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Glossary

A

Adjust Rigging - A *Guard Card*.

Alert - A *Guard Status*.

Armour, The - A *Treasure Card*.

Arrow - See *Arrow Cards*.

Arrow Cards - There are 3 *Guard Cards* that are arrows and one *Thief Card*. These cards are *Moss*, *Noise*, *Rope* and *Water*.

Arrow, Moss - A *Guard Card* and an *Arrow Card*.

Arrow, Noise - A *Guard Card* and an *Arrow Card*.

Arrow, Rope - A *Thief Card* and an *Arrow Card*.

Arrow, Water - A *Guard Card* and an *Arrow Card*.

Art - A *Guard Card*.

B

Blue Crescent - A symbol on a *Map Tile Hex*. see *Stationary Guard*.

Bored - A *Guard Status*.

C

Compass Rose - The hexagonal illustration in the middle of the *Play Aid* showing the compass directions and the 6 numbers used by players for their *Thief Card* movements.

Co-ordinates - A letter and a number at the centre top of a *Hex* on a *Map Tile* to distinguish it from every other hex on that tile. Used with your *Location Dial* to secretly track your hidden *Thief*.

Counters - There are two counters used in the game. These are *Extinguished Torch* and *Rock*.

Crescent, Blue - A symbol on a *Map Tile Hex*. see *Stationary Guard*.

D

Dice, Black - A numbered die used for determining random start locations for *Wandering Guards* and facing for *Stationary Guards*.

Dice, White - A die with dots used for showing the current *Phase* of the *Movement Phases*.

Diligent - A *Guard Card*.

Discard Pile - see *Guard Card Discards*.

Distracted - A *Guard Status*.

E

East - A *Thief Card*.

Exit - See *Exit Card*.

Exit Card - A *Thief Card*. Played at the start of the game to indicate to all players which *Map Tile* your thief will have to exit from in order to win the game. The *Map Tile* cannot be the *Vault Map Tile* or the one you entered the game from.

Extinguished Torch - A *Counter* used to denote a *Hex* you have used a *Water Arrow* on. No thief may be *Spotted* on that hex, but may still be captured there if a guard and a thief are on that hex at the same time. This counter is removed if a guard ever moves onto it.

Eye, The - A *Treasure Card*.

F

First Player - The current player that goes first. Denoted with a *First Player Card*.

G

Gold Coin - A symbol on a *Thief Card* that shows it can be spent to buy a *Guard Card* in the *Resource Phase*.

Green Line - A symbol on a *Map Tile Hex*. see *Patrolling Guard Route*.

Green Star - A symbol on a *Map Tile Hex*. see *Patrolling Guard Start*.

Green Shield - A symbol on a *Map Tile Hex*. see *Patrolling Guard End*.

Guard - At least one guard is on every *Map Tile*. They are represented with green, blue or red meeples for either a *Patrolling Guard*, a *Stationary Guard* or a *Wandering Guard*.

Guard Card Discards - When *Guard Cards* are used, or after the *Resource Phase* there are cards left, they are discarded to the discard pile space on the *Play Aid*.

Guard Cards - Cards that may be bought in the

Resource Phase or stolen from a *Guard* with a *Pick Pocket*. There are 24 cards that consist of *Adjust Rigging* (x2), *Art* (x2), *Diligent* (x2), *Hip Flask* (x2), *Lockpicks* (x2), *Moss Arrow* (x3), *Noise Arrow* (x2), *Taffer Making Noise* (x2), *Thrown Rock* (x2), *Trip* (x2), *Water Arrow* (x3).

Guard, Patrolling - see *Patrolling Guard*.

Guard, Stationary - see *Stationary Guard*.

Guard, Wandering - see *Wandering Guard*.

Guards Movement Phase - One of the two *Movement Phases*

H

Hammer, The - A *Treasure Card*.

Hex - See *Hexes*.

Hexes - Hexagonal spaces on the *Map Tiles* and *Vault Map Tile* that have *Co-ordinates* on them and may have symbols denoting different game effects. Types of hexes include *Patrolling Guard End*, *Patrolling Guard Route*, *Patrolling Guard Start*, *Special Hex*, *Vault Hex*, *Wall*, *Wandering Guard Route*, *Wandering Guard Start*.

Hide - A *Thief Card*.

Hip Flask - A *Guard Card*.

I

Initiative Phase - Part of the *Sequence of Play* for a *Turn*. This is where you change the *First Player* to the next clockwise player.

Interested - A *Guard Status*.

L

Lantern, The - A *Treasure Card*.

Line of Sight - Any full *Hex* that can be seen by a *Guard*. What hexes a guard can see depends on their *Status*.

Line, Green - see *Patrolling Guard Route*.

Location Dial - A tool for secretly recording the hidden location of your *Thief*. The location dial has two dials, one with letters and the second showing numbers. It's used to record the *Co-Ordinates* of the *Hex* of the *Map Tile* your thief is on.

Lockpicks - A *Guard Card*.

M

Map Tile - There are five large hexagonal cardboard map tiles in the game with *Hexes* on them and one with the *Vault Hex* in the centre, marking it as the *Vault Map Tile*.

Moss Arrow - A *Guard Card*.

Movement Phases - Part of the *Sequence of Play* for a *Turn*. The movement phases are *Guards Movement Phase* and *Players Movement Phase*. These are repeated five times in a turn.

N

Noise - When a player uses a *Run Card* from their *Thief Deck* they make noise and cause *Guards* to become *Alert* if they are *Distracted*, *Bored* or *Interested*.

Noise Arrow - A *Guard Card*.

Nor-East - A *Thief Card*.

Nor-West - A *Thief Card*.

Not Found - When a *Guard* that is *Pursuing* a *Thief* reaches their *Thief Marker* and discovers the thief has since moved out of *Line of Sight*, they change *Status* to *Returning*.

O

Outside Hex - Any of the six corner *Hexes* on a *Map Tile* that isn't next to another map tile or the *Vault Map Tile*. *Thieves* can only enter or leave the *Keep* through an *Outside Hex*.

P

Patrol Route - see *Patrolling Guard Route*.

Patrolling Guard - A type of *Guard*. Shown on the board with a green meeple.

Patrolling Guard End - The green shield symbol on a *Hex* of a *Map Tile* that signifies a *Patrolling Guard* will turn around and head back along its *Patrolling Guard Route* until it reaches the *Patrolling Guard Start* hex.

Patrolling Guard Route - The green line on a *Hex* of a *Map Tile* that signifies the route a *Patrolling Guard* will go back and forth on.

Patrolling Guard Start - The green star symbol on a *Hex* of a *Map Tile* that signifies a *Patrolling Guard* will turn around and head back along its *Patrolling Guard Route* until it reaches the *Patrolling Guard End* hex. Also the hex it starts the game on when first placed.

Phases - There are three phases in a *Turn*. The *Initiative Phase*, then the *Resource Phase* then five repetitions of the *Movement Phase* which is broken down into the *Guards Movement Phase* and the *Players Movement Phase*.

Pick Pocket - A *Thief Card*. Only useful if your thief is adjacent to, and out of *Line of Sight* of a *Guard*.

Play Aid - A large hexagon of the same size as the *Map Tiles* but containing a place to put the *Guard Cards* the *Guard Card Discards* and showing the *Compass Rose* for directions and a summary of the *Statuses*

Players Movement Phase - The second part of the *Movement Phase* in which players may use a *Thief Card* or *Guard Card*, *Rest* or *Pick Pockets*.

Pursuing - A *Guard Status*.

R

Resource Phase - The second *Phase* of a *Turn*. When 5 *Guard Cards* are made available to buy and *Resting Thief Markers* are removed.

Rest - A *Thief Card*. The only way to get *Thief Cards* back, but it reveals your *Thief's* location to the other players (but not to the *Guards*).

Returning - A *Guard Status*.

Rock - A counter used to show where the rock has landed from playing a *Thrown Rock Guard Card*

Rope Arrow - A *Thief Card*. Only useful if your thief is adjacent to a *Special Hex*.

Run - A *Thief Card*.

S

Sequence of Play - The order that phases occur in a turn. *Initiative Phase, Resource Phase, Movement Phase* x5.

Shield, Green - A symbol on a *Map Tile Hex*. see *Patrolling Guard End*.

Shield, Red - A symbol on a *Map Tile Hex*. see *Wandering Guard Start*.

Sou-East - A *Thief Card*.

Sou-West - A *Thief Card*.

Special Hex - A symbol on a *Map Tile Hex*.

Spotted - When a *Guard* ends its move within *Line of Sight* of a *Thief* or a thief ends its move in the line of sight of a guard.

Star - A symbol on a *Map Tile Hex*. see *Patrolling Guard Start*.

Star, Green - A symbol on a *Map Tile Hex*. see *Patrolling Guard Start*.

Stationary Guard - A type of *Guard*. Shown on the board with a blue meeple.

Status - see *Statuses*.

Status Marker - A hexagonal counter you place underneath the *Guard's* meeple to show its status and which direction it is looking.

Statuses - There are six statuses a *Guard* may have. *Distracted, Bored, Interested, Alert, Pursuing* and *Returning*

Sword, The - A *Treasure Card*

T

Taffer - Derogatory term.

Taffer Making Noise - A *Guard Card*.

The Armour - A *Treasure Card*.

The Eye - A *Treasure Card*.

The Hammer - A *Treasure Card*.

The Lantern - A *Treasure Card*.

The Sword - A *Treasure Card*.

Thief - Your character in the game. Usually their location on the board is unknown, but occasionally a *Thief Marker* will be placed to show where they were when *Spotted* or *Resting*. If your thief is ever in the same *Hex* as a *Guard* your thief is captured and you lose the game.

Thief Cards - The default cards for each player. There are twelve cards. These cards are *Nor-East, Nor-West, East, West, Sou-East, Sou-West, Rest, Pick Pocket, Run, Hide, Rope Arrow* and your *Exit* card.

Thief Deck - The cards a player may use. This includes unplayed and unspent *Thief Cards* and any *Guard Cards* the player has bought in the *Resource Phase* or *Pick Pocketed* in the *Players Movement Phase*

Thief Marker - The translucent marker the same colour as the player's *Location Dial* and *Thief Cards*. Used to show where their *Thief* was last seen and at the start of the game, which *Map Tile* they will be entering.

Thrown Rock - A *Guard Card*.

Treasure - What your thief needs to steal to win the game. Treasure is stolen from the *Vault Hex* on the *Vault Map Tile* and represented with a *Treasure Card* which also limits your movement when revealed.

Treasure Cards - There are five treasure cards. These cards are *The Armour, The Eye, The Hammer, The Lantern* and *The Sword*.

Trip - A *Guard Card*.

Turn - One turn consists of three *Phases*. The *Initiative Phase*, the *Resource Phase* and the *Movement Phase* which is repeated five times. The movement phase is broken down into the *Guards Movement Phase* and the *Players Movement Phase*

Turn Sequence - see *Sequence of Play*.

V

Vault - see *Vault Hex*.

Vault Hex - The *Hex* with a yellow crown symbol on it. You reveal your *Treasure Card* when you enter the hex, But it only effects you when you leave it.

Vault Map Tile - The *Map Tile* that has the *Vault Hex* on it.

Vault Tile - see *Vault Map Tile*

W

Wandering Guard - A type of *Guard*. Shown on the board with a red meeple.

Wandering Guard Route - The red arrow on a *Hex* of a *Map Tile* that signifies the route a *Wandering Guard* will follow.

Wandering Guard Start - The red shield on a *Hex* of a *Map Tile* that signifies where a *Wandering Guard* might start when first placed on the tile.

Wandering Route - see *Wandering Guard Route*.

Wandering Start - see *Wandering Guard Start*.

Water Arrow - A *Guard Card*.

West - A *Thief Card*.