

Rules Sheet



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Welcome to King of Thieves, a non-collectible bluffing card game of tomb robbing in which competing thieves gamble their reputation to steal treasure from heavily guarded tombs!

CREDITS

Game Design
Robin Elliott

Game Concept
Paul "Wiggy" Wade-Williams

Layout & Graphic Design
Robin Elliott

Card Art
Carly Sorge, Chris Kuhlman, Philip Simpson

Playtesters & Game Development
Robin Elliott, Fiona Elliott, Yvonne Maclean, Shane Maclean & Teresa Maclean

GAME CONTENTS

In King of Thieves you will find:

- x64 Custom Cards (12 Tombs, 12 Guardians & 40 Duelling Cards)
- x24 Gold Tokens
- x32 Reputation Tokens
- x1 Rules Sheet

1 Aim of the Game

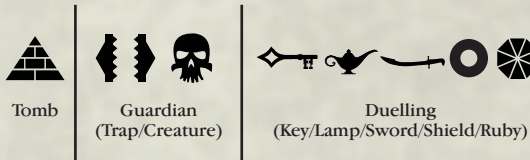
In *King of Thieves* players represent enterprising thieves battling to be crowned king of all the thieves! Thieves gamble their reputation with every expedition into the dangerous tombs that litter the land of Al-Shirkuh but this gamble is worth the risk as great riches can be found. However, every thief must be wary as every tomb has a guardian to protect its riches. These guardians could either be a creature or some fiendish trap in which to ensnare the unlucky tomb robber!

How do you win?

The game ends when one player has managed to collect 10 Treasure tokens from plundering tombs. If all tombs have been plundered the game ends and the player with the most Treasure tokens wins. If there is a tie for Treasure tokens then the player with the most Treasure & Reputation wins the game.

2 Cards & Symbols

There are 3 types of cards in *King of Thieves*. Tomb cards (yellow card back), Guardian cards (red card back) and Duelling cards (green card back). These can be identified by the colour of the card back but also the following symbols appear on them:



Tomb Cards

Each tomb card shows how much Treasure can be plundered, and what type of duel must be won to win that treasure.



Guardian Cards

Guardian cards can be either a Creature or Trap. They symbolize the kind of peril that a thief must face to successfully plunder a tomb.

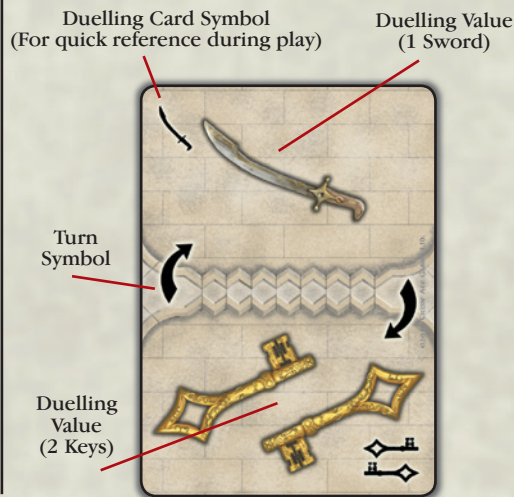
Every thief in the game is being pitted against the Guardian card and also each other. The Guardian card shows the type of Duel that must be played but also shows the total number of Duel card symbols (more on this later) which must be played to beat the Guardian. In the example below a total on 2 or more Swords must be played to defeat the Skeleton.



Duelling Cards

Duelling cards are the most important tools for your thief and having the right Duelling cards at the right time is what *King of Thieves* is all about.

Each Duelling card is divided horizontally in two. The top half of the card displays a number of Duelling symbols and the bottom half displays a number of different Duelling symbols. These cards work like a domino game piece and a player is allowed to turn the card 180 degrees and use the symbols on either half of the card that suits their current game play strategy. There are many Duelling symbol variations in these cards giving many card combinations.



Duelling Symbols

There are 5 different symbols representing different skills required to defeat the tomb Guardians and rival players and consist of:



During the game, players must collect the most matching Duelling symbols to beat other players. The Tomb & Guardian cards determine the Duel type.

3 Game Setup

Separate the Tomb, Guardian and Duelling cards and shuffle to form three decks. Each player receives 5 Duelling Cards each which is their starting hand. The cards in a player's hand always remain hidden from rival players.

Next each player receives 8 blue Reputation tokens. These form that player's reputation pool. Take all the gold Treasure tokens and set to one side of the playfield. These are to be earned by the players during the game.

Draw the top card from the Tomb deck and the top card from the Guardian deck and place them side by side in the center of the play area. Place the appropriate number of gold Treasure tokens on the tomb (e.g. if the Tomb has a value of 3 Treasure place that number of Treasure tokens on the card).

Now draw the top card from the Duelling deck and place face up next to the Tomb and Guardian card. This is a community card and the symbols on this card may be used by any player to improve their hand during play. The play table should look like this:



4 Duelling Rounds

There are 12 tombs in the game and that gives 12 chances for a player to gain an amount of Treasure. For each tomb there are 3 duelling rounds which all players, beginning with the starting player may choose to take part. In their turn they can elect to play 1 or 2 Duelling cards from their hands. For each round that cards are played the player must gamble 1 Reputation token. It is also a player's choice to withdraw and not take any part in this tomb. Each player has three choices they can make when it is their turn:

1. Escape!

Withdraw from play.

The player elects not to play any Duelling cards. This means they take no further part in this tomb. This may happen on the first Duelling round or the 2nd or even 3rd round after you have decided that your hand cannot beat rival players. If the player has already gambled a number of Reputation tokens that is now lost and will be awarded to the winning player. After a player withdraws they are allowed to draw 2 new Duelling cards from the deck to add to their hand. Any cards played are discarded.

2. Duel!

Play 1 or 2 Duelling cards.

Cards can be played face up or face down. Or if 2 cards are played perhaps 1 face up and 1 face down or both face up or face down - this is a player's decision. This is where you can try and bluff your opponents! Cards played at this time must be orientated in the correct direction. Your chosen Duelling symbols must be at the top of your card when revealed. If you decide to play any cards you must gamble 1 Reputation token which is placed on the tomb Guardian card. For each Reputation token you gamble you may draw a new Duelling card from the deck at the end of your turn and add it to your hand.

3. Hide!

Pay 1 point of Reputation but 0 (zero) Duelling cards.

The player decides not to play any Duelling cards during this round. But by gambling 1 Reputation token they may continue to the next round where that player may then decide to play Duelling cards. Paying the Reputation token also allows the player to draw 1 new Duelling card at the end of their turn.

5 Game Play

Choose a starting player, perhaps this is random or the youngest player or indeed the oldest player in the game.

The starting player now begins their turn. They now decide whether to play Duelling cards and gamble their Reputation or decide to withdraw from this tomb. Once their action has been decided, play then passes clockwise to the next player. They then face the same decisions. Play continues in this way until all players have taken their turn. The starting player now begins the second Duelling round. Once the second and third Duelling rounds are completed in the same way as the first the outcome can now be decided!

6 The Showdown

Beginning with the starting player, face down Duelling cards are now revealed. Each player must decide whether all their cards are to be used to defeat the Guardian(s) to win the Reputation pool or whether their cards should be used to defeat the Tomb and win the gold Treasure token(s). Players may decide to split their cards between the two Duels and attempt to win both! Once all cards are face up the scores can be calculated.

The Guardian Duel

First of all the Guardian Duel must be decided. The symbol on the Guardian card determines the Duel type. Each player must now count the total number for Duelling symbols

matching the Guardian card they have. They may also use one side of the Duelling Community card which is face up on the play area. The player with the most symbols has beaten all the other players. This is not enough to win the Reputation pool as they must also have an equal or greater number of Duelling symbols than the Guardian card. If they meet this criteria they win the Reputation pool outright. If there is a draw the pool is split between the drawn players. If there is an odd number of Reputation tokens the player with the least cards in their winning hand gets the odd token(s).

Undefeated Guardians

If by some chance the Guardian has not been beaten by any player the Reputation that has been gambled in the previous tomb remains on the undefeated Guardian. Add the undefeated Guardian to the next Tomb with a newly drawn Guardian. Make sure the Reputation is kept separate as Players may then decide to either attempt to defeat the previous Guardian (taking that Guardians Reputation pool) or defeating the new Guardian

Example



which will collect the next Duelling rounds Reputation pool.

It is unlikely that players will ignore undefeated Guardians for long but if the next Guardian is also undefeated it will be added to the next newly drawn Tomb and Guardian. If for some reason there is no Guardians left in the deck shuffle all discarded Guardian cards to form a new deck.

The Tomb Duel

Once the Guardian Duel has been determined you now must decide the winner of the Tomb Duel. All players taking part in the Duel must now total all of their Duelling symbols which match the Tomb card. **You may NOT use any Duelling cards which have been counted in the Guardian duel.** However if you have not already used the Community Duelling card you may now use one side of its symbols and add it to your total.

The player with the most symbols wins the gold Treasure tokens on the Tomb outright. In the event of a tie, split the Treasure between drawing players. If there is an odd number of Treasure tokens the winning player with the least cards wins the odd token.

7 Do it all again

Once the showdown is completed discard all of the used Duelling cards and the Tomb and any defeated Guardian cards. The the winner of the Tomb duel becomes the new starting player and a new Tomb and Guardian is drawn. The new starting player then begins a new Duelling round and play continues like this until the game ends.

8 Winning the Game

The first player to collect 10 Treasure tokens wins the game and is declared King of the Thieves! If all of the Tombs have been plundered the game ends and the player with the most Treasure tokens wins. If there is a draw then the player with the most Treasure and Reputation tokens wins. If by chance there is still a tie in points the game is declared a draw between these players!

9 Losing the Game

If at the end of a Showdown a player has no Reputation tokens left. They automatically lose and that player is out of the game. You hang your head in shame as your reputation in lies in tatters—better luck next time!

10 Additional Rules

There are a few additional rules to be observed when playing *King of Thieves*.

RUNNING OUT OF REPUTATION

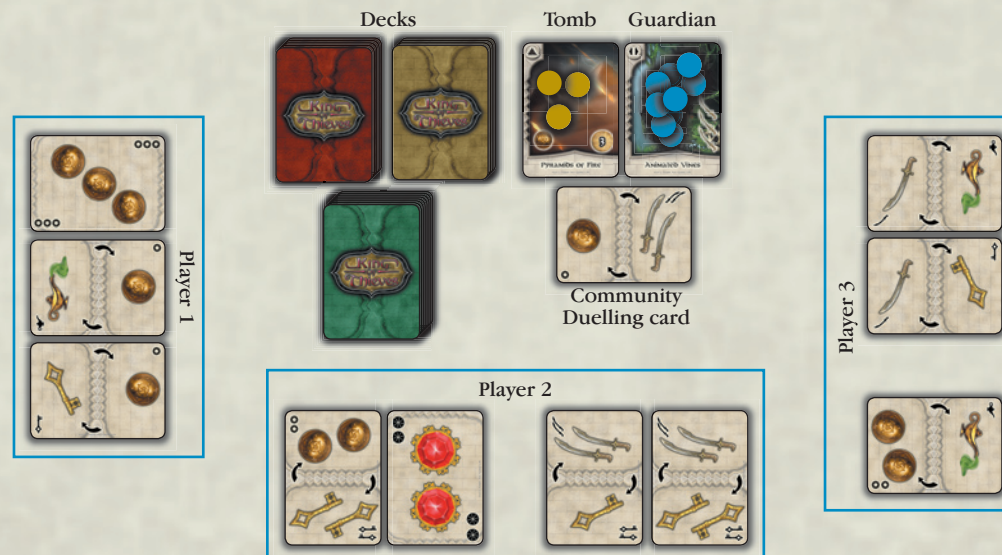
During any Duelling round in which a player has exhausted their Reputation pool they can still continue to play. If that player can play Duelling cards they can do so without adding any further Reputation to the Reputation pool. **However, they are NOT allowed to draw any new Duelling cards.** If the player manages to win the Guardian Duel and win the Reputation pool they can continue to the next Tomb and play as normal. If at the end of the Showdown the player has no Reputation left they lose and must leave the game.

Ruby Duelling Cards

The Ruby Duelling cards are a useful tool for thieves to accomplish their mission. When a player lays a Ruby Duelling card face up during a Duelling Round they must declare immediately the Duelling symbol (either a Key, Sword, Shield or Magic Lamp). If it is played face down during the Duelling Round the players declares the symbol when the cards are revealed. Some cards have 2 Ruby symbols which means the player can choose 2 Duelling symbols. **Both symbols MUST be identical for that card.**



Showdown Example



In the above Showdown example Player 1 has won the Tomb Duel and winning the 3 Treasure tokens with a total of 5 shields in his hand plus the 1 shield on the community card for a grand total of 6 Shields. Player 2 has tried to win the Tomb and Guardian Duel. She has chosen her Ruby card to show 2 Shields giving a total of 4 Shields not quite beating Player 1. However, she has won the Guardian Duel with 4 Swords in her hand plus the 2 Swords on the Community card giving a total of 6. Player 3 has failed to win a single Duel with a poor score of 2 Shields and 2 Swords plus the 2 Swords on the Community card meaning that his Reputation has been lost. Both Player 1 & 3 choose to only play 3 cards. Player 2 gambled with 4 cards.

Cards & Deck Shuffling

You will quickly run out of Duelling cards. Once the last Duelling card is drawn shuffle the discard pile to form a new Duelling deck. Cards in players hands cannot be discarded. The only way to gain new Duelling cards is with gambling your reputation during the Duelling rounds.

11 Optional Rules

You can adjust the game play to suit your situation and you are encouraged to create house rules for *King of Thieves*! Here are few suggestions.

LONGER GAME

If you wish to play a longer session of *King of Thieves* you can increase the Treasure required to win to 15 tokens or even 20! You will have to find some tokens or write the total down as you play. When the Tomb and Guardian Card decks are exhausted you can shuffle up the discards to form new decks carry on playing.

Shorter Game

If time is pressing halve or even choose the number of Tombs in the game and declare a winner with the most Treasure tokens at the end of the game!

High Stakes

You can double the Tombs Treasure tokens to increase the reward and increase the Reputation (2 tokens per play for example) required during the Duelling rounds—that will make every play important and will focus the players!

More Thieves

Although one set of *King of Thieves* will comfortably allow 2-4 players adding a second set can extend the play up to 8 players. Just shuffle the sets together and away you go!