

# NOTE: WORK IN PROGRESS

David Turczi

## Steal This Game

### Overview

In this 2-player game, one player is an exhibitor at a gaming exhibition. The other player is a Thief trying to steal the money, which is contained within one of the four cashboxes. The Thief must lie and bluff to succeed.

### Preparation

- Cut out the Cashier card and the 4 cashbox cards on the designated lines. Keep the rest of the postcard as the risk-track.
- Take 2 six-sided dice and your favourite type of small object to use as a risk token for the risk track.

### Setup

The Exhibitor player takes the 4 cashbox cards (one of these has the money, the other 3 are decoys), and places them, in the order of their choosing, face down in a row without letting the Thief see what is on the other side. The Exhibitor can always peek at the cards so that he or she knows where the money is. The leftmost cashbox is considered adjacent to the rightmost. Then, the Exhibitor places the Cashier in front of one of the cashboxes; the Cashier protects the cashbox where they are.

### Gameplay

The Thief starts the game by rolling the two dice secretly behind his or her hand.

The Thief then places the risk token on one of the spaces of the risk track, thereby making a statement about his or her dice which may or may not be true (see later for more detailed rules on the risk track).

The Exhibitor then declares whether they believe the Thief or not.

#### **Option 1: Exhibitor declares the Thief is telling the truth.**

The Thief can perform **one** of two possible actions:

1. Look at one of the unprotected cashbox cards.
2. Move the cashier to an adjacent cashbox. Remember that the leftmost and rightmost cards are adjacent.

After the Thief's action, the Exhibitor is allowed to move their Cashier one space, as per the rules above, with the exception that the Thief's move may not be reversed.

#### **Option 2: The Exhibitor declares the Thief is lying.**

The Thief reveals their dice:

- a) If the Thief was telling the truth, the Exhibitor must turn one of their cashboxes, of their choice, face up and then remove it from the game. Afterwards, if the only one remaining is the

one with the money, the Thief immediately wins the game. Otherwise, the Exhibitor may reposition the remaining cashbox cards (shell game style, so the Thief may try to track them), for a maximum 10 seconds. After this, the Exhibitor may place the Cashier in front of any remaining cashbox. Finally, the Thief hides the dice again, and then rerolls one of them in secret.

- b) If the Thief was lying, that player must immediately pick one of the unprotected cashboxes and reveal it. If the cashbox is the one with the money, the Thief immediately wins the game. Otherwise, the Exhibitor wins. Either way, if the Thief is caught lying, the game will end.

After this process, play repeats with the Thief moving the risk token to a higher space on the risk track. Again, the Exhibitor may call their bluff or let the Thief take an action, and so on.

At any time when placing the risk token, the Thief can place it on the final space (Steal). This allows the Thief to reveal an unprotected cashbox, and if it is the one with the money, they win the game immediately; otherwise they lose.

## Winning the game

- The Thief wins if he reveals the cashbox with the money, or if the Exhibitor has only one cashbox left.
- The Exhibitor wins if the Thief reveals an empty cashbox.

## Risk Track

The spaces on the risk track are divided into four categories.

**Prepare** (numbers 1-6): By choosing one of these spaces, the Thief is saying that at least one of his or her dice is showing the number

**Observe** (6, 8, 10): By choosing one of these spaces, the Thief is saying that the sum of their dice is at least as high as this number.

**Hit** (X=X): The Thief is claiming to have rolled the same result on both dice.

**Steal** (Hand Symbol): The Thief immediately attempts to steal the money!

## Example of Play

*Ani is the Exhibitor and places the cash in position 2 in the row of cashbox cards. She also chooses to place the Cashier in this position too. Bernd, who plays the Thief, does not know where the money is. He then rolls the dice, hiding them with his hand, and gets a 3 and a 4.*

*He places the risk token on the third space of the risk track and announces "Prepare 3", claiming that he has at least one 3 showing on his two dice. Ani believes him and lets Bernd take an action. Bernd could move the Cashier, but instead chooses to look at the cashbox in position 1; he is not allowed to look at the one at position 2, because of the Cashier present. He sees that this card is not the money.*

*Ani moves the Cashier, as a bluff, to position 3. Bernd then chooses and announces "Prepare 4". Again, she believes it, and Bernd is allowed to take another action, and looks at the cashbox in position 4. He sees another empty one, and now knows that the money is at position 2 or 3.*