



Where the Past comes to life...

1985:
THIEVES IN THE
SHADOWS

30-45 MIN¹

2-5 PLAYERS:

1 vs. 1

2 vs. 1

2 vs. 2

3 vs. 2

A game by
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¹ Estimated time

SCENARIO RULES:

1. The **THIEVES OBJECTIVE** is to steal two of three **ARTIFACTS** shown 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**).



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-5, D-1 D-10 M-2	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