



## GEM THIEF: A card game.

The basis of this game is for 2-4 players to play through the cards until a single player gains all 5 treasure types and is declared the winner.



WHITE Face: Story card (32) plot point cards to advance the story.

These cards are benign and only add to the atmosphere. It is a form of "pass" card that allow players to play the card at any time, then draw again from the deck.

RED Face: Conflict (40) 4 types of conflict cards (x2) for each destination.

Examples:

- An alarm is set off (store)
- A clerk accuses you of thievery (pawn)
- A Lawyer sees you pocket jewelry (estate)
- Auctioneer recognizes you as a thief (auction)
- Safe at bank to crack is too difficult



GREEN Face: Destination (35) 7 cards of 5 types of locations.

- Jewel store
- Pawn shop
- Estate sale
- Auction House
- Bank Vault



YELLOW Face: Treasure (20) 4 cards each of 5 types of treasures.

- Diamond
- Ruby
- Emerald
- Sapphire
- Topaz



BLUE Face: Resolution (40) 4 types of resolution (x2) for each location.

Examples:

- Heist member is an alarm specialist
- Bribe clerk with 20%
- blackmail lawyer
- Slip into crowd and disappear at auction
- coerce manager to open it



Game play begins with each player being dealt 2 red cards, 2 blue cards, 2 white cards, and 2 green cards. An initial Green card is turned over to set the scene and begin the game. All yellow cards are shuffled together and set in a deck by itself. All remaining cards are then shuffled together into a community deck.

The first player plays a green destination card, white plot card, or red conflict card to set a general story in motion. Then they draw a new card from the pile. All players must maintain 8 cards in their hand at once.

Players continue to take turns moving around the table following these rules of play:

- After a card is played a new card must be drawn (players hold 8 cards at any given time)
- Resolutions can only be played on conflicts they correspond to.
- Destinations can only be played if there are no active conflicts.
- If there are two conflicts active no additional conflicts can be played.
- Plot cards can be played at any time; allowing the player to develop the story further
- If the player can resolve the conflict, they can draw a yellow card from the deck
- If there is no conflict active the destination can be changed.
- If the player intensifies the conflict there are two active conflicts to be resolved.
- If the player changes the destination card only conflicts that correspond to the new destination can be played.
- If a player cannot play a card following the above list, the player must pass their turn.

Play continues around the table until all cards are exhausted from the deck. When the draw pile has been depleted, the discard deck is gathered and shuffled leaving only the most current destination and conflict cards. All remaining plot, conflict, destination, and resolution cards are gathered up and reshuffled.

If two players hold more than two yellow cards and they wish to, they can head to head battle and challenge each other to gamble their yellow card for an opportunity to win a new one. In order to battle for cards each player places the yellow card they want to gamble face down. Then they each place a conflict card face up. Each player then resolves the conflict if they can. If neither player can resolve, they both lose yellow cards. If both can resolve it is a draw and the battle is over. If one player can resolve, they win both yellow cards. After the battle each player draws the cards required to return to 8 cards in a hand. Yellow cards are not considered part of the 8 card count.

