



A game by Thorsten Gimmler for 2 - 4 players

The sun is going down and dusk is slowly descending upon Baghdad's silhouette. The shadows in the alleyways are getting longer and becoming darker. The Bazaar slowly empties and the honourable citizens of this desert metropolis make their way home.



This is the time when Ahmed and his men go about their business. They have planned a big mission for this night. They want to steal no less than 4 treasures from the palaces to leave no-one in any doubt that: There is only one thief of Baghdad!

Playing Equipment

- 1 gameboard – showing 6 palaces



- 102 palace cards – 17 cards showing one of the six palaces



Reverse side of the cards



- 8 cards of female dancers – they served as jokers and are used like the palace cards
- 24 treasure troves – of six treasure troves labelled with 4 to 7 thieves respectively

- 48 thieves – four sets of 12 thieves in different colours



Top sides of the treasure troves



Reverse side of the treasure troves

- 24 Guards – four sets of 12 guards in different colours and 8 black, neutral guards

- 1 Game instructions

Object of the game

Each player can move his/her thieves and guards using palace cards. You can, of course, collect the thieves as quickly as possible at the treasure troves whilst you should try to place the guards in front of the other

thieves.

The player who succeeds in being the first person to steal the required number of treasure troves, completes and wins the game.

Getting ready to play

The gameboard is placed in the middle of the table.

▶ **6 even stacks** are formed with the **treasure troves**.

A treasure trove labelled with the number 7 is placed at the bottom of each stack. A treasure trove with 6 thieves is placed upon it, then one with 5 thieves and a treasure trove is placed upon it, which is labelled with 4 thieves.

This kind of stack is placed on the coloured terrace in **each** palace following this.

▶ A **black, neutral guard** is placed on a guard's square in front of each palace.

▶ The palace cards are shuffled and placed as a hidden stack next to the gameboard. The **dancers' cards** are placed facing upwards next to the gameboard.

▶ The oldest player is the starting player, the others follow in a clockwise direction.

Depending on the number of players

If there are two players each player receives:

- **All the thieves (12)** in the colour of his/her choice and
- **4 guards** of the same colour;
- the starting player receives **6 palace cards** from the stack, the second player receives 7 cards.

If there are three players, each player receives:

- **All the thieves** in the colour of his/her choice and
- **3 guards** of the same colour;
- the starting player receives **6 palace cards**, the second player receives 7 cards and the third player receives 8 cards.

If there are four players, each player receives:

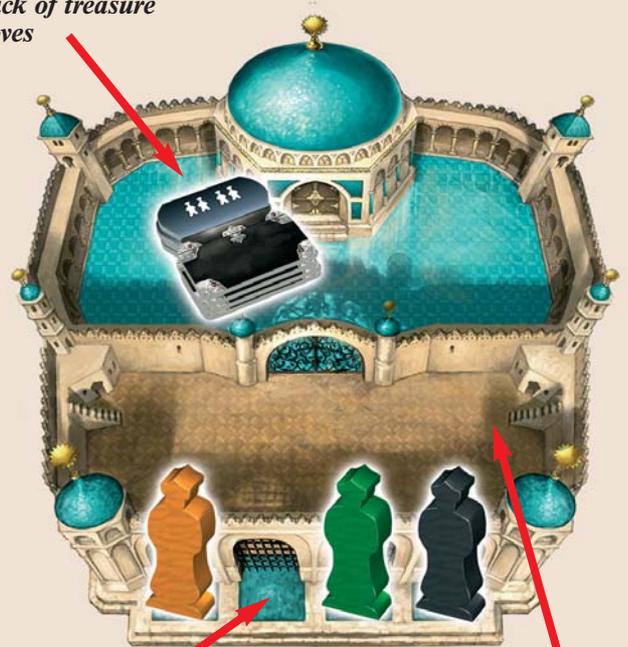
- **All the thieves** in the colour of his/her choice and
- **2 guards** of the same colour;
- the starting player receives **6 palace cards**, the second player receives 7 cards, the third player receives 8 cards and the fourth player receives 9 cards.

▶ Now each player in turn places a guard of their own colour on a free guard's square of their own choice. This is repeated until all the players' guards have been placed on the board.

Each player sets up their own stock of treasure with his/her thieves and places his/her cards in their hands.



Terrace with space for the stack of treasure troves



4 guard fields for up to 4 guards.

The thieves have arrived in the inner courtyard.

Notice: A maximum number of 4 guards may be placed in front of a palace.

How to play

The players try to employ or move their thieves and guards by playing their palace cards that they can rob the treasure troves from the palaces as quickly as possible.

However, the troves are heavy and require a certain number of thieves. The treasure trove can only be robbed once there are enough thieves in the palace.

Actions using palace cards

It is possible to carry out the following actions by playing suitable palace cards:

- Place (smuggle in) a thief from your stock of cards into a palace.
- Moving your own guard.
- Moving your own guard and taking your own thief with you at the same time.
- Moving a neutral guard.

Palace cards that have been played form a joint discard pile.

■ Place your own thief from your stock into a palace [costs 1 card per external guard].

You need to play 1 card of the respective palace for each external guard (guard of a fellow player or a neutral guard) standing there in order to move 1 thief from your own stock into a palace.

In this case at least 1 of your own guards and 1 external guard must be standing in front of the palace.

*Example:
Player "Green" places 1 thief in the red palace by playing 2 red cards (one for the neutral guard and one for the blue guard). He/she does not hand in a card for its own guard.*



Notice: As many thieves as you like can stay in a palace.

■ Moving your own guard [costs 1 card].

Players who want to send one guard from one palace to the next one must play 1 card. This card must either display the palace that the guard has been standing in front of up to now or display the palace to which the guard is to be sent. In addition at least 1 guard's square must be unoccupied there.



■ Moving your own guard and taking your own thief with you at the same time [costs 1 card].

Your own guard who is sent to another palace, can take his own thief with him. Taking the thief with him does not use up any additional palace cards. Of course the thief must have entered the same palace.

The thief is placed inside the palace's inner courtyard.



Notice: You may not take external thieves with you

■ Moving a neutral guard [costs 2 cards].

Players who want to send a neutral guard from one palace to the next one must play 2 cards:

One card must display the palace in front of which the guard has been standing up to now and the other card must display the palace to which the guard is sent. In addition at least 1 guard's square must be unoccupied there.



Notice: Guards of other players may not be moved.

■ Combining any number of actions

In principle the player whose turn it is may carry out as many actions as he/she likes and can pay for them with the corresponding palace cards. He/she may also play the same action several times. They can freely select the sequence of actions.

Exception: A player may only carry out a **maximum total of 3 actions with thieves** (■ ■ ■) within one move.

Rob the treasure troves

The top treasure trove in the palace respectively indicates how many own thieves a player requires.

As soon as a player succeeds in smuggling the number of thieves necessary to steal a treasure trove into a palace he/she will take the corresponding treasure trove from the palace and place it openly in front of him/herself with the reverse side facing upwards. The thieves who are involved are placed back in the player's own stock and are immediately available once again.

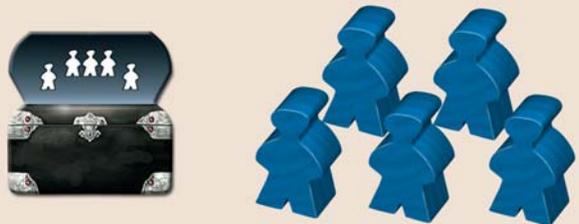
Taking replacement cards

You take **3 cards from the hidden stack** and place them in your hands after you have completed your actions.

If the stack has been used up the palace cards are shuffled and made available as a new hidden stack.

If you have not carried out any actions when it is your turn you take **4 cards**, one of the cards may be a dancer.

The dancer (joker) can be used like any palace card when you have another turn. Dancers that have been played are not placed on the discard pile but are put back with the open dancers' cards.



Example: The player who wants this treasure trove requires 5 thieves.

Anmerkung: Fremde Diebe – sie sind am Raub nicht beteiligt – bleiben im Palast.

Notice: If the stack with the dancers has been used then you take a card from the hidden stack.

End of the game

The player who is the first in the game to rob:

- 6 treasure troves, ...in a game with 2 players,
- 5 treasure troves, ...in a game with 3 players,
- 4 treasure troves, ...in a game with 4 players,

immediately ends the game.

He/she has won the game and can now bear the title of THE »Thief of Baghdad«.



Other game variants

People who prefer a more tactical version of the game can play the following variant:

Each player not only places his/her guard in his own colour prior to the start of the game but also 2 neutral guards. Each player decides him/herself

the sequence in which their own and neutral guards are positioned.

In addition no neutral guards are placed on the board.

