

THIEVES' HIGHWAY RULES OF THE ROAD.

The Game Scenario and Objective.

The board game is set in the year 1928, the notorious era of the Roaring 20's. Big Joe Bransen and his fellow thugs have moved in and taken over your city. You are a vigilante. To win at Thieves' Highway you must capture Big Joe Bransen and his four buddies and recover \$50,000 in stolen money. To accomplish this, you must first travel to and obtain bank keys which are placed around the game board. The key gains entry into its matching coloured bank which has been taken over by one of the 5 gangsters. It is here that you capture one bad guy and recover an amount of the stolen money.

Before play begins, each player is given \$15,000 in cash, three option cards, *one AL Average lawyer card* (to be taken from the lawyer card deck), and one reference card. All Lawyer cards and Highway cards are thoroughly shuffled and positioned in their designated locations on the game board. The top lawyer card is then placed face up on the deck. One player is appointed as the banker and is responsible for managing the remaining cash, the Bad Guy cards, the option cards, and the black Offence chips.

The Play

To start the game, all players must choose a coloured marker and place it in 'Victory Place', the 4-sectioned octagon at the center of the game board. Both dice are tossed by all players; the highest dice re-rolls and moves first. Exiting your direction of choice, players may count their way towards the yellow, green, red or blue key station. Consider the burgundy key station marked 'restricted access' out of bounds for now. Victory Place will count as 1 square from this point on when passing through the game board center. When moving around the board you must always move in a forward motion, leaving your marker with the arrow on top facing your direction of travel.

- Backing up is never allowed (unless the "about face" maneuver is used. See option cards below.
- Rolling doubles is a free turn when moving around the board.

When entering your Key Station (or any other facility) you must enter via the '*in arrow*' and exit via the '*out arrow*' of the facility. If higher dice than needed are rolled, upon your arrival at any location, you simply move your marker off the highway and into the facility. Once you have entered the Key Station, the available key is taken into your possession. You remain at the Key Station until your next turn, at which time you must exit via the '*Out Arrow*', counting the first square adjacent to the '*Out Arrow*' as your first count.

With a key now in your possession, you may travel to and enter the matching coloured Bank. Before heading to a bank, however, you may choose to travel to another Key Station first, acquire the available key and then make your way to the bank of your choice.

- You may have a maximum of 2 Keys in your possession at any given time.

Once you have arrived at your Bank, both dice are tossed and referring to the 2 to 12 numbers posted, you receive from the banker the amount of cash shown and the matching coloured 'Bad Guy Card'. You have now captured 1 bad guy and recovered an amount of stolen money toward the 50,000.00 required for 'the win'.

If you unfortunately roll a six at any bank you are sent directly to 'the **Slammer**' and must roll for years (2 to 12) placing your marker in its corresponding position in the slammer. In this case the player keeps the key for future attempts. Once you have successfully recovered an amount of money at the Bank, your key is to be placed immediately back in its corresponding Key Station.

When you have captured all four bad guys (Sid Swindler, Smiley Moe, Frank and Lou) you are eligible to travel to and obtain Big Joe's burgundy key. Once done and you have made your way to Big Joe's Bank, secured the last 'Bad Guy Card' and have a minimum of \$50,000 cash on hand, congratulations! you are now eligible to 'attempt' a win- aka, 'the victory dance'.

Note: If you have captured all five Bad Guys but fall short of the \$50,000 required for the win, you may head for as many more keys and Banks as needed, including Big Joe's.

Stealing Keys

Stealing keys is one of the most important strategic elements in the game. To steal your opponents key, your marker must land one square in front of, one square behind or directly on the opponent's square whose key you are attempting to steal. Once done the key is yours. In cases where the victim has 2 keys, the attacker must choose only one. If, while attempting to steal a key your marker comes to rest on a Highway Card, Roadblock, Stash, Offence, Advance/Change square or a Red or Green Light, the key is stolen first before any other action is taken.

- Pawn Shops, Lawyers' Office, Banks and The Tank are out of bounds for stealing keys.
- To steal a key you must be the attacker. If a player with a key lands 'within stealing range' of your marker, you cannot steal their key.
- You may steal a key from a player serving time in 'The Slammer'. To do so, you must make your way to the prison, enter via the 'In Arrow' and steal the key. On that same turn, you roll the dice and exit.
- If you land within key stealing range of two players at once, you may steal both keys if eligible.
YOU ARE ALLOWED NO MORE THAN 2 KEYS IN YOUR POSSESSION AT ANY TIME

Option Cards

To play a good game, Option Cards are a must to have on hand. You are given 3 at the start of the game and you can buy them at the Pawnshop or receive one via a Highway Card or Stash. You may use an Option Card at any time during the game when you are not happy with your roll of dice. To do so, you simply forfeit an Option Card to the Banker and re-roll the dice. You may also use an Option Card if, on your turn, you wish to stay put or skip a turn.

Option cards may also be used if you wish to do an 'about face manoeuvre'. To do so, you must submit **2 option cards** and then, turn your marker to face the opposite direction of travel and continue on your turn.

- You cannot option your roll when using a Lawyer.
- If you are in Victory Place attempting a win, the cost for any dice re roll is 2 option cards.
- If you roll a 6 (slammer) at a bank and wish to re-roll the cost is **2 option cards.**

Lawyers

There are four lawyers in all; Sam Slow, Al Average, Gladys Good and Joe Sharp. Lawyers are used to help free you if you are sent to 'The Slammer' and may be used at any time in the slammer while on your turn. You may purchase a Lawyer by travelling to and entering the lawyer card facility and purchasing the top Lawyer showing. Once a lawyer is purchased, that lawyer card is taken and the next lawyer card is turned face up on the deck. This allows a regular rotation of lawyers throughout the game. To use a lawyer when given a Slammer sentence, the player rolls both dice and must be successful in rolling the required dice noted on the lawyer card. If successful, the player rolls the dice and exits the slammer immediately. If unsuccessful, the player may, on the same turn, try as many other lawyers as they possess until freed or they have depleted all their lawyers.

Joe Sharp is a special and powerful lawyer. If sent to The Slammer you may, without moving your marker, return Joe to the bottom of the Lawyer Cards and carry on unscathed. Joe also has the added capability of canceling a 'Change Places' directed at you and will cancel the action of any unwanted Highway Card picked up by yourself or imposed upon you by another player. If a Player lands on one of the 'Lawyer Option' squares on the board, the player may purchase the current lawyer showing or change the lawyer to the next in the deck.

All lawyers may be used in regular play but Joe Sharp is the only lawyer not requiring a roll of the dice.

The Tank

The tank is a holding cell. If you wind up here you must roll the dice, refer to your reference card and action the results.

Guilty roll: Player must head to the slammer immediately and roll for prison sentence.

Bribe: Player must pay stated amount and exit immediately via the *out arrow*.

Escape: Player rolls dice and exits immediately via the *out arrow*.

Stay: Player must stay put and re roll for their consequence on the next turn

The Slammer (Prison)

Upon receiving a Slammer sentence, you must move your marker directly to the slammer, roll the dice and referring to the 2 to 12 years posted in The Slammer, place your marker accordingly. On your *following* turn you may use a lawyer, pay the posted bribe amount or roll the stated dice (noted next to the prison years) to be freed. If rolling dice is unsuccessful you must wait until your next turn before trying again. If you choose to use a lawyer and fail you may follow up with as many lawyers in your possession on that *same turn*. Once you either roll successful dice to free you, pay a bribe amount, or are successful with a lawyer you must exit on the same turn.

Bon's Pawn Shop

Bon's pawn shop can be very handy place to stop by on your travels. There are two located on the game board. You may travel to and enter the Pawnshop at any time during the game. Once there you may purchase an Option Card, free turns a Highway Card or you may gamble. Only one item per Pawnshop is permitted per visit. When gambling, you must state an amount of money between \$500 and \$5,000, call 'odd' or 'even' and roll the dice. If you are successful in your call you receive this amount of money from the Bank. If you are unsuccessful, you must pay to the Bank the amount of your bet. Purchased Free Turns and Highway Cards must be used immediately.

Road Blocks

Look out! The Bad Guys have set up Roadblocks all over the city to keep you in line. There are 8 posted around the board as vintage black gangster cars. Upon landing on a Roadblock, the Player rolls both dice and referring to the 2 to 12 posted on the 'Reference Card', must take action accordingly.

Pass: Player takes no action and continues on next turn.

Tank: Player must place their Marker in the Tank, roll both dice and act accordingly.

Bribe: Player must pay the stated amount and continue on their next turn.

Slammer: Player must place their marker in the slammer and roll immediately for Slammer sentence.

Stash

There are 'Stash' squares located around the board and in most cases they will help your game. If you land on a 'Stash' or receive one via a Highway Card, the dice are rolled and referring once again to your 'Reference Card' you must take action accordingly.

Lose or Give an Offence: Player may lose an existing Offence Chip or give an Offence Chip to a Player of choice.

Money Sweep: Each player must place \$2000 on the game board and toss both dice. The highest dice wins the pot.

Advance or Change: Player must Advance Directly to place of choice on game board (within eligibility) or Change Places with player of choice.

Red Light/Green Light

If you land on a green light you get a free turn, which is taken immediately. When landing on a Red Light, the Player moves their marker back to its original position on that turn.

Highway Cards

Be careful! Highway Cards may bring good news or bad. If a player lands on a Highway Card square, they take the top card from the deck, respond accordingly and return the card to the bottom of the deck. If the Highway Card says 'Keep this card' the Player keeps it and may use it on their turn at any time in the game. Highway Cards that may require further explanation are noted here.

Highway Fortune: The player on the receiving end of this card must choose one of the choices noted on the card. If 'Send player of choice to The Slammer' is chosen, the recipient will receive a 10 year Slammer sentence.

Lawyer: These cards are to be kept until needed.

Advance or Change Card: The player has the option of Changing Places with the player of their choice or Advancing to any square or facility within eligibility. See 'Advance Change Square' below for more information.

Green Light or Double Green Light: Player receives one or two free turns to be taken immediately.

Somebody Has to Go: One player is chosen by the card holder and must roll for sentencing in The Slammer.

All Players in Victory Place must Roll for the Slammer: All players caught within the 'Victory Place' area (in the center of the board) must roll for Slammer sentence immediately. Lawyers may be utilized.

Road Block Pass: This card is to be kept. When a player lands on a Road Block, the card is returned to the deck and the Road Block is cancelled.

Lawyer Option: Player may purchase the top lawyer showing.

Offence

An 'offence' is an attempt by the bad guys to try to keep you 'in line' and is given to you anytime you land on a square marked 'OFFENCE', via a Road Block, Highway Card or The Tank. When a Player receives an Offence, they are given a black offence chip which is to be placed in clear sight in front of the player. Two offences are safe but upon receiving a third, the player must go directly to the Slammer and begin a 10 year prison sentence. Lawyers may be used in this instance.

Advance/Change Square

There are four Advance/Change squares, one in each corner of the board. Landing on this square gives the Player the option of changing places with a Player of choice or advancing their marker to any place on the game board *within eligibility*. For example, you cannot Advance to a Bank if you do not hold the matching key. If you Change Places with a Player who is in Victory Square attempting to win the game and you are eligible to attempt a win, your marker is placed at the beginning of the win procedure.

Winning the Game (The Victory Dance)

Once you have accumulated \$50,000 in cash and have captured all 5 Bad Guys, you are eligible to attempt a win. To do this you must work your way back to the center of the board (Victory Place) and position your marker on the '**Gold Star**' therein. On your next turn you must roll *Odd Dice* to progress clockwise to section **1**. If you roll *Even Dice* you stay where you are. On your next turn you must roll *Odd Dice* to progress to section **2**. Once you have moved past section 2 and landed on the W - **Congratulations you have won the game!**

- If Doubles are rolled at any time on your turn, you receive an Offence
- You may exit Victory Place at any time (on your turn) during the Win Attempt. and must announce this to all Players *in advance of rolling the dice*. You would then leave via the exit of choice, counting the first square adjacent to Victory Place as your first count.

- If a Player Changes Places with you while you are in for a win and they are eligible to attempt a win, *they do not assume your position* and must begin at the **Star** and complete the entire sequence to win the game.

The Short Game

To play an abbreviated game, you need capture only 3 bad guys to be eligible to access Big Joe's (restricted access) key and have a total of 40,000 cash on hand to be eligible to attempt a "win".

****Game Strategy Hints****

If there are no keys available on the game board, look to where a player will soon be reaching a bank and dropping off their key and head toward that key station. Look to see which player has a key you need for your set and attempt a steal (see Stealing Keys). If you are in need of a lawyer or an Option card, you may wish to travel to Bon's Pawn Shop to purchase the Option cards needed or travel to and purchase the current lawyer showing.

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Contents in the box:

Money: 30 each of \$500, \$1,000, \$5,000 and \$10,000 bills, 120 bills in total.
 20 Bad Guy cards, 30 Option cards, 30 Highway cards, 4 Reference cards, 20 lawyer cards,
 9 black Offence chips, 2 dice, 5 keys (red, blue, yellow, green and burgundy)
 4 game markers - gold, silver, red and black
 1 set of rules.