



Any Thief Card



Any Gear Card
INCLUDES A CITY'S GEAR



A specific color
Gear Card



Gear Cards are played onto a Thief. Each Thief can have a max of 3 Gear on them.

Cards relate to all of the cards in Your Crew at that Location—not just the Thief they are played onto.

CAPER



CAPER ICON

Move the Caper Tracker one space toward you



For each Yellow card in your crew, move the Caper Tracker one space toward you



END THE GAME WITH THE CAPER TRACKER CLOSER TO YOUR SIDE TO WIN THE LOCATION

POINT COMBOS



POINT ICON

Points are scored at the end of the game



For each Green card in Your Crew, score 1 Point



For each set of a Purple and any color Gear card in Your Crew, score 2 Points

COINS

When you play a Thief, gain its indicated Coins

Price tags on Gear show the Cost to play the card on a Thief



Gain a Coin
ICON



STOLEN GOODS



Each Location begins with 4 random Stolen Goods that can be taken throughout the game.



Take the depicted Stolen Good from this Location and place it in your Hideout. The  allows you to take any type of Stolen Good.



For each Stolen Good of this type in your Hideout, score a Point.

SCORING STOLEN GOODS

At the end of the game, Stolen Goods in your Hideout will score more points in sets where each icon is unique.

A SINGLE STOLEN GOOD



SET OF 2 UNIQUE STOLEN GOODS



SET OF ALL 3 STOLEN GOODS



BURN ICONS



At this Location, choose a topmost Gear card in your Opponent's Crew and discard it. Revert the immediate effects on that card, but do not revert its effect on other cards—such as Thief effects.



This color card in your Crew is protected from being discarded by a burn effect.