

***1985:***  
***THIEVES IN THE***  
***SHADOWS***

30-45 MIN<sup>1</sup>

**2-5 PLAYERS:**

1 vs. 1

2 vs. 1

2 vs. 2

3 vs. 2

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<sup>1</sup> Estimated time



## INTRODUCTION








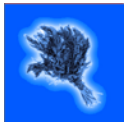


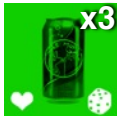




*It is the early hours of December twenty-fifth, nineteen eighty five, and the largest robbery of pre-Hispanic artifacts in mexican history is about to take place. You and your accomplice(s) must infiltrate the Mexica Museum and take home a million-dollar treasure... if you manage to escape the Museum's security guard and the supernatural forces that protect the mexica's legacy.*

**OBJECTIVES:** In this scenario, two sides will face each other:

- **THIEVES** (1-3 players). Their objective is to steal a specific selection of **ARTIFACTS** from the museum, and flee before time runs out, without being eliminated.
- **DEFENDERS** (1-2 players). Their objective is to eliminate all the **THIEVES**.

## GAME PREPARATION:

1. Place the **BOARD**.
2. Deal each player their **CHARACTER CARDS** and starting *tokens*:
  - **THIEVES**. Characters “2” (yellow), and “3” (blue). In a five player game, add character “4” (green).
  - **DEFENDERS**. Character “1” (red) and **GHOST PRIEST**.
3. For this scenario, character “1” starts the game with his initial *token* (the **BATON**) **PLUS** the **PISTOL** and four **AMMO tokens** (in a five player game, the **GUARD** starts with six **AMMO tokens**).
4. Set the **GAME CLOCK** at **12:00**.
5. Shuffle the **ARTIFACTS** deck (yellow back side) and deal 3 face down cards to every **THIEF** (regardless of the number of players). Players keep their hand secret from other players.
6. Choose the scenario's **DIFFICULTY**. The conditions are:
  - **NORMAL**. Time limit: **6:00** (36 rounds)
  - **HARD**. Time limit: **5:00** (30 rounds)
  - **VERY HARD**. Time limit: **4:00** (24 rounds)
7. Place *tokens* and player pieces according to the **CHART**:

	LOCATION		LOCATION		LOCATION
	J-12 J-13 L-12		A-4, A-7 E-1, M-6		O-15
	L-2 H-5		K-10, J-4		B-15
	G-10		B-5, D-1 D-10 M-2		B-2
	C-5				B-2
	J-5		D-4		(If required) B-2



M-12



G-15



D-12



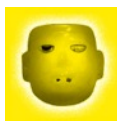
B-15



Ñ-11



Ñ-7



Ñ-14



L-13



Ñ-4

## ***SCENARIO RULES:***

1. The **THIEVES OBJECTIVE** is to steal two of three **ARTIFACTS** showned in their hand and escape the museum before time runs out (according to the difficulty setting).
2. When **THIEVES** steal an **ARTIFACT** they flip the matching card up, in order to show correspondance with their **OBJECTIVES**.
3. If a **THIEF DIES**, the remaining **THIEVES** take one random card from the dead player's hand and add it to their hand, while discarding one of their original **ARTIFACT** cards. This new **ARTIFACT** is now part of their **OBJECTIVES** and must also steal it to win the game.

**SPECIAL RULE:** the **GUARD** (character "1") is "possessed by the Museum's spirits" so despite being **HUMAN**, this player cannot be **INJURED** or attacked by the **GHOST PRIEST**, since they are on the same team (if the **GUARD** dies he become a **GHOST SUBJECT** as described in the **BASE RULES**).

## **NOTES:**

- In a **1 vs 1** game, if a **THIEF** dies, his/ her **GHOST** is controlled by the opposing player.
- In games with more than two players, the original player controls his/ her character's **GHOST** when he/ she **DIES**.
- In a game with three **THIEVES**, the game ends and they automatically lose when two of them **DIE**.
- The **EVENTS** deck will not be normally used in this scenario.
- If you want to modify the **DIFFICULTY** for either side:
  - a) Increase the initial **THIEF'S OBJECTIVE** to 3 **ARTIFACTS** per player (greater challenge for **THIEVES**).
  - b) Greater challenge for **DEFENDERS**: reduce the **THIEVES** original **OBJECTIVE** to 1 **ARTIFACT** per player.
  - c) Add the use of **EVENTS** deck to the game. (Check the use of **EVENTS** deck in **BASE RULES**).