

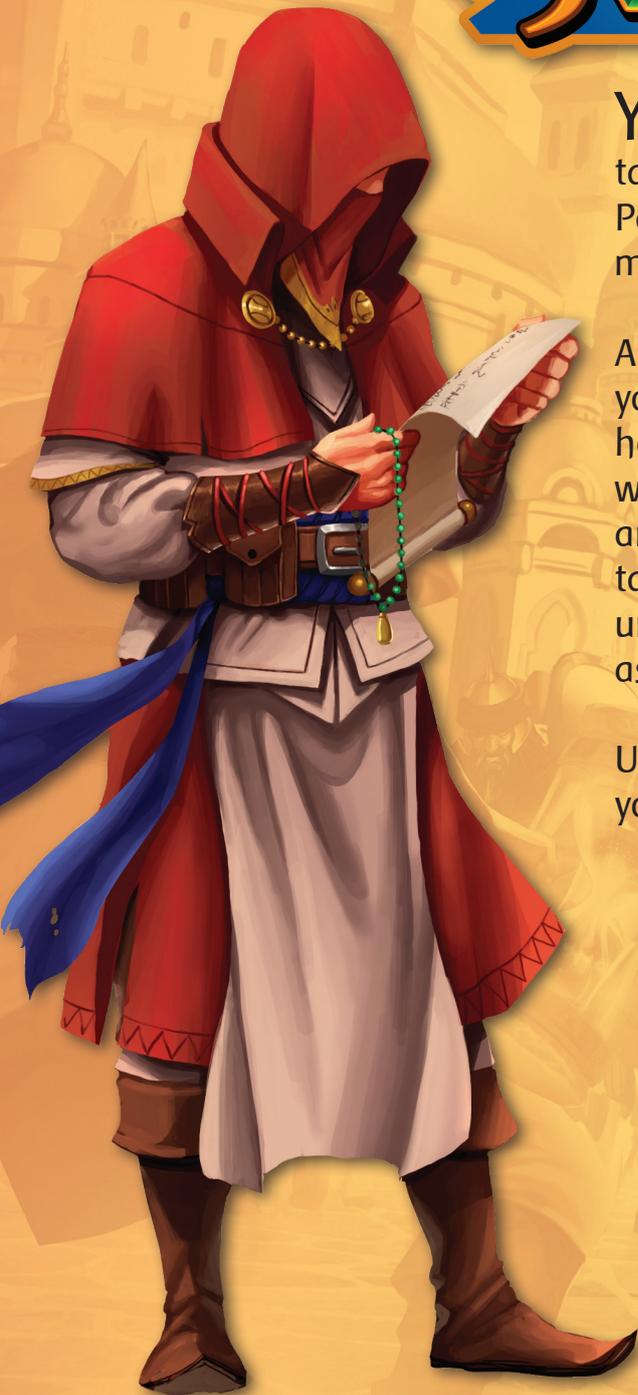
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A Thief's Fortune

You are a thief, always on the lookout for the next target to hit. You decide to sneak into the Royal Palace, break in its treasure room, and look for the mythical treasures rumored to be hidden there.

Among piles of gold, emeralds, and precious jewelry, you stumble upon a chest containing a mysterious hourglass. As soon as you touch it, you are filled with mystical energy and realize its true power: You are now able to see glimpses of your own future. By taking different courses of action, different paths unfold before you, allowing you to shape your future as you see fit.

Unfortunately, everyone in the palace is now after you...



1. Components



51 Location Cards



57 Character Cards



63 Event Cards



12 Starting Cards



7 Solo Achievement Cards



4 Player Aid Cards
1 Solo Player Aid Card



3 Deck Type Cards



32 Sword Tokens



32 Gem Tokens



32 Lamp Tokens



36 Time Tokens



36 Danger Tokens



1 Game Board



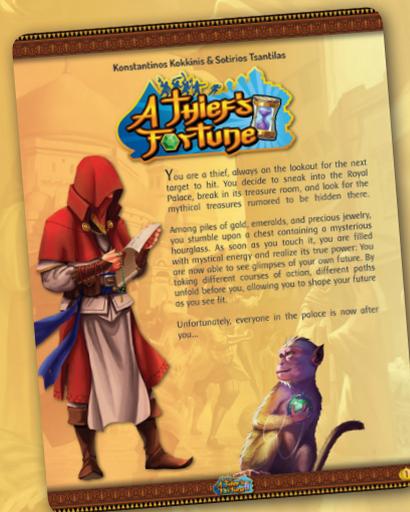
8 Separator Boards



1 Starting Player
Wooden Token



5 Wooden Discs
(4 Scoring Markers & 1 Round Marker)



1 Rulebook

2. Component Anatomy

Location Cards

Loot Area

Card Name
Card Type

Card Ability

Card Favor*
(Multiple Choice)

Starting Location Card

Fortune Points

Character Cards

Loot Area

Card Name
Card Type

Card Ability

Card Favor*
(Multiple Choice)

Starting Character Card

Fortune Points

Event Cards

Loot Area

Card Name
Card Type

Card Sub-type

Card Ability

This card is removed from Solo Game

Number of times this card can be found in the game**

Solo Achievements

Normal Difficulty

Hard Difficulty

* Whenever you receive the Favor from a Location, Character or Event card, choose **one** of the available options.

** Note that this refers to the number of times this card's ability is in the game. Each Location, Character and Event card in A Thief's Fortune is otherwise unique in regards to its loot or Favor options.

Basic Resources



Sword



Gem



Lamp

Resources

Non-Basic Resources



Time



Danger

Scoring Board

Fortune Point Track

Common Future Area

Planning Phase Direction Round Track

Placeholder for Gem tokens

Placeholder for Lamp tokens

Placeholder for Sword tokens

Placeholder for Time tokens

Placeholder for Danger tokens

Maximum number of resources received during Loot Phase.

Separator Boards

Danger Track

3. Game Setup

Follow the steps to setup the game.

- 1 Place the Game Board in the middle of the table. Then, place the Round marker on round 1.



- 2 Each player chooses a color and gets the corresponding Scoring marker placing it on the Game Board on the space 0.



- 3 Each player receives two Separator Boards matching the color of their Scoring marker and places them in front of them. This area will be each player's **PRESENT**.



- 4 Sort out all Resources (Sword, Gem, Lamp, Time and Danger) and place them on the Game Board on the designated areas. The areas containing these piles will be the **Supply**.



- 5 Sort out all the **Starting Character** and **Starting Location** cards. Each player randomly chooses one Starting Character. They then get the corresponding Starting Location (the one mentioning their Starting Character's name in its ability) and place both of them in their PRESENT. They also receive the resources indicated in the Loot area of their Starting cards and place them in front of them. This will be each player's **Stockpile**.



- 6 Sort out all **Location**, **Character** and **Event** cards, shuffle each card type and place them as **3 separate face down decks** close to the Game Board. Place a card type indicator next to each deck to easily distinguish them during the game.



- 7 Each player gets a player aid card placing it in their PAST area.



- 8 The player who most recently borrowed something and never returned it becomes the Starting Player for the 1st round and receives the Starting Player token. In case of a tie, choose randomly.





Setup example shown for 3 players.

PLAYER'S PRESENT AREA

Row for Location cards

Row for Character cards

Row for Event cards

4. Playing the Game

The game is played over the course of 5 rounds. Each round consists of the following Phases:

Planning Phase

Loot Phase

Action Phase

Bribe Phase

For your first game, you may want to play without using the Advanced Rules included on page 10 to maintain a lower level of complexity.

4.1 Planning Phase

Beginning with the starting player and continuing in a clockwise order, each player draws 1 Location, 1 Character and 1 Event card as well as 2 more from any of the available decks in any combination for a total of 5 cards.

After all players have drawn their 5 cards, each player chooses a card in their hand and places it face down in their FUTURE area. As soon as all players have done this, they reveal their chosen cards turning them face up and placing them in the corresponding row in their FUTURE area, based on the card's type (Location, Character, Event). They then add on that card all the resources indicated in the Loot area **from the Supply**.

Each player then chooses two cards in their hand and gives them face down to the next player (the player on their left for rounds 1, 3 and 5 and the player on their right for rounds 2 and 4 as indicated on the game board).

Players repeat the process of choosing a card, placing it in their FUTURE, adding the indicated resources and then giving two cards to the next player until all players have two cards remaining in their hand (the ones they just received from the player next to them). Each player chooses one of these two cards and places it in their FUTURE as normal. Once all players have one card remaining, they choose and receive one of the Favors indicated on the bottom left of the card. They then discard the card placing it face up next to its corresponding deck in the middle of the table.

4.2 Loot Phase

During this phase, each player chooses a number of resources available on cards in their FUTURE and moves them to their Stockpile one at a time. **Any Danger tokens collected this way must always be placed on the player's Danger track instead.** The maximum number of resources each player can receive this way differs from round to round and is indicated on the game board on the top right of each round. Note that **players have the option of receiving fewer resources than the maximum number allowed** each round (even 0).

The order in which players get their chosen resources from cards in their FUTURE is very important. **As soon as a card has no resources left on it, it must be immediately moved in the player's PRESENT area.** Each card that enters the PRESENT area of a player may trigger abilities on Location cards already in that player's PRESENT. Such triggers should be carried out immediately before the player continues collecting resources from other cards in their FUTURE.

4.3 Action Phase

Beginning with the Starting player and continuing in a clockwise order, each player chooses **one or two actions** to perform from the ones available below:

Activate a Character

Activate an Event

Spend Time

Pass

Activate a Character

The player chooses a Character card in their PRESENT and performs its ability. The Character card must then be turned sideways to indicate that it has been Activated. That Character remains Activated until the end of the round. A player may only Activate a Character if that Character's ability can be performed.

Activate an Event

The player chooses an Event card in their PRESENT and performs its ability. Once the ability of the Event has been performed, the player moves the Event card from his PRESENT to his PAST. A player may only Activate an Event if that Event's ability can be performed.

Spend Time

The player spends two Time tokens from their Stockpile returning them to the Supply. The player then gets **any one resource** from a card in their own FUTURE and move it to their Stockpile. If a card in that player's FUTURE ends up having no resources on it, it must immediately be moved to that player's PRESENT.

Pass

A player who chooses to Pass, may no longer perform any action for the remainder of the round. The first player to choose the Pass action each round, becomes the Starting player for the next round.

The Action phase continues in the same order with players performing one or two actions at a time going round and round until all player Pass. Once all players have Passed, the Action phase ends.



4.4 Bribe Phase

During this phase, each player must pay a bribe based on the Danger tokens on their Danger track. To do so, each player checks the number of Danger tokens on their Danger track and pays an equal amount of any combination of **Basic Resources** (Sword, Gem, Lamp) from their Stockpile returning them to the Supply.

If a player does not have enough Basic Resources to pay for the Danger they have, they must lose 1 Fortune Point (moving back their scoring marker on the Fortune Point track) for each Danger token they can't pay for.

All Danger tokens for which the player paid with Basic Resources remain on the player's Danger track. Any Danger tokens for which the player was unable to pay for (thus having to lose Fortune Points) are removed and returned to the Supply.

NOTE: A player cannot choose to voluntarily lose Fortune Points instead of paying his bribe with Basic Resources. If the player has the necessary Basic Resources to pay either a part or the whole bribe, they have to do so.

5. End of Round

Once all players have paid their Bribe, the round ends and the following steps are performed:

- The new Starting player (the player who chose to Pass first during this round) receives the Starting player token.
- Each player Resets all Activated Characters in their PRESENT (returning them to an upright position).

6. Game End

Once the 5th round has been completed, the game ends.

Players count all the Fortune Points indicated on the cards in their PAST area and advance their Scoring markers on the Fortune Point track accordingly.

Players also receive 1 Fortune Point for every 5 Basic Resources (Sword, Gem, Lamp) remaining in their Stockpile.

The player with the most Fortune Points is the winner. In case of a tie, the player with the less Danger on their Danger track is the winner. If there is still a tie, it is a shared victory.



7. Area Breakdown

Each player has 3 player Areas in front of them:

Future Area

Present Area

Past Area

Future Area

The FUTURE has no limitation regarding card capacity and can contain an unlimited number of cards of each type.

Whenever a card is placed in a player's FUTURE, all resources indicated on that card's Loot area must be immediately added on that card from the Supply.

If at any time there are no resources on a card in the FUTURE area, it must be immediately moved on to the player's PRESENT.

Present Area

The PRESENT has a limited capacity on each row. It can hold a maximum of 4 Locations, 4 Character and 4 Events. Whenever a new card is placed in a player's PRESENT it must occupy the right-most available space on its corresponding row. Any new card added on a row, "pushes" all other cards on that row to the left. When a 5th card would be added on a row in a player's PRESENT, it "pushes" the left-most card out the player's PRESENT. That card is moved to the player's PAST area if it is a Location or a Character card, or gets discarded if it is an Event card.

Note: To accurately calculate any ability combinations or triggers, when a 5th card is about to be added on a row in a player's PRESENT, first the left-most card is removed from that player's PRESENT and then the new card is placed in their PRESENT. At no point should 5 cards exist on the same row of a player's PRESENT.

Past Area

The PAST area has no limitation regarding card type capacity and can hold an unlimited number of cards. Contrary to the PRESENT and the FUTURE, cards placed in a player's PAST should be kept in a single face up pile. Players may check their own PAST pile at any moment for information in its contents.



8. Advanced Rules

Common Future

At the beginning of the Planning Phase, before players draw cards for the round, draw one card from each card type (Location, Character, and Event) and place them on the designated area on the Game Board. Add the resources indicated on each card's Loot area on that card.

This new area containing the 3 cards is called Common FUTURE area. These cards should be considered as being in every player's FUTURE area. If a player performs an action or ability that would target/require a card in their FUTURE, these cards should be considered as being in that player's FUTURE for all such purposes.

Example: If a card's ability allows a player to add or get a resource from a card in their FUTURE, that player may choose any of the cards in the Common FUTURE to add or get resources from them.

Similarly to a player's FUTURE area, if at any moment a player removes the last resource from a card in the Common FUTURE, that card must be immediately placed in that player's PRESENT area. From that point on, that card belongs to that player only.

Exceptions:

- A player may not choose to get resources from card in the Common FUTURE as part of the resources they receive during the Loot Phase.
- A player may not use any action/ability to add cards in the Common FUTURE beyond the ones placed there at the start of the round.
- A player may not use any action/ability to add Danger tokens on cards in the Common FUTURE beyond the ones placed there at the start of the round.

At the end of the round, any cards still remaining in the Common FUTURE are discarded and new ones will be drawn at the beginning of the next Planning Phase.

9. Universal Rules

Below you will find some universal rules that should always be applied (unless stated otherwise on particular actions or abilities).

- If a player who already has 5 Danger tokens on their Danger Track, receives more Danger, instead of adding more tokens, they must immediately lose 1 Fortune Point for each Danger received in excess of 5.
- When an action/ability/Favor allows a player to draw a new card, that card must be placed directly into that player's FUTURE.

10. Timing Rules

Timing is very essential in A Thief's Fortune and so the following rules should be applied for flawless gameplay.

- Once an action/ability is in process, it should be completed before any of its triggered abilities can be performed.
- If multiple triggers occur because of an action/ability, the player should perform those triggers in the order they occurred.
 - If two triggers occur at the exact same time, the player may choose the order in which they will be performed.
 - Various processes in the game can be performed by all players simultaneously to reduce the duration of game (revealing a chosen card during Planning Phase, getting resources during Loot Phase, Paying Bribe during Bribe Phase etc). However if any card abilities result in player interaction in which timing is essential, resolve all such cases following player order.

Example: A Friend Character card is placed on a player's PRESENT. The player already has 2 Locations in his PRESENT that trigger whenever a Friend Character is placed in that player's PRESENT. The player can choose the order in which these two Locations will get triggered.

11. Strategy Tips

Below you can find a list of strategy tips that will enhance your gameplay experience. These tips should be shared with all players before the game begins.



Make sure you carefully choose the order of receiving resources during the Loot Phase. Since every card that no longer holds any resources is immediately placed in the player's PRESENT, make sure to add cards in your PRESENT in the right order to maximize your combo potential.



Danger is bad and can often result in the loss of Fortune Points if you do not have sufficient Basic Resources to pay during Bribe Phase. However it is better to try to maintain and balance your Danger throughout the game than trying to avoid it entirely. A Thief's Fortune has a large number of cards that contain Danger in their Loot area. Such cards are often more powerful than cards that do not contain Danger. In other words, try to keep your Danger levels at bay but don't avoid it completely.



There will often be times when you will intentionally want to leave resources on cards in your FUTURE during Loot Phase instead of bringing all of those cards in your PRESENT area right away. Cards remaining in your FUTURE during Action Phase can provide you with an area to gather resources generated by card abilities.



12. Card FAQ

Inn: The position change of a Character in your PRESENT should take place after you collect the resource from a card in your FUTURE for using the Spend Time Action.



Well: The position change of a Location in your PRESENT should take place after you collect the resource from a card in your FUTURE for using the Spend Time Action.



Armory: This ability takes place right before you get Danger. If the 1 Sword cost is paid, the Danger token does not go on your Danger Track at all. For each 1 Danger you wish to prevent using this card's ability, 1 Sword should be spent.



Treasure Room: This ability takes place right before you get Danger. If the 1 Gem cost is paid, the Danger token does not go on your Danger Track at all. For each 1 Danger you wish to prevent using this card's ability, 1 Gem should be spent.



Library: This ability takes place right before you get Danger. If the 1 Lamp cost is paid, the Danger token does not go on your Danger Track at all. For each 1 Danger you wish to prevent using this card's ability, 1 Lamp should be spent.



Mercenary: You only choose one of the available favors to get as it is done in the Planning Phase.



King of Thieves: This ability can also be applied to cards in the Common FUTURE since they are always considered as being in other players' FUTURES as well as your own.



Body Guard: As mentioned in 8. **Advanced Rules** on page 10, you may not use this card's ability to move Danger tokens on cards in the Common FUTURE.



Abandoned Plans: You may also choose a card in the Common FUTURE as the target of this ability.



Push Your Luck: You can Activate this Event even if you do not have any Danger in your Danger Track. It will however give you 0 Basic Resource as well.



That was a Mistake : If 2 or more players are tied for having the most Danger, all of them get to Reduce 2 Danger. A player may not choose not to reduce Danger. A player who only has 1 Danger, reduces 1 Danger instead.



It Couldn't be Worse: If you are tied for having the most Danger, you still get the 2 Fortune Points.



13. Solo Rules

To play a solo game of A Thief's Fortune, set the game up for one player and apply the following adjustments.

Remove Cards

Before you begin a solo game, remove all cards showing the "Remove this card in a Solo Game" symbol  which is depicted on the lower left area of each card.

Achievement

Choose one of the available Solo Achievement cards and select NORMAL or HARD difficulty to play with. This will be your goal for the game.

Common Future

When playing a solo game, always include the **Common Future** rules.

Planning Phase Adjustments

During every round's Planning Phase, **draw 3 cards from each of the 3 available decks** (Location, Character, and Event) **and 3 more, from whichever deck you want** (for a total of 12 cards). Shuffle these 12 cards and form a face down pile. Then, draw 3 cards, choose one to place in your FUTURE and discard the other two. Repeat this process 2 more times and then, for the last 3 cards, choose one to place in your FUTURE and one from which to get Favor, discarding the last one. The rest of the round is played the same as in multiplayer games.

14. Credits

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