

10+	3-6	30'
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TRICKERY & DECEIT

A collusive game from Dr Marc Hein

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Two competing secret societies: On the one side is the traditional Thorn Society whose adherents come from the most influential families. With their strict structures and eloquent demeanour, they have been operating skilfully from behind the scenes for many decades.

On the other side is the new Machine Society with a passion for steam-powered equipment. Emerging from the underground, their behaviour often comes across as clumsy as they like to rely on brawn during arguments. But which one is most likely to gain you power and money? If you are cold-blooded enough and switch sides at the right moment, you will triumph in the end.

Contents: [incl.]

44 cards:

36 action cards (6 sets of different colours, each with 6 cards)



6 two-sided secret society cards



2 treasure chests



35 coins



36 seals




1 game manual

Aim of the game:

The aim is to be the first to obtain five or more seals by using good tactics and being calculating.

Layout of the action cards:

		<p>Name of the action</p> <p>Illustration</p> <p>(left) Effect of the card in words</p> <p>(right) Effect of the card in symbols</p>
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Preparation:

- Put all the **coins** and **seals** in the middle of the table as a *pool for everyone*.
- Take one set of **action cards** each.
- Take **2 coins** each and place them in front of you.
- Take **1 secret society card** each. Secretly choose one of the two sides and cover it with your hand. Once everyone is ready, show your secret society card and leave it uncovered in front of you.
- Choose who is to start.

Rules:

Players take turns clockwise. When it's your turn, you must do **one** of the following:

ACT <i>or</i> PAUSE

Then it's the next player's turn.

ACT

Play any 1 action card from your hand face up and do what the card says straight away.

Important: You must always be able to do what the card says in full, otherwise you may not play the action card!

PAUSE

Return all of the action cards you have played back to your hand. *Important:* You may only do this if you have played at least 1 action card.

Treasure chest is full!


As soon as you place the **fifth coin** in a treasure chest, you get **2 seals** from the *pool*, which you then place in front of you. All the other players currently in your secret society will each receive **1 seal**.

Then empty your treasure chest and place the five coins back in the *pool*.

The end of the game:

The game ends as soon as a player has collected **5 or more seals**. That player is the winner. In the event of a tie, the player who has the most coins wins. If there is still a tie, all the tying players are joint winners.

The 6 action cards at a glance:

<p>Betray your allies</p> 	<p>Steel 1 coin from a player in <u>your</u> secret society and then switch to the <u>other</u> secret society.</p> <p>(You may only play this action card if at least one other player is in your secret society and they have at least 1 coin. Then flip your secret society card over to the other side.)</p>
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Build relationships



Give a player in your secret society **2 coins** from the *pool*.

(You may only play this action card if at least one other player is in your secret society.)

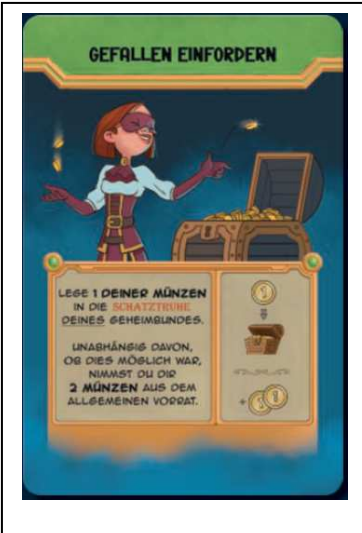
Bribe your enemies



Give a player from the opposing secret society **1 of your coins** so that they will switch to your secret society.

(You may only play this action card if at least one other player is in the opposing secret society. The player must switch and flip their secret society card over immediately!)

Call in a favour



Pay **1 of your coins** into the **TREASURE CHEST** of your secret society. Regardless of whether this was possible, take **2 coins** from the *pool*.

(If you have coins, you **must** put 1 of them in the treasure chest.

You can also play this action card if you do not have any coins! In either case, take 2 coins from the *pool*.)

Pay tribute



Pay **any number** of your **coins** into the **TREASURE CHEST** of your secret society.

(You may **not** play this action card if you do not have any coins.)

Outdo the competition



Pay **1 coin** into the **TREASURE CHEST** of your secret society.

Force one person from your secret society to switch to the opposing secret society.

(You may only play this action card if at least one other player is in your secret society. The player must switch and flip their secret society card over immediately!)

If you have any questions or suggestions regarding “Trickery & Deceit”, please contact us at: Piatnik, Hütteldorfer Straße 229-231, 1140 Vienna or info@piatnik.com

Warning! Not suitable for children under 36 months. Contains small parts. Danger of suffocation. Please keep address for future reference.

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