

## **[No] Honor Among Thieves** **By Javier Quintero**

[2 - 4 Players]

### **Description**

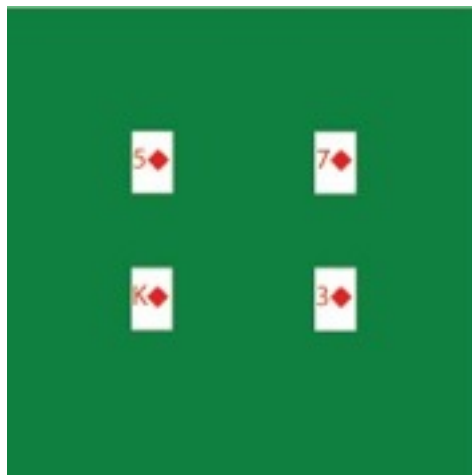
[No] Honor Among Thieves is a semi-random card game where players are trying to steal the greatest amount of loot from a city, while avoiding getting caught by the police and trying to get others caught.

### **Components**

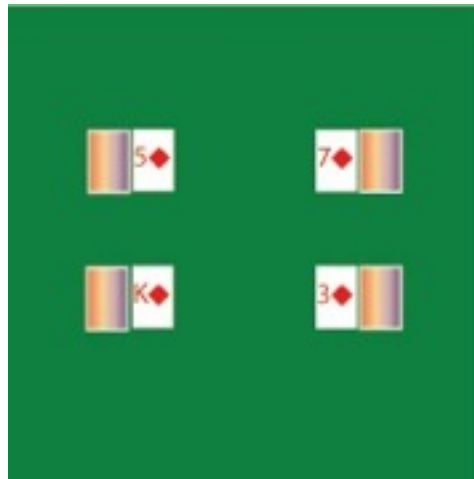
- 1 Standard 52 card deck + 1 Joker
- 4 Differently colored tokens.

### **Setup**

- Separate the diamonds from the rest of the cards in your deck. Shuffle them and deal four of them face-up at the center of the table.



- Deal out the remaining cards, one by one, next to each diamond. Each of these piles represent the neighborhoods that you're trying to steal the diamonds from.



## Gameplay

- Each player chooses a token.
- The game is played by turns.

### Turn:

- You begin your turn selecting which of the face up diamonds you are trying to steal. Each diamond is unique and is worth the number on the card
- The values of each card are the numbers written on them. In the case of the face cards, the **J** is worth **11** the **Q** is worth **12**, the **K** is worth **13** and finally, the **A** is worth **1**.
- **Looting:** To get the loot, you draw cards one by one until the cards you have drawn add up to the same or greater value as the diamond. When you have done so, you get to keep the diamond  
**For example:** *Brynjolf selects a neighborhood that has 17♦ in front of it. He draws 15♥ then 17♣. Brynjolf gets to keep the 17♦.*
- If a player draws a Joker while looting, then the diamond they are trying to steal will automatically become theirs without needing to match its value.
- Players must loot every turn, turns can't be skipped.
- **Cold Feet:** There's no shame in running today to steal tomorrow. At any time while looting, you may choose to back out and end your turn. For example: if you are trying to steal the 1K♦ and the first card you draw is the 17♣.
- After looting, all the cards you revealed are discarded and taken out of the game.
- If a loot was successful, deal another diamond next to that same neighborhood from the pile of diamonds.
- **Getting caught:** No theft is perfectly safe though, spades (♠) are policemen and they will be trying to catch you. If any of the cards you draw is a spade then you

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get caught. You have to place your token between four neighborhoods (where the jail is) and discard the cop along with any other cards that you revealed.

- **Missing a turn:** When you are in jail you miss a turn. You must leave your token in jail. When your next turn comes, you may take back your token but you may not steal anything.
- **Bribing:** If you get caught but you already had some loot on you, you can pay the policeman to turn a blind eye. You do this by paying a card from your loot that is equal or greater in value to the number on the policeman. The card is removed from play. If you do this, the policeman is 'in your pocket'. You can use him later to blow the whistle on another thief later. You may continue trying to steal the diamond after bribing.
- **Blowing the Whistle:** If you have bribed a policeman, you may use him to blow the whistle on another player. You do this by shuffling him into any neighborhood that another thief is about to steal from. That player is forced to steal from the neighborhood he/she had chosen.
- After looting and/or getting caught, your turn is over.

## **Winning**

The game ends when all diamonds have been looted.

When the game ends, the player with the most valuable loot (the added total of all the diamond's values) wins.

Good luck and happy thieving!

## **What happens if... (Rare events that you may run into)**

### **- ...I have a cop 'in my pocket' and I get caught by a different cop while stealing?**

- In that case, you may use your cop to 'cancel-out' the other cop, in which case both cops are discarded and you may continue stealing.

### **- ...cards in a neighborhood run out while there is still a diamond in front of it?**

- In that case, the diamond would be shuffled back in with the rest of the diamonds.

- If a player was in the middle of stealing it, that player doesn't get to keep it.

### **- ... all neighborhoods run out before the diamonds do?**

- In that case, the game would end and the loot counted to determine the winner.