Thief Deck

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Your Thief Deck consists of any unplayed and unspent Thief Cards of your colour and any unplayed Guard Cards you have acquired.

- All cards in your Thief Deck are available to use in your turn. Your hand size is the same as your deck size.
- When Guard Cards are bought with Thief Cards, the Guard Cards immediately go into your Thief Deck. You can only have 6 Guard Cards.
- Thief Cards are placed face down in the Player Phase and turned face up when every player is ready.
- Your thief must move according to the card played if they can.
    - If a **Rope Arrow** card is played and there is no adjacent Special Hex, the thief remains stationary. Likewise if a move would have them go into a wall, they remain stationary. This can be used to bluff other players into wrongly guessing where your thief actually is.
- Spent Thief Cards (from buying Guard Cards, or from using them in the Players Movement Phase) are always placed in a line in order of use in front of you such that all other players can see all your spent cards.
    - Only cards showing a **Gold Coin** may be spent to buy Guard Cards.
- You can only get your cards back by **Resting**.

Cards

Nor-East 	Movement Gold Coin	Move in direction 1 or 2
East 	Movement Gold Coin	Move in direction 2 or 3
Sou-East 	Movement Gold Coin	Move in direction 3 or 4

Sou-West 	Movement Gold Coin	Move in direction 4 or 5	
West 	Movement Gold Coin	Move in direction 5 or 6	
Nor-West 	Movement Gold Coin	Move in direction 6 or 1	
Rope Arrow 	Special Movement Gold Coin	Move into an adjacent **Special Hex**. If one isn't adjacent, remain stationary.	
Run 	Movement Gold Coin	Move two adjacent hexes in any direction, not necessarily a straight line, except into a Special Hex. This creates noise. All guards on the map tile(s) you run on that are at a status less than Alert change to Alert.	
Hide 	Special	If your thief marker is spotted and the marker is at least three hexes away from any guard, remove your thief marker from the map tile. Note - if your thief is still within line of sight of any guard, move the marker there.	

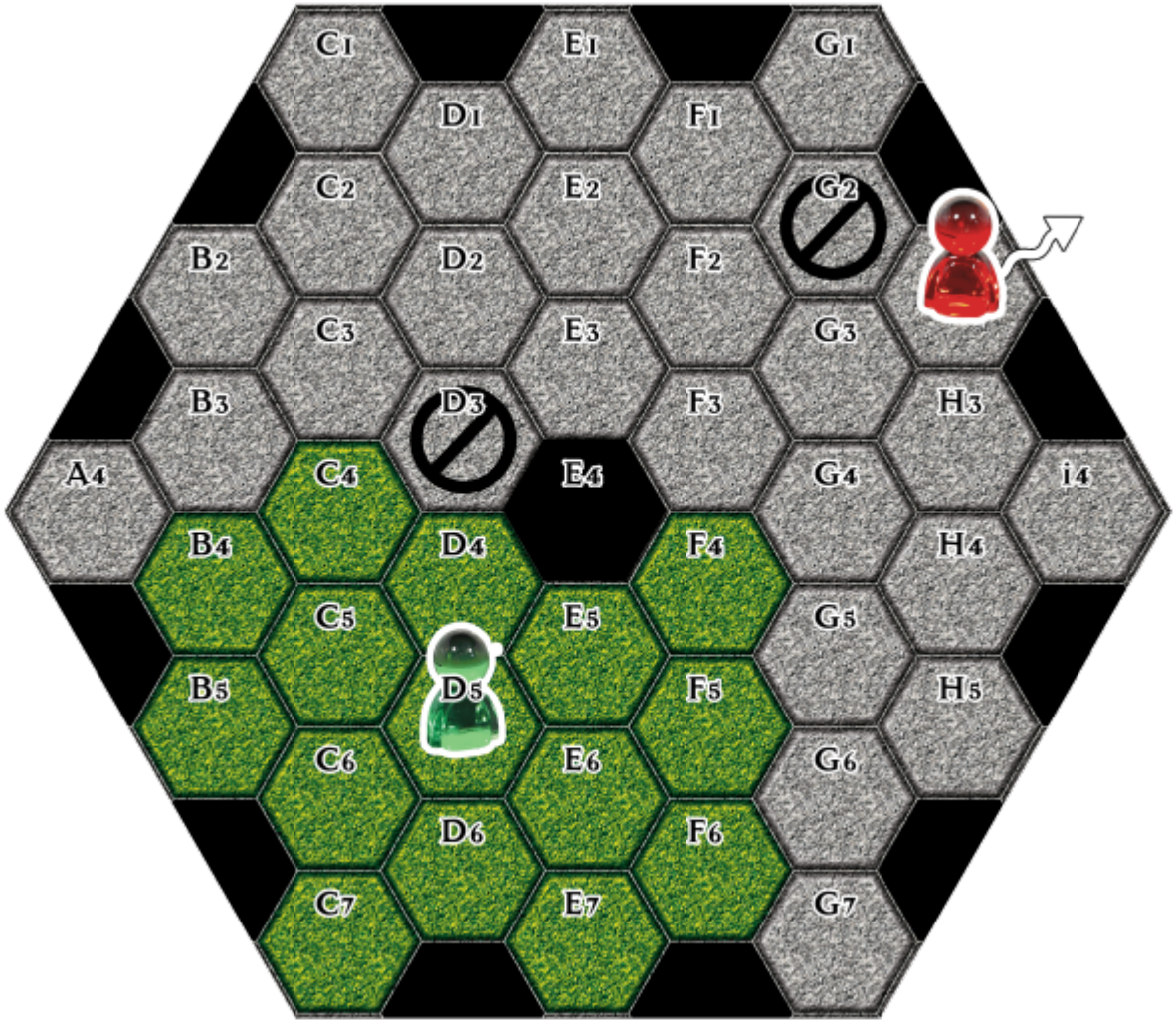
Rest 	Special	You rest. Reveal your **Location Dial**, move your **Thief Marker** to the revealed location and lay it on its side. You have revealed your location to the other players, but not to the guards. Retrieve all your spent or used **Thief Cards** and put them back in your deck. This is the only way you get Thief Cards back.
Pick Pocket 	Special	You pick a guard's pocket. Must adjacent and out of line of sight to a guard. Reveal your **Location Dial**, move your **Thief Marker** to the revealed location as though you were spotted. You have revealed your location to everyone - guards and players. Take the top facedown card from the **Guard Cards** deck and place it in your deck.
Exit 	Special	Your exit card. Place it next to a map tile that isn't the vault and isn't the tile you entered the game from.

Movement with Thief Cards

Movement directions are based on the compass rose shown on the Play Aid Tile. How you place the Play Aid Tile is up to the players and directions may be in any facing, but as all players are using the same compass rose, they will be consistent.



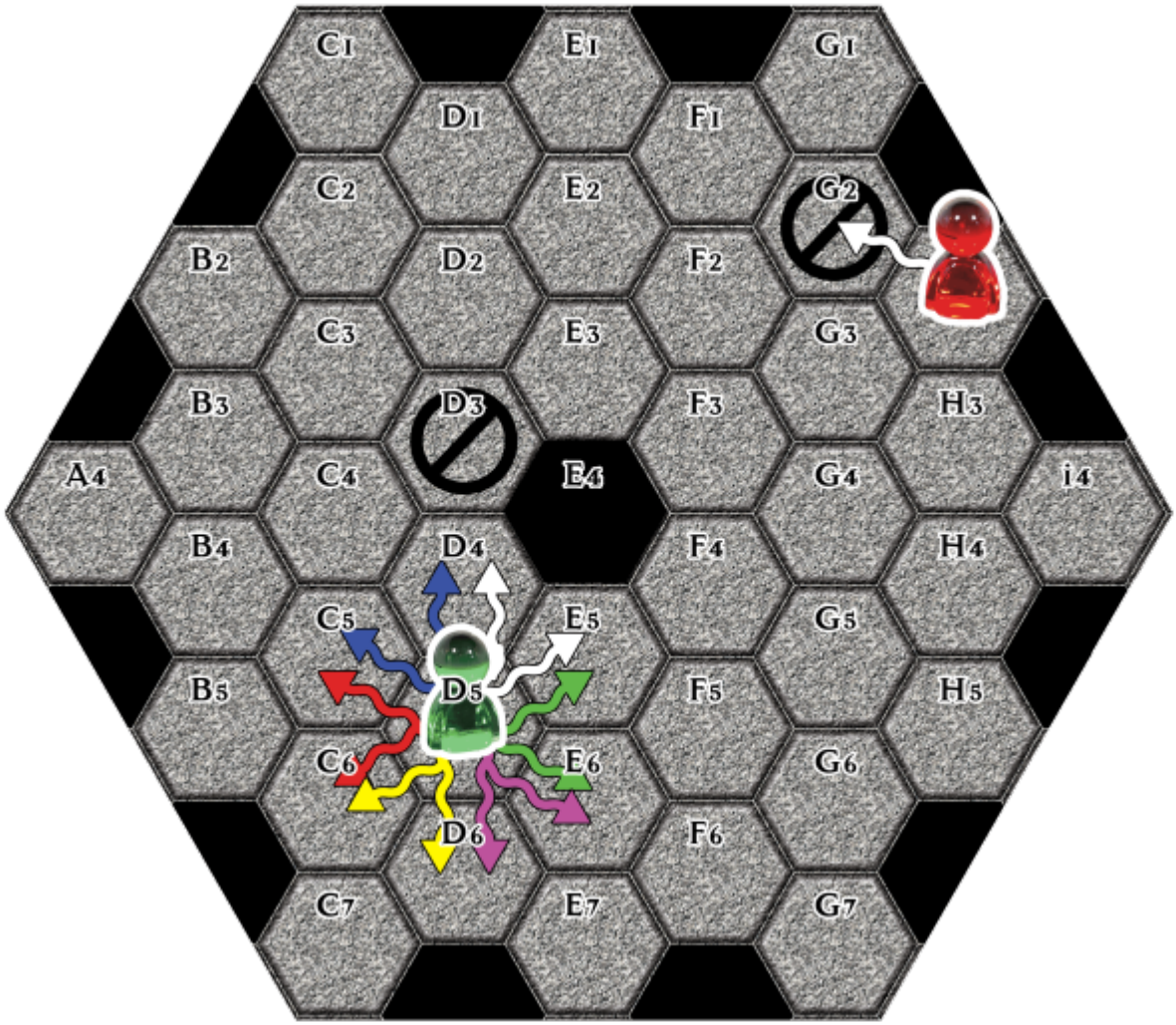
Play Aid showing the compass rose in the middle



In this example -

the red thief at **H2** can only move to a different map tile by playing the **Nor-East**, **East** or **Run** card

the green thief at **D5** can move to any of the green hexes by playing a **Run** card. Note - they can't move into the wall or the special hex.



In this example -

the red thief at **H2** can only move into the special hex **G2** by playing the **Rope Arrow** card

the green thief at **D5** can move to -
* **C5** or **D4** (blue arrows) by playing a **Nor-West** card
* **D4** or **E5** (white arrows) by playing a **Nor-East** card
* **E5** or **E6** (green arrows) by playing an **East** card
* **E6** or **D6** (purple arrows) by playing a **Sou-East** card
* **C6** or **D6** (yellow arrows) by playing a **Sou-West** card
* **C5** or **C6** (red arrows) by playing a **West** card

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