

Czarné

# Master Thieves

Rules



For  
2 - 8 "Crooks"  
ages 10 and up  
Length: 60 to 70 minutes

**Zoch** zum  
Spielen

## Game Idea

Both jewelers and gemologists know the difference between true and imitation gems and they try to get rid of their imitation gems. The smugglers try to build smuggler rings in order to get a share of a large booty. The thief simply takes all the gems he can find. But, only the master thief can find the secret compartments where the most prized gems are hidden. The detectives watch all others and confiscate stolen gems when they can.

## Game Material

### 1 jewelry box

with 3 levels and 12 drawers (6 of which have secret compartments)

### 17 pillows

8 white  
8 black  
1 red

### 102 gems

6 red rubies  
16 blue sapphires  
80 transparent diamonds

### 48 character cards

with 6 different  
characters

### 8 summary charts (in 8 colors)

### 8 alarms

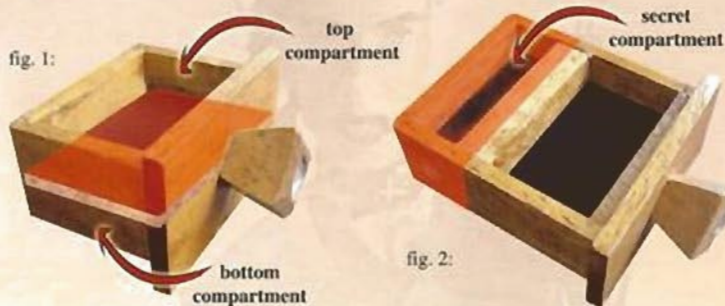
### 1 rule booklet in 2 languages

## Goal of the Game

Each player tries to get rid of his imitation gems, which at the end of the game will give him minus points. At the same time, the player tries to acquire as many true gems as possible, which will count as plus points. To do so, each player takes on the roles of the six different characters in the game. At the end, the player that scores the most plus points wins the game.

## The Jewelry Box

The wooden jewelry box has 3 levels. These can be rotated independently. In each level there are 2 short and 2 long drawers opposite to each other. All drawers are two-sided, thus having a top and bottom compartment (fig.1).



The long drawers have an extra secret compartment (fig.2).

## Preparation

Place the box in the middle of the table so all players can see it and reach it. Place the red pillow next to the box in the middle of the table.

### THE CARDS

Sort the 48 character cards by character and shuffle the separate 6 stacks face down. Thus, there will be a stack of 8 smugglers, another of 8 thieves, and so on. Then, each player takes 1 card from each stack to form a hand of 6 cards. With fewer than 8 players, return the unused cards to the box. They will not be used in the game. Each player should have 6 cards in his hand, 1 from each character.

## SUMMARY CHART AND ALARM

Each player takes 1 summary chart and the wooden alarm in his color. He places the summary chart between his white and black pillows. He puts the alarm on the appropriate place on the summary chart.

## PILLOW & IMITATIONS

Each player takes a white pillow and a black pillow. The imitations are placed on the white pillow while the true gems he acquires during the game are placed on the black pillow. Each player then puts 10 white diamonds and 2 blue sapphires on his white pillow. The black pillow is empty at the beginning of the game.

**Notice:** Only gems that are on the white pillow are IMITATIONS. All the gems that fall out of the drawers during the game and all gems that are placed on the red or the black pillow are TRUE gems and, thus, worth plus points.

fig. 3: setup of the players' game material.

white pillow



10 imitation gems:  
8 diamonds  
2 sapphires

summary chart



wooden alarm



black pillow (empty)



6 character cards  
(1 card from each character)

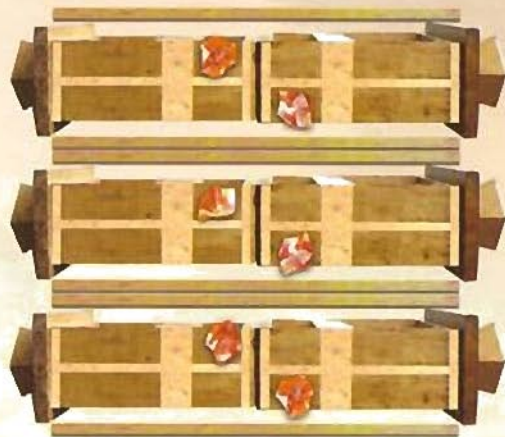
## FILLING OF THE JEWELRY BOX

At the beginning of the game, place the 6 rubies in the secret compartments and 12 diamonds (transparent) in each drawer:

### a) The rubies

It is easiest to turn the levels so that all the long drawers are lined up with each other. Now, place 1 ruby in the 3 top secret compartments on one side of the box. Then, turn over the box and place the remaining 3 rubies, 1 in each of the other top secret compartments (fig. 4: shows the cross-section of the box where the rubies are).

fig. 4:



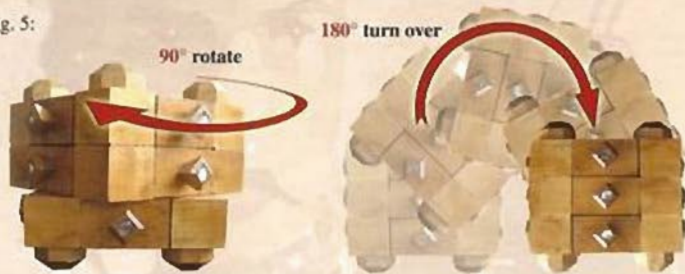
As you can see in fig.4, there are 3 rubies in the top secret compartments and 3 rubies in the bottom secret compartments.

### b) Filling the jewelry box with the diamonds

Distribute 12 diamonds equally among the players. Depending on the number of players, some might get more than others, which is not a problem. Each player takes a turn placing his share of the 12 diamonds in the box, in any order the player chooses.

After placing the diamonds, the player may rotate the top level or the top two levels 90 degrees to the right or left. Then, the player may turn the box over through 180 degrees, without twisting it as he turns it.

fig. 5:



If, when he opens a drawer to put diamonds in, some fall out, he should place the fallen diamonds on the red pillow.

## Playing the game

### PLAYING THE CARDS

Each player selects one character card from his hand and places it face down on the table. The card played shows the character the player has decided to use in the current round. Each character has its own special abilities.

First, all players that played a **smuggler**, turn over their cards at the same time. Only after all smugglers have performed their ability, will the remaining players turn over their cards (at the same time as well). These remaining characters play in the order given by the summary chart. If 2 or more players have chosen the same character, the number on the card shows who will start: the lowest number goes first.

*Example of turn order:*

*In a game with 8 players, the players select the following cards:*

*1 gemologist number 8,*

*3 smugglers numbered 2, 5, and 8.*

*1 detective number 4,*

*1 master thief number 3 and*

*2 thieves numbered 5 and 7.*

*Thus, the turn order, based on the summary charts and the numbers on the cards is:*

*First turn over only the smugglers. Then, play smuggler 2, followed by smuggler 5 and 8. Now all remaining cards are turned over. Since no jeweler was played, the gemologist gets her turn. After her, come the thieves, starting with thief number 5 and then 7. Finally, it is the master thief's turn and at the very end comes the detective.*

After every player has taken a turn, the round ends. The players place the selected cards aside face down (they are not returned to their hands). In the next round, each player must select from the remaining 5 cards in his hand. In the following round, each selects from 4 cards, and so on.

After the 6th round, the players take their sets of face down cards and pass them to their left neighbors. A new round begins with each player selecting from his 6 new cards.

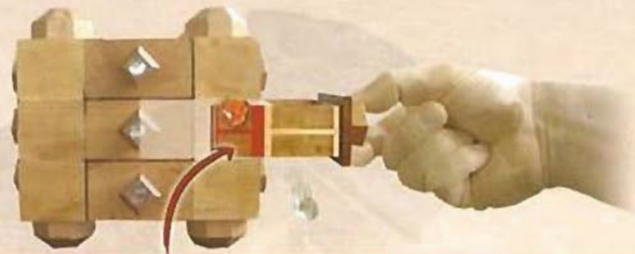
### EMPTYING AND FILLING OF A DRAWER

On his turn, each player can only open **one** drawer. The player may select any drawer on any side of the box and at any level. However, the player must not move the box when doing so.

A drawer **has to be opened** so that the **complete** front compartment can be seen and all gems that might be in the bottom side would fall out (fig.6).

If any gems fall out of the drawer upon opening, the player is not allowed to perform the ability of the character he played for this turn (exception: gemologist). Close the drawer and now the player is still allowed to "Rotate and Turn" the box. His turn is over.

(fig. 6 shows how to open a drawer correctly, in which there is a diamond that falls out).



The secret compartment of a drawer can only be opened by the master thief.

Gems that fall out the box are always placed on the red pillow (exception: Alarm, see chapter "Jeweler").

## ROTATE AND TURN THE JEWELRY BOX

At the end of a player's turn, he may take 2 actions with the box: first, he may rotate the top level or the top two levels 90 degrees to the right or to the left. Then, he may turn the box over through 180 degrees, without twisting it. The rotate and turn actions are voluntary, thus he can forgo either the rotating or the turning or both (see fig.5).

Important Exception: detectives are not allowed to rotate nor turn the box.



## The Smuggler

Takes all gems from the front compartment of the drawer and places them on the red pillow. Then, he may place one blue sapphire or white diamond from his white pillow in the drawer.

Can the detectives crack the smuggler ring or will the smugglers share the booty?

When the (last) smuggler has finished his turn, all other players turn over their played characters. Now, check if there are more smugglers or more detectives around. If there are **more detectives** than smugglers, the smugglers have been caught and get no gems.

If there are **more smugglers** or the number of detectives equals the number of smugglers, the smugglers divide, among themselves, all the gems that are on the red pillow. The smuggler with the lowest number is the first to pick a gem, then, the next best smuggler chooses a gem and so on, until no more gems are left on the red pillow. Players may get several turns taking gems if there are more gems on the red pillow than smugglers.

Notice: when a smuggler opens a drawer and a gem(s) falls out he is not allowed to share the booty with other smugglers (the gem(s) goes to the red pillow as usual). However, he is still counted towards determining the number of smugglers compared to the number of detectives.



## The Jeweler

May place 1 imitation gem from his white pillow in the drawer, even when there are gems in there already. In addition, he may place his alarm in the drawer as well, but only if there is no alarm from another jeweler in the drawer already.

Only one alarm per drawer! The jeweler does not remove any gems from the drawer!

Later, if a player opens a drawer and finds an alarm, there are two possibilities:

### 1. Alarm is turned off:

if there is an alarm **lying in the drawer**, the alarm has been **turned off**. The player may take the normal actions of his character, including taking gem(s) from the drawer and placing imitation gem(s) in the drawer. Afterwards, the alarm remains there.

### 2. Alarm Triggered:

if an alarm falls out of the drawer when he opens it, the alarm has been triggered. **In this case, all gems that fell out are placed on the black pillow of the alarm owner.** The alarm also goes back to its owner.

**Exception:** if the alarm belongs to the player who opened the drawer, he takes back his alarm but must place any gems that fell on the red pillow.



## The Gemologist

**Always** places 1 imitation gem from her white pillow in the drawer. She may do **this even** if she opens the drawer and gems fall out of it. In addition, she may place 1 additional gem for each detective in the round.

The gemologist does not remove any gems from the drawer!



## The Thief

Takes all gems in the drawer and places them on his black pillow.

He does not know about the secret compartment and may not look in it.



## The Master Thief

He is the only one allowed to open the secret compartment of a drawer. He can also do this if no gems are in the front compartment. He may take all gems in the front compartment of the drawer and place them on his black pillow or he may choose to look further for the secret compartment. If he finds a secret compartment and there is a ruby in it, he may take the ruby and all the other gems in the drawer, placing them all on his black pillow.

**Notice:** If a ruby falls out of the lower secret compartment, the master thief has to leave empty handed. The fallen ruby is **not** placed on the red pillow, but rather placed in the upper secret compartment of the open drawer. Then, he closes the drawer.



## The Detective

The detective will not even touch the box, lest he leave fingerprints on it. The detective is keen on confiscating all gems.

At the end of the turn the detective gets all gems from the red pillow. As with the smugglers, if there are several detectives played in the same turn, they have to share the gems:

the detective with the lowest number is the first to choose a gem, followed by the detective with the next lowest number and so on.

If there are no detectives in the round, any gems on the red pillow remain there for the next round.

**Notice:** the detective will not rotate nor turn over the box!

## Game end and winner!

The game is over at the end of a round when one or more players have no imitation gems left on their white pillows. The winner is the player who scores the most points. Players score points as follows:

### Black pillow

Each white diamond: +1  
Each blue sapphire: +2  
Each red ruby: +4

### White pillow

Each white diamond: -1  
Each blue sapphire: -2

If players tie with the most points, the player among them with the most rubies is the winner. If there is still a tie for winner, the player among them with the most sapphires is the winner.

The jewelry box is a wooden product and as such each drawer looks unique. This could be a valuable help in remembering a certain drawer.

In theory it is not possible to have gems in the top and bottom compartments of a drawer at the same time. However, it could sometimes happen that a drawer is not opened correctly and thus no gems or just some fall out. This means that at a later time when opening that drawer you could find a nice booty on the top part and still have some gems falling from the bottom part. If this is the case, you are allowed to perform the ability of your played character just as normal. The gems that fell out are placed on the red pillow.

## Game Variation

If the "Rotate and Turn" rule is causing too much confusion, you can simplify gameplay by performing **only one** of these actions per turn. In other words, at the end of your turn you can either only rotate **or** turn the box.

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