the tied player that is currently earlier in turn order wins.



APPENDIX: MARKET & HEIST CARDS

1x: You may only perform this action once per round.

∞: You may perform this action multiple times in the same round.



STARTING CHARACTER ABILITY

Once per round, you may discard any two dice to turn one of them into a gold bag.



Once per round, you may turn one die from one side to a different side.

Example: Turn one die from a red gem to a white, blue, or green gem.



Once per round, you may turn one die from one side to a different side or vice-versa.

Example: Turn one die from a Gold Bag to a Point or from a Point to a Gold Bag.



Once per round, when you buy a card, gain one Point Token for each of the gems shown in its cost.



Once per round, you may turn one die from one side to a Gold Bag and gain a Point Token.



Discard the die shown to gain one Point Token. You may perform this action multiple times (∞) in the same turn.



Once per round, discard the two dice shown to gain three Point Tokens.



Once per round, discard a Gold Coin (not a gold bag) to gain two Point Tokens.

APPENDIX: RELIC CARDS

: Score this card immediately when purchased.



When purchased, gain the listed amount of Point Tokens immediately.



When purchased, gain one Point Token for each gem shown in the costs of all your purchased cards (including this one).



When purchased, gain one Point Token for each Market Card you've purchased.



When purchased, gain one Point Token for each Market Card and each Heist Card you've purchased.



When purchased, gain six Point Tokens if you have the First Player Token. Otherwise, gain four Point Tokens.



When purchased, gain six Point Tokens if you have (or are tied for having) the most purchased cards (including this one). Otherwise, gain four.



When purchased, gain seven Point Tokens if you have (or are tied for having) the least purchased cards (including this one). Otherwise, gain five.



When purchased, gain three Point Tokens plus an additional two Point Tokens per Gold Coin you have.



You must spend the shown number of dice with matching die faces to purchase this card. (Gold Coins may still be substituted as a wild.)



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