

GAME RULES

CLUMSY THIEF

Jessie Mahon

FOR 3-6 PLAYERS
INCLUDES 93 CARDS: 84 MONEY, 6 THIEF, AND 3 JAIL

THE PLAYER WITH THE MOST MONEY WINS.

GET MONEY BY MAKING OR TAKING MONEY STACKS.

LOSE MONEY IF YOUR STACK IS TAKEN.

WATCH DEMO AT
www.melonrind.com/video

PREPARING THE GAME

Shuffle the cards thoroughly. Deal each player seven cards, face down.

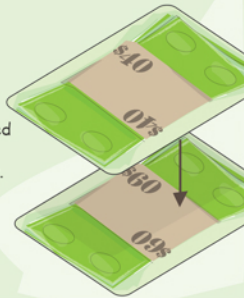
Place the remaining deck face down in the middle.

STARTING THE GAME

Look at your cards and create separate money stacks on the table in front of you.

MONEY STACKS

A money stack starts with two cards that add up to exactly \$100. The two cards are stacked face up, one on top of the other.



First, all players must make all possible money stacks and place them face up on the table. (If no one can make a stack, all players take another card from the center deck.)

Next, the dealer says "Go!" and all players may take money stacks from other players using the cards in their hands. You don't take turns.

GO!

There are three ways to take a stack.

1. MONEY CARDS

You may take a money stack from any player if a card in your hand and the top card of a stack add up to exactly \$100. You may add only one card to the top card—then take the entire stack.

For example, if you have a card in your hand with \$80 and a stack on the table has a \$20 card on top, you can place your card on top and slide the entire stack over to your side of the table. Another player with a \$20 card could then top your stack and slide it to his/her side of the table.



2. THIEF CARDS

Any Thief card lets you take any money stack from any player. Thief cards can also take money stacks already taken by another thief—more than one Thief card can be on top of a stack.



3. JAIL CARDS

A Jail card tops only a Thief card and takes the whole stack. You may top your own Thief card to prevent other players from taking your stack. (No card can top a Jail card.)



ADD MONEY TO YOUR STACKS

You may also place a card from your hand onto your own stack if your card and the top card of your stack add up to exactly \$100.



When everyone is done taking stacks, all players take more cards from the center deck, replenishing their hand to seven cards to begin another round.



Players who still have seven or more cards left in their hands don't take any more cards. (In the rare case when every player has seven or more cards and no one can make or take a stack, all players take another card from the center deck.)



Before the snatching begins, all players must make all possible money stacks and put them face up on the table.



On "Go!" a new round of snatching begins!

ENDING THE GAME

The game ends when the center deck of cards runs out or there aren't enough cards for all players to replenish their hands to seven cards.



Anyone still holding cards turns them face down and discards them.

SCORING

Players add their card stacks. Money cards are worth their dollar value. Thief, Jail, and discarded cards have no value.



Scoring is easier if you keep your money in \$100 stacks.

The player with the most money wins!!

Check out other award-winning games!
www.melonrind.com
@melonringames