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A Thief's Fortune



Nabbarah: A city full of wonders and stories to be told - a glimmering jewel in the middle of the desert.

You are a thief, always on the look 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 rumoured to be hidden there.

Among piles of gold, emeralds and precious jewellery 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...



2. Component Anatomy

Location Cards



Loot Area

Card Name
Card Type

Card Ability

Card Favor (Multiple Choice)

Number of times this card is found in the game

Fortune Points

Character Cards



Loot Area

Card Name
Card Type

Card Ability

Card Favor (Multiple Choice)

Card Sub-type

Fortune Points

Event Cards



Loot Area

Card Name
Card Type

Card Ability
This card is removed from Solo Game

Card Sub-type

Number of times this card can be found in the game

Solo Achievements



Normal Difficulty

Hard Difficulty

Basic Resources



Other Resources



Scoring Board

Fortune Point Track

Common Future Area

Planning Phase Direction Round Track

Placeholder for Gem tokens

Placeholder for Time tokens

Placeholder for Danger tokens

Placeholder for Sword tokens

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 and place the Round marker on round 1.

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

3 Each player receives two Separator Boards matchin the color of their player makrer 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 Character's name) 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 their stockpile.

6 Sort out all Location, Character and Event cards, shuffle each card type and place them into 3 separate face down decks close to the scoring board. Place a card type indicator tile next to each deck to easily distinguish them.

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

8 Randomly choose a starting player for the 1st round and give that player the Starting Player token.



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

4.1 Planning Phase

For your first games, play with the rules as written below. When you feel comfortable, add the **Common Future** rules as well (see page 10).

Beginning with the starting player and continuing in a clockwise order, each player draws 5 cards from the 3 available decks (Location, Character, and Event) and takes them into their hand. Those cards can be chosen in any combination but each player must draw **at least 1 card from each deck**.

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 chosen a card, players 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. They then receive from supply and place on each card the resources indicated in the Loot area of each card.

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).

Players repeat the process of choosing a card, placing it in their FUTURE, adding any 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 must discard their last card placing it face up next to its corresponding deck in the middle of the table. Upon doing so, each player receives one of the Favors indicated on the bottom of the card they just discarded.

4.2 Loot Phase

During this phase, each player chooses a number of resources available on the cards in their FUTURE and places them in their stockpile. **Any Danger tokens collected this way must 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 scoring board below each round's square. Note that **players have the option of receiving fewer resources than the maximum number allowed** each round.

IMPORTANT: The order in which players remove 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 **up to 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 in their PRESENT and turns its card sideways to indicate that this Character has been activated. The player can now perform the ability indicated on the Activated Character. That Character then remains Activated until the end of the round. Note that a player may only Activate a Character if that Character's ability can be performed.

Activate an Event

The player chooses an Event in their PRESENT and turns it sideways to indicate that it has been activated. The player can now perform the ability indicated on the Activated Event. 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 the Event's ability can be performed.

Spend Time

To perform this action, the player spends two Time tokens from their stockpile and returns them to the supply. The player then takes any one resource from a card in their own FUTURE and place it in their stockpile. As in the Loot Phase, 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 Pass each round becomes the Starting player for the next round.

The Action phase continues in the same order with players performing one action at the 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 check the number of Danger tokens on their Danger track and must pay an equal amount of **Basic Resources** (Sword, Gem, and Lamp) from their stockpile.

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

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

NOTE: A player cannot choose to voluntarily lose Fortune Points in the Scoring Track instead of paying his bribe with Basic Resources. If the player has the necessary Basic Resources to pay either part or the whole bribe, they have to do so, and then lose Fortune Points for any remaining Danger tokens that he cannot pay the bribe for.

5. End of Round

Once all players have paid their Bribe, the round ends and they perform the following steps:

- 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 have been completed, the game ends.

Players count all the Fortune Points indicated on the cards in their PAST area and add them to the ones on the scoring board.

Players also receive 1 Fortune Point for every 5 Basic Resources (Sword, Gem, Lamp) in any combination 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:

- a) Future Area (provides resources)
- b) Present Area (provides abilities)
- c) Past Area (provides Fortune Points)

Future Area

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

IMPORTANT: 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.

As soon as a card in the FUTURE area no longer has resources on it, 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 the card on its left. When a 5th card would be added to a row in a player's PRESENT, it "pushes" the left-most card out the player's PRESENT. That card is moved to the players PAST area if it is a Location or a Character card, or gets discarded if it is an Event card.

Note: To accurately calculate and 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. In other words, at no point should 5 cards exist in the same row of a player's PRESENT.

Past Area

The Past has no limitation regarding card type capacity and can hold an unlimited number of cards. Contrary to the PRESENT and the FUTURE, card 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

Below you can find a set of additional rules that will enrich your game experience, increase your options and introduce new strategies and way to pursue victory. These rules will increase player interaction and combo potential. *We suggest that you include these rules in your game after you have played the basic game a few times.*

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 in the middle of the table next to the Scoring Board. Add any 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 and add or get resources from these cards.

Similarly to the regular 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.

Important 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 place cards in the Common FUTURE beyond the ones placed there are the start of the round.
- A player may not use any action/ability to place Danger tokens on cards in the Common FUTURE beyond the ones placed there are the start of the round.

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

Past Area

When playing with the basic rules, players must discard the last card in their hand during the Planning Phase and receive one of the Favors indicated on the bottom of the card they are discarding. When playing with the Advanced Rules, players get an additional option. Instead of discarding their last card to receive a Favor, players may choose to add 1 Danger token on their Danger Track, and place their last card directly in their PRESENT instead of discarding it. If a player chooses to do so, they **do not** get the card's Favor or any of the card's resource from the Loot Area.

9. Universal Rules

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

- Whenever a card is placed in a Player's FUTURE, all resources indicated in that card's Loot Area should be added on that card from the stockpile.
- Whenever the last resource on a card in a player's FUTURE is removed from it, that card should be immediately placed in that player's PRESENT.
- 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

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

- Once an action/ability is in process, it should be completed before any of its triggered abilities can be performed.
- If multiples 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

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.

- 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.

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 resource 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 card 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 is it 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 card 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 cards in your FUTURE during Loot Phase instead of bringing them in 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: Choosing to use 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: Choosing to use 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: Choosing to use 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 Lucky: 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, reduced 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 Game

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 card and select on the two available difficulties on it. This will be your goal for the game.

Common Future Inclusion

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).



14. Credits

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Important Note : A Thief's Fortune is a product of fiction. We do not wish to promote the act of stealing or any other action prohibited by law through this game.

Note: This rulebook is a work in progress. Final layout will differ.

Note: A Thief's Fortune is a product of fiction. Any relation to actual names or characters is purely coincidental.

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