

Thievery Rules

Goal: The goal of the game is to have the most Thing cards when the last card is drawn from the deck.

Starting Play: Thing cards are distributed evenly between players. If the Things cards do not distribute evenly, the extra Things cards are shuffled into the deck. Players draw seven cards from the deck to create their starting hand.

Turn Order:

On a player's turn they draw three cards from the deck. On a player's turn they will play cards on other players or themselves and do what the card says. A player can play as many cards as they want on their turn. When a player plays a card on a target player, the target player can play one card in response. After a card is played it is discarded, unless it takes effect on another player's turn. When a player has finished playing their cards, they will declare their turn over and the next player to their right will take their turn. Thing cards are not placed in a player's hand, but sit in front of the player. Play continues until there are no more cards in the deck. Players will count up their Thing cards and the player with the most Thing cards wins.

Variations:

Number of players: The game can be played with two or more players.

A player joins by shuffling the discard then drawing seven cards from it. If the discard is empty, they will draw the rest of their hand from the deck.

When a player leaves the game, their hand and their Things cards are placed on the deck and the deck is shuffled.

Game Length: The length of the game can also be modified by increasing or decreasing the number of cards in the deck. Adding players also decreases the length of a game.

Game Speed: The pace of the game can be modifying the number of cards that are drawn at the start of a player's turn. The more cards that are drawn at the start of a player's turn, the faster the game goes.