

Pick the Lock

Objective: Two to five players take turns stealing valuable items from the vault or each other. The thief with the most valuable treasure is the winner, but be careful because each treasure has a special effect that may hinder your progress while helping your opponents.

Set-Up: Each player takes a set of Thief Cards, the colored cards numbered 4-8. Place the Combination Cards, the gray cards numbered 1-8, out on the table. Set up the "vault" with random treasure cards in the amount shown below.

2 Players = 5 Treasures

3 Players = 7 Treasures

4 Players = 9 Treasures

5 Players = 11 Treasures

**Note: for your first few games, place the treasures face down to create a "Closed Vault." In later games, you can play them face up for an "Open Vault."*

Starting the Game: Each player draws 1 card from the vault and places it in front of them, face up. Each player draws 1 random Thief Card from their hand. The highest number goes first; repeat until there is a clear winner.

Rounds: Each round begins with the player who currently has the most treasures. If tied, the player who last obtained a new treasure goes first.

Turns: Choose 1 of 2 options: 1. Play 1 Thief Card from your hand to target a treasure in the vault or a treasure owned by another player. 2. Discard 1 card from your hand to return 1 treasure you own to the vault.

Winning: When players have no more Thief Cards the player with the most valuable treasures wins. Each treasure card has a value in the upper right corner. Add the total for each player to determine the winner. If there is a tie, the tied players play a final round using just their number 4 Thief Card. Any player not in the tie is out of the game and any treasures they own can no longer be stolen. Increase the Thief Card number by one for each additional round needed to determine a single winner.

Treasure Effects: Each treasure has a special effect. Any effects with the term "owner" refer to the player who possesses that treasure. Effects on treasures that you own may apply during your turn before playing a card from your hand; others may not apply at all.

When you attempt to steal from another player, you may use any or all of that player's treasure effects before playing a card from your hand, unless otherwise specified.

Some treasures have effects that only apply when that treasure is being targeted, while other treasures may have effects that apply while their owner is being targeted.

Stealing from the Vault: Target a treasure from the vault by selecting 1 card in your hand. Play it face-up. This card sets the range of the combination. The player to your right then sets the combination with the Combination Cards. They select 3 cards and place them face down. Each of these cards must stay within the defined range. (values as low as 1, but may not exceed the value of the Thief Card played) You then name a number out loud. The 3 "Combination Cards" are revealed. If any equal the value said aloud the attempt succeeds and you take the targeted treasure and place it face-up in front of you. If the number specified was not among the 3 cards, your attempt fails and your turn is over. In either case, discard the Thief Card played by placing it in a face-down pile.

Stealing from Another Player: Target a treasure an opponent owns by selecting 1 card from your hand. Play it face up. This card sets the range of the combination. You may use any amount of relevant effects from your opponent's treasures. The owner sets the combination in the same manner as they would for the vault. However, they use only 1 Combination Card. You then name a number out loud. The Combination Card is then revealed. If it equals the value said aloud the attempt succeeds and you take the targeted treasure and place it face-up in front of you. If the number you specified was not in the combination, your attempt has failed and your turn is over. In either case, discard the Thief Card you played by placing it in a face-down pile.

Game Modes: Each mode adds a different way to deal with the vault. The first is the "Closed Vault". This is outlined in the Set-Up section. The second mode is the "Open Vault". In this mode, set up the vault as normal - but with all treasures face up. The third mode is the "Stacked Vault". This can be used with both the "Closed Vault" and the "Open Vault". With the "Stacked Vault" each player decides which treasures will be included in the game. Shuffle the deck, draw 1 card, and place that card in the center of the play area. Pass the deck around to each player. Each player selects 2 treasures s/he would like to see in the vault and places them face up or down according to the use of an "Open" or "Closed Vault".

For Young Children: When playing "Pick the Lock" with young children, play the game as normal but ignore treasure effects and values. This allows children to learn the basic mechanics of range and odds.

Further instructions or videos on how to play can be found at:

portaldragon.com/pickthelock

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