

Contents

A game by Catherine Dumas, Charles Chevallier and Pascal Pelemans, with artwork by Christophe Madura; the characters in the game are inspired by the work of Maurice Leblanc, author of the following novels, in which the famous Arsène Lupin is the protagonist: *The Woman With Two Smiles*, *813*, *The Countess of Cagliostro* and *The Mysterious Mansion*.

5 Burglar Tiles



10 Helping Hand Tokens



5 Alliance Tokens



1 Matchmaker Token



12 Special Tokens



1 Lock



1 Car



2 Tunnels



8 Loot

1 Brigadier Token



5 Location Tiles















75 Equipment Tokens

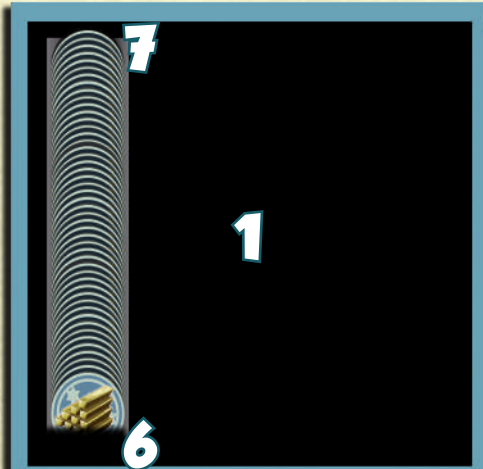


Goal of the Game

To become the Ace of Burglars by collecting the most Loot!

Setup

- 1 The game box cover is the playing board: set it within reach of all players.
- 2 Shuffle the Burglar tiles. Each player takes one random tile and looks at it. This burglar represents the player during the game. These tiles are placed face down on the table in front of the players.
- 3 Place the 5 Location tiles in the middle of the table.
- 4 Place the following tokens:
 - 1 Tunnel token  next to the Manor tile (the one with a Tunnel icon );
 - 1 Lock token  next to the Museum tile (the one with a Lock icon );
 - 2 Loot tokens  next to the Bank tile (the one with a Loot icon ); *and*
 - 1 Tunnel token  , 1 Car token  and the 6 remaining Loot tokens  in the middle of the table.
- 5 Shuffle the Equipment tokens and randomly place 2 face up next to each Location tile.
- 6 Set the other 65 Equipment tokens face down  in the game box to form a draw pile in the box.
- 7 Shuffle the Brigadier token  with the last six Equipment tokens and place them at the end of the draw pile.
- 8 Flip the first three Equipment tokens face up and place them in the Equipment Space on the game board.
- 9 If this is a two-player game, each player takes four Helping Hand tokens  ,
If this is a three-player game, each player takes three Helping Hand tokens.
If this is a four-player game, each player takes two Helping Hand tokens.



2



4



5



5



5



4



4



5



5



3



4



Sequence of Play

The game is played over a series of rounds. Each round begins with the **Choice of Alliances**, continues through a series of **Burglary Actions**, and ends with the **Splitting of the Loot**. The youngest player starts the game.

Choice of Alliances

Place the Matchmaker token in front of the starting player. That player takes the five Alliance tokens, places two of them in the White Alliance Space, and places the other three in the Black Alliance Space. This creates two alliances, with two burglars opposed to the other three.

Be Careful! There is only one **Choice of Alliances** each round!



Example: By placing the five Alliance tokens, Suzette has chosen to ally the **green** burglar and the **black** burglar against everyone else.

Burglary Actions

The *next player*, going clockwise, **must** take **one** of the following actions:

- Choose one of the three face up Equipment tokens from the game board and place it next to one of the five Location tiles. The token is immediately replaced with the first Equipment token from the draw pile;
- Draw the first Equipment token from the draw pile and place it next to one of the five Location tiles; *or*
- Spend one Helping Hand token to move a Special token (See “Special Tokens” on page 6).

Be Careful! There can never be more than **three** Equipment tokens of the **same type** at each Location. For example, there cannot be more than three Mask tokens at the Bank (regardless of color).

The next player, still going clockwise, now takes one of the actions listed above. Players continue taking turns until it's time for “Splitting the Loot”.

Splitting the Loot

As soon as *any* Location tile has all five types of Equipment tokens (regardless of color), the player turns stop and a burglary happens at that Location. It's time to Split the Loot!



1 First, determine which alliance gets the loot: it's the one with the **most** Equipment tokens of their colors next to that Location tile. Then, flip all the tokens at that Location face down, including any Loot tokens, but **not** including any Tunnels, the Lock, or the Car. These tokens become Loot tokens.

2 All of these Loot tokens are split evenly between the colors belonging to the winning alliance. If there are tokens left over that can't be part of an even split, they are lost (discard them from the game). **If the two alliances tie for the loot, all the Loot tokens are lost.**



$$9 = 4 \text{ (stack)} + 4 \text{ (stack)} + 1 \text{ (stack with X)}$$



Example: The **green/black** alliance gets the loot since it has 5 tokens that match their colors against 4 tokens for the **purple/red/yellow** alliance.

Example: in total, there are 9 Loot tokens to be split between two burglars, so each gets 4 tokens and 1 is lost.

3 The first two Equipment tokens are taken from the draw pile and placed face up next to the now-empty Location.

Once the loot has been split, the round ends. The player with the Matchmaker token gives it to the player on their left, who becomes the new starting player. That player **must** create **new** alliances by moving **at least two of the five** Alliance tokens. Then, the next player to the left takes a Burglary action (see page 4) and so on.

Special tokens

On their turn, a player with a Helping Hand token may spend it to **move** a Special token from one Location to another, or from the middle of the table to a Location, **instead** of placing an Equipment token.



The **Tunnel** tokens allow players to link Location tiles together to form a single Location. This double Location may have more than three Equipment tokens of the same type, if they are next to two different Location tiles that were linked together. If the double Location meets the requirements for burglary, after the burglars split the loot the player who played the fifth type of Equipment token there chooses one of the two Tunnel tokens and returns it to the middle of the table.





The **Car** allows the player who moved it next to a Location to immediately move **one** Equipment token from that Location to the Location with the Lock token (as a single action, the Car *and* the Equipment token are both moved).




The **Lock** prevents the players from Splitting the Loot at that location. Players may still place Equipment tokens there, but even if the requirements are met there is no Splitting the Loot at that location. However, if the Lock is moved somewhere else, leaving behind all five types of Equipment, a burglary occurs there immediately. If the Location with the Lock is linked to another Location with the Tunnel tokens, the Lock blocks **both** Locations.



The **Loot** tokens don't count as Equipment when determining which alliance gets the loot, but they are divided up when they Split the Loot. A player using a Helping Hand token can move one or more Loot tokens from one Location to another. If, at any moment, there are no Loot tokens next to any of the Locations, two Loot tokens are immediately placed next to the Bank, if any are still available.

End of the game

When the Brigadier token  is drawn, the game ends immediately.

Each player reveals their secret burglar identity. The player whose burglar has the **most** Loot tokens (the highest pile of tokens) becomes the Ace of Burglars and wins the game!

If there is a tie, the tied player who still has the most Helping Hand tokens wins. If still tied, the one with the most tokens of **their own** color in their Loot pile wins. If nothing breaks the tie between them, they must face off again in a new game!

Variant



For a less random setup (but which takes a bit more time), separate the ten Equipment tokens with the yellow border from the rest of the Equipment tokens. Instead of placing two random Equipment tokens at each Location, randomly place two of these yellow border tokens at each Location. Thus, when the game begins, each color and type of Equipment will appear exactly twice.

A Night in Paris

As the night falls, the Place Vendome illuminates. Its silhouette is haloed by the gas lamps, its shadows deepen and then ... the whistle of policemen fills its usual silence.

I leap from a column at the edge of the roof, make sure of my hold, and pull myself up to where the winds batter at my long vest. The swarm of gendarmes becomes lively, and they surround the obelisk. None of them see me. They run from one jewelry store to another, seeing the multiple break-ins and shout orders filled with curses.

"More light over here! Wake up the commissioner! Wake his wife, his dog, his children, and the Minister of War!"

With one hand, I hold on to one of the chimneys. With the other, I weigh my satchel, bulging with the night's loot. Three jewelry stores, no less!

Then I turn away, barely bothering a sleeping cat...

Credits

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