

rules



In one of the border towns of the kingdom, thrives a dishonest and excessively wealthy merchant. He heaps gold coins, rare fabrics and precious rugs in his secret well-guarded hideout. Amongst his treasure, there are nine magnificent sapphires which you can only dream of.

And now the looters, thieves, and other rascals of the town have taken up a new challenge: whoever removes the most gemstones will be crowned King of Thieves. Will you answer the call? Will you defy the forty thieves guarding the loot?



matériel

• 60 tiles



• 15 Evil Eyes



• 9 sapphires



• 1 storage pouch



overview and goal of the game

Players take turns in attempting to steal one of the nine sapphires on the table. These gemstones are surrounded by 16 tiles placed face down, concealing a thief or a special object. The top of each tile shows a coloured symbol giving hidden object hints. To complete a theft, active players must form a combination of colours and symbols by revealing the four tiles surrounding the sapphire or by forming a line. If the combination is properly derived, players get the sapphire. If they fail, they get an 'Evil Eye' (a negative point of victory). With the help of special tiles, the players can cause harm to or protect themselves from their opponents.

The game ends when the 9 sapphires are stolen. The player with the most sapphires wins the game.

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game elements

The game is made up of 60 tiles.

Thief Tiles (40)

These 40 thief tiles are grouped into five (5) symbols and four (4) colours. All symbols have two (2) thief tiles of each colour.



Sun



Clubs



Moon



Hand



Star



Special Tiles (20)

There are 20 additional special tiles in the game.



Lantern

Sapphire

Amulet

Dagger

Warning

The thief symbol and colour appear on the back of all tiles. However, only one of the information pieces is true information.



The jar can hide a thief or a special object

For example, a red star jar can hide:

A red thief with the bad symbol







A thief of star with the bad color



An special object without symbol neither colour



Special tiles effects

Special Objects	Effects when uncovered during the GLIMPSE phase	Effects when played directly from players' hand
	<p>Players must reveal a Lantern tile to all other players.</p> <p>Players reveal three (3) adjacent tiles to all players.</p> <p>Daggers uncovered with a Lantern have not effect.</p> <p>However, players keep a sapphire they discover.</p>	<p>Play during the GLIMPSE phase.</p> <p>Players can peek at two (2) adjacent tiles instead of one.</p> <p>Daggers discovered in the Lantern phase do not affect players.</p> <p>Other lanterns discovered in the Lantern phase do not affect players.</p> <p>However, players keep a sapphire they discover.</p>
	<p>Players must reveal a sapphire tile to all players</p> <p>Players put the Sapphire tile away in his hoard.</p> <p>Players replace the sapphire tile with a tile taken from the stack and put it face on the board (without looking at it).</p> <p>Players continue to play their turn at the ACTION phase.</p>	<p>Play during the ACTION phase.</p> <p>Allows a player to steal a Sapphire from an opponent or on the game</p>
	<p>The Amulet tile has no effect during the GLIMPSE phase. This information must remain secret as it is a wild tile.</p> <p>During the ATTEMPT TO STEAL phase, players can use the Amulet tile as a Thief tile of any colour or symbol.</p>	<p>Play during the ACTION phase.</p> <p>Players can get rid of one of their Evil Eye.</p>
	<p>Players must reveal a Dagger tile to all players.</p> <p>Players must discard all the tiles they have in their hand immediately</p> <p>Players continue to play their turn at the ACTION phase.</p>	<p>Play anytime</p> <p>Allows players to cancel any special tiles played by another player.</p> <p>A dagger can cancel the effects of another dagger.</p>

Effects when uncovered a special tiles in an ATTEMPT TO STEAL phase

Players fail to steal a tile because the tile is neither a Thief nor an Amulet tile.
 Players return tiles face down.
 Players draw an Evil Eye for having failed to steal.

set up

- Shuffle all game cards.
- Randomly put 16 tiles face down on the table. Place them in four (4) rows of four (4) tiles.

Rules about tile setting

When there are many tiles to put on the table, always proceed from left to right, line by line, from top to bottom.

- Lay the nine (9) sapphires on the table, leaving enough space so each sapphire can be surrounded by four (4) tiles.
- Put the balance of the tiles in a stack and place it close to all players.
- Set the Evil Eye tokens close to all players. Players will receive an Evil Eye if they fail in their attempt to steal a sapphire. At the end of the game, all Evil Eye tokens will be deducted from the players' sapphires (one Evil Eye token = one sapphire).



sequence — game instructions

Players take turns. The player with the most visible signs of wealth (jewelry, watch, money, etc.) goes first. They must complete all phases in numeral order, but phases 2 to 4 are optional.

A round consists of 4 phases

Phase 1: Build up your hand

Players must draw up to three (3) tiles from the stack. When players already have tiles in their hand, they can keep or discard them and draw new tiles for a total of three (3);

Phase 2: Glimpse (optional)

There are two ways to glimpse:

1- Glimpse at a tile on the board

Players may peek at what is hidden under a tile. But the content will have to be revealed to opponents when affected by a Dagger, Sapphire or Lantern tile.

2- Glimpse with a Lantern tile directly taken from players' hand.

Players can use a Lantern tile from their hand to peek at two (2) adjacent tiles.

Glimpse at a tile on the board - Effects

- **a Thief or Amulet tile:** players take note of the tile and put it back face down on the board without telling the opponents;
- **a Dagger tile:** players must reveal the tile to all other opponents and discard all their other tiles immediately. They will have to end their turn without any tiles and the Dagger tile will go back to its original place face down on the board;
- **a Sapphire tile:** players must reveal the tile to all other opponents and then put away the Sapphire tile in their hoard. They replace the Sapphire tile with a new tile taken from the stack and put it face down on the board;
- **a Lantern tile:** players must reveal the tile to all other opponents as well as three (3) of the adjacent tiles. Thereafter, they must return all revealed tiles face down on the board. They may continue to play.

WARNING!

When there are less than three (3) tiles adjacent to the Lantern tile, players will only reveal these tiles.

When there are one or more Sapphire tiles, players pick them up and replace them with new tiles from the stack face down on the board. They may continue to play.

When one or two Dagger tiles are uncovered while a Lantern tile is used, players will not be affected.

When a Lantern tile reveals another Lantern tile, there is no effect.

Glimpse with a Lantern tile directly taken from players' hand - Effects



- **A Thief, Amulet, Lantern or Dagger tile:** players take note of the tile and put it back face down on the board without telling the opponents.
- **A Sapphire tile:** players must reveal the Sapphire tile to all other players and then they put it away in their hoard. Players replace the Sapphire tile with a new tile taken

from the stack. It is placed face down on the board. Players may then continue to play.

WARNING!

A Dagger and a Lantern tiles have no effects when they are discovered with a Lantern tile.

Phase 3: ACTION (optional)

Players may undertake only one (1) of the following actions:

- replace one of the tiles on the board with one of the tiles in the players' hand. Players place the tile face down on the board and place the tile on the board in their hand;
- interchange two (2) adjacent tiles on the board. (top/bottom/left/right/diagonal);
- play a special tile (Amulet or Sapphire) held in their hand.

Phase 4: Attempt to steal (optional)

Players may decide to attempt to steal. To swipe a sapphire, players must announce where they will attempt their robbery. Then, they must reveal four (4) tiles on the board to all players.

WARNING! Announcing where the theft will take place is very important, because it is possible to steal more than one (1) sapphire in one shot. To validate these lootings, the players must succeed the announced theft. (Examples on the page 11.)

In order to succeed in stealing a sapphire, players must form one of the following combinations:

- 4 tiles of identical colours;
- 4 tiles of different colours;
- 4 tiles of identical symbols;
- 4 tiles of different symbols.

Two (2) options to succeed a theft:

1. surround a sapphire with a proper four-tile combination;
2. form a line with a proper four-tile combination.

1. Surrounding a sapphire



Players must encircle a sapphire with four valid colour or symbol combination tiles.

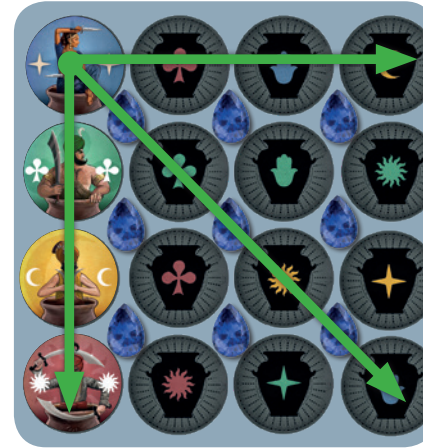
Players seize the sapphire when they make a correct guess. This move ends their turn. The tiles are left face up on the board.

When the deduction is incorrect, players put the tiles back face down on the board. They must also take an Evil Eye as a punishment. This move ends their turn.

WARNING! Face up and face down tiles are used in the same way. Players may replace or interchange them as they wish.



2. Forming a line



Players must form a line with four valid colour or symbol combination tiles.

The line may be horizontal, vertical or diagonal.

When their guess is correct, players immediately steal one of the sapphires touching the line. When no sapphire touches a line, players may take the sapphire of their choice, either on the board or in their opponents' hoard. Then players discard the tiles forming the line and replace them with four (4) new cards from the stack, face down. This move ends their turn.



end of the game

When there is no sapphire left on the board, the game is over.

final count and winner

Players subtract a sapphire for every Evil Eye they have in their hoard. The player who has the most sapphires wins the game and is crowned "King of Thieves".

In the event of a tied score, the player with the least Evil Eyes wins the game.

In the event of a new tied score, the player with the most real sapphires wins the game.

If players still can't decide who is the winner, everyone wins.

HINT DURING THE ATTEMPT TO STEAL PHASE

Players may steal several sapphires in a single round. When possible combinations appear in an indirect way (surrounding other sapphires or forming other lines in a single valid combination), the players can steal everything in one single deduction.

WARNING!

The initial deduction must be completed successfully to benefit from all the indirect combinations.

game details

Failed ATTEMPT TO STEAL

Incorrect colour and symbol combinations surrounding a sapphire:



Incorrect combination due to the unveiling of a special tile other than the amulet.



The players have not returned the four (4) identical or different colors tiles nor the four (4) identical or different symbol tiles. Therefore, players have failed to complete their deduction. They must return the tiles face down and take an Evil Eye for their failed attempt to steal.

In this example, players are not meeting any conditions to win because the Sapphire tile is not a thief tile. Consequently, the players must return the tiles face down and take an Evil Eye for their failed attempt to steal.

NOTE A Dagger or a Lantern tile would have had the same effect.



Glimpse

Revealing a special tile with a Lantern on the board.



When players discover a Lantern in the Glimpse phase, they reveal the three (3) adjacent tiles to all opponents. The unveiled special tiles have no effect, except for the Sapphire tiles. Players take all the Sapphire tiles and put them away in their hoard. They replace the missing tiles with other tiles from the stack face down. They can continue their turn.

Revealing a special tile with a Lantern from one's hand.



When playing GLIMPSE phase, players play a Lantern from their hand and peek at two (2) adjacent tiles. Special tiles revealed this way have no effect, except for the Sapphire tiles. Players take the Sapphire tiles and put them away in their hoard. They replace the missing tiles with other tiles from the stack face down. They can continue their turn.

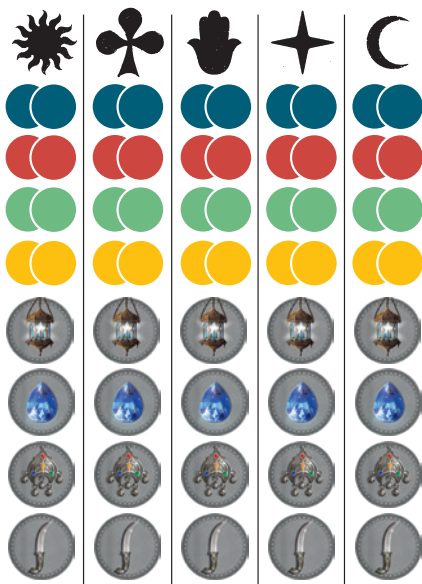
Example of multiple steals

In the following example, both the green thieves (fig1) were already face up on the board. One of the players attempted to steal a tile by turning the four (4) top tiles to the left. The four (4) tiles are different colours. The player can then steal the Sapphire revealed by these four (4) tiles. When they have stolen the sapphire, they create a second line. This is made up of four (4) identical symbol tiles (stars). The players steal a second sapphire touching the line. When there is no sapphire touching the line, they can steal a sapphire on the board or from an opponent's hand.



- Steal 1: Player steals the sapphire that is surround by the tiles
- Steal 2: Player steals the sapphire that touches the formed line

60 Tiles table



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Phases of the game

Players can successively carry out the following phases:

- 1 Build up your hand.** players must draw up to three (3) tiles from the stack. When players already have tiles in their hand, they can keep or discard them and draw new tiles for a total of three (3);
- 2 Glimpse (optional):** players may glimpse at what is hidden in one of the amulets. (Look under one of the tiles without disclosing what it contains);
- 3 Actions (optional):** players may play on one of the tiles in play or use one they have in their hand;
- 4 Attempt to steal (optional):** players may attempt to steal one sapphire. If they fail, they get an Evil Eye.

Summary of special tiles



Glimpse: Reveal three (3) adjacent tiles
Action : Peek at two (2) adjacent tiles
Steal : Fail to steal



Glimpse: Win the Sapphire tile
Action : steal a Sapphire on the game or from an opponent
Steal : Fail to steal



Glimpse: No effect
Action : Get rid of one of their Evil Eye.
Steal : Use as a Thief tile



Glimpse: discard all the tiles they have in their hand
Action : Cancel any special tiles
Steal : Fail to steal