

SNEAKS & SNITCHES

Imagine you are the head of a company of thieves – oh, not a filthy band of cut-purses and pickpockets, but rather an elite cadre of elegant ladies and gentlemen skilled in the art of illegal acquisition. As their criminal mastermind, your job is to coordinate their efforts and gain recognition as the best in the business.

Setup

These rules are for three, four, or five players. A two-player variant is described at the end of this rulebook.

Location Cards

Location Cards represent the places where valuable items can be found. Lay them in a long row in the center of the table. There should be 3 more location cards than players:



3 players: **A to F** 4 players: **A to G** 5 players: **A to H**

Victory Points Card

The Victory Points Card depicts the number of points awarded in each of four categories. There is one Victory Points Card for each number of players. Choose the card with as many heads at its bottom as there are players, and lay it at the end of the Location Cards now.



Player Cards

Each player picks a color and takes the Player Cards with this color. Player Cards consist of the Boss Card (the one without a letter) and the Destination Cards (with letters A to H). Put your Boss Card on the table in front of you. Put any Destination Cards that do not correspond to a Location Card back in the box.

Example: In a 4-player game, you play with Location Cards A to G and Destination Cards A to G. The H Location and Destination Cards are put back in the box along with the deck of Player Cards that no one has picked. The Victory Points Card with 4 heads is placed on the table and the other Victory Points Cards are returned to the box.



Items

You can steal items in four categories: information (blue), artifacts (green), jewelry (red), and gold (yellow). At the start of the game, each player receives 3 randomly chosen tokens and places them to the right of his or her Boss Card. The remaining tokens are placed on the table to form a bank.



Secret Stash Cards

Secret Stash Cards represent items your team has stolen that the other players don't know about. During the game, these are drawn randomly and kept face down until end of the game – other players can see only their number, not the colors. You may look at your Secret Stash Cards at any time.

At the start of the game, shuffle all the Secret Stash Cards and place them in a face-down pile that everyone can reach.



Loot Cards

Loot Cards depict items to steal. Separate them into two decks (I and II) according to their backs. Shuffle each deck. Place deck I on top of deck II to make the Loot Card deck. Deal one card face up to each location.



Setup for a four-player game.

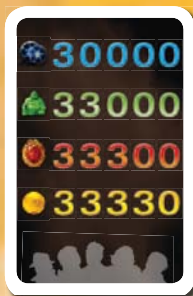


Goal

During the game, each player tries to gather tokens of the four colors. At the end of the game, the tokens are converted to victory points.

Take a look at the 5-player Victory Points Card: The first row says that the player who steals the most information will get 3 victory points, and the other players will get 0 points. Only one player can be the leader in information. In artifacts and jewelry, however, more players get points.

Note that it does not matter how many tokens you have. All that matters is your rank relative to the other players. Watch them closely, and carefully weigh your chances in each category.



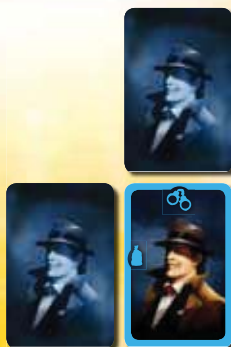
The Round

Each round, you attempt to steal the loot at one of the locations. This is a job for your sneaks. However, you also have contacts in law enforcement whom you can tip off to prevent your competitors from getting the upper hand. These are your snitches. The key to success is to steal something that no one else attempts to steal or guard.

Assignments

To assign your sneaks a job, take the Destination Card corresponding to that location and place it to the left of your Boss Card, face down. (For example, playing Destination Card C assigns your sneaks to rob the Casino.)

You also must choose a location for your snitches to guard. Place the corresponding Destination Card face down above your Boss Card.



Revealing Plans

Once all players have chosen destinations, the cards are revealed. First, all players simultaneously take the card on the left (the sneaks) and place it below the corresponding location. Then all players take the card above (the snitches) and place it above the corresponding location.

An example:



Evaluation

Now, all locations are evaluated in order, starting with A. There are several possibilities at a location:

- **One or more snitches:** Nothing happens here. Any sneaks assigned to steal loot here must slink away empty-handed. The Loot Card remains. (This is the case at locations B, D, F, and H in the example.)
- **One team of sneaks, no snitches:** The sneaks steal the loot. The Loot Card is discarded and the player receives the indicated reward as described below. (At location E, Blue gets the loot.)
- **Multiple teams of sneaks, no snitches:** The sneaks get in each others' way, and no one gets the loot. However, they do not return empty-handed. Each player who sent sneaks to that location draws one Secret Stash Card. The Loot Card remains. (This is the case at location C in the example.)
- **No sneaks, no snitches:** The loot mysteriously disappears, possibly smuggled out of the building late at night by a clerk. The Loot Card is discarded. (This is the case at locations A and G.)

So in the example above, Red and Yellow will each get a Secret Stash Card. Blue gets the loot at location E and receives 3 blue tokens. Loot Cards at A, E, and G are discarded, but the other five Loot Cards remain. If Purple had sent his snitches to C instead of D, then Red and Yellow would have received no Secret Stash Cards and the loot at location D would have been discarded.

Players take back their Destination Cards once all locations have been evaluated. Before doing so, be sure that the Loot Cards were discarded or not, according to the rules.

Loot Cards



Standard Loot – Take the indicated tokens from the bank.



Collection – Take one token of each color from the bank.



Blank Check – Take three tokens of any color or colors from the bank.



Safecracking – Draw three Secret Stash Cards.



Intrigues – You can perform up to three exchanges. In each exchange, trade one of your tokens for one belonging to another player. You choose which tokens are exchanged. You can exchange with multiple players or you can make all three exchanges with the same player. Only tokens, not cards, can be exchanged.



Special Items – Some items, such as Teddy Roosevelt's ash tray or Napoleon's flask of cognac, are so special that stealing them earns you extra respect. Keep the card face up in front of you. At the end of the game, it is worth the number of victory points shown.



Compromising Documents – If this information becomes public, the market for the indicated category of loot will crash. Once a player steals these documents, the crash happens immediately. All players must return half their tokens of the indicated color to the bank (round up) except the player who stole the documents. Secret Stash cards are not affected. If the documents disappear without being stolen by a player, there is no effect.

Remember that locations are evaluated sequentially: if Compromising Documents about gold are stolen from location C, then any gold stolen from locations A and B this round will be affected, but gold stolen in other locations will not be.

Replenishing

All discarded Loot Cards are replaced by new cards from the top of the deck. In early rounds, these cards will be marked I on the back. In later rounds, II.

End of Game

If there are not enough cards to replenish all the empty locations, the game is over and it is time to count up scores.

Scoring

Points are scored according to the Victory Points Card.

First score information (blue). Players reveal their blue Secret Stash Cards and add them to their blue tokens. The player with the highest total gets 3 victory points and the other players get 0. All players then discard their blue tokens, and the winner takes 3 blue tokens to represent his victory points for information.

Points are scored the same way for artifacts (green), jewelry (red), and gold (yellow) except that more places are scored in these categories. (In gold, for example, all players will end up with 3 yellow tokens except the player who stole the least gold.)

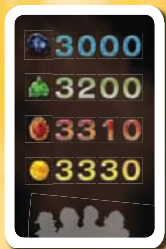
In case of a tie, the victory points from the relevant places are added together and divided evenly among those tied. Round down: for example, if 3 players divide 5 points, each will get 1 point and the remaining 2 points will not be scored.

After scoring all four categories, each player adds his or her points together, including points for Special Items. The player with the most points wins. If there is a tie for first, all those tied are winners.

Example

On the left is the situation at the end of the game. On the right are the scoring results.





Blue and Green are tied in information, so each receives 1 point. (Three points are divided between two players. Each gets one, and one is lost.)

Purple gets 3 points for leading in artifacts. The other players get nothing. (Two points can't be divided among 3 players.)

Red and Purple each get 3 points for jewelry. (Red has many more jewels than Purple, but this does not matter.) Green gets 1 point.

Red gets 3 points for leading in gold. The other players each get 2 points ($3 + 3 + 0 = 6$, which is divided between three players).

Blue gets 3 points for Special Items. Green gets 1.

After adding up all the points, Purple wins.

Special Cases

In a typical game, you will not run out of tokens or Secret Stash Cards, but it can happen.

If you are supposed to get tokens of a color that is no longer in the bank, you can take that many tokens in any one available color of your choice.

If the Safecracking card entitles you to draw 3 cards from the Secret Stash deck but there are fewer than 3 cards left, you just get what is left.

If two or more players send sneaks to an unguarded location, but there are not enough Secret Stash cards left to go around, then those players don't get anything.

Don't forget that locations are evaluated in order. For example, it is possible that two players sending sneaks to location A will get the last Secret Stash cards and two players sending sneaks to location B will get nothing.

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Two-Player Game

For a two-player game, the same rules apply with the following exceptions:

Setup

Use Locations and Destinations A to F, as for a three-player game.

Take a Boss Card from one of the Player Card decks not in the game. This card represents an unreliable ally. At the start of the game, give this card to the player who is sneakier.

The Round

The player with the ally card sends two teams of sneaks and one team of snitches. The other player sends two teams of snitches and one team of sneaks.



The round is evaluated according to the standard rules. This means the player with the ally might steal two loots.

At the end of the round, the ally card is passed to the other player. So players switch roles each round.

As usual, the game continues until it is not possible to replenish all the Loot Cards.

Scoring



Count up tokens and Secret Stash Cards in each color, as in the standard game. Only first place is scored in each category.

Unlike the standard game, you have to win a category by at least 2. If you only beat your opponent by one, it counts as a tie and you split the points in that category.

(Note there is an icon on the 2 player Victory Points Card to remind this rule to you.)