

→ THE PICKPOCKET EXPANSION ←

FOR

PICTURE PERFECT

When this many people get together for such a fancy party, you can bet there will be plenty of stuff worth stealing! In this expansion you're the leader of a gang of pickpockets targeting the party guests. Can you and your accomplices determine who has something worth stealing?

→ COMPONENTS ←

4 sets of 3 figures with stands
3 envelopes
11 preference cards
7 exchange cards
4 auction cards

Pickpocket module components:
4 valuables cards
4 reference cards
1 sand timer

Additional components for use with the separately available 5-6 player expansion:

2 sets of 3 figures with stands
4 exchange cards
3 auction cards
2 valuables cards
2 reference cards

→ CONTENTS ←

This expansion contains 3 different play modes:

1. PICKPOCKET

(Plan the perfect heist! See below.)

2. PICKPOCKETS AT THE PARTY

(Pickpockets mingle with the guests. See second to last page.)

3. EVERYONE'S INVITED

(Play with ALL the guests! Only for experienced players! See second to last page.)

→ PICKPOCKET ←

→ SETUP CHANGES ←

- Before regular game setup, randomly remove 11 preference cards from the game without looking at them.
- Shuffle the new preference cards from this expansion into the remaining preference cards.
- Give each player 1 valuables card and 1 pickpocket reference card.
- Place the sand timer in the middle of the table.
- Take the new exchange cards from this expansion matching your player count (or auction cards if playing the auction variant), and shuffle them together with randomly selected exchange/auction cards from the base game so you have a total of 6 cards. These will be the cards used in this game.
- When dividing the decorations, make sure that each player has an equal number of standee decorations. DO NOT fill the pickpocket's envelopes. They will not be used in this game mode. Otherwise, set up the game according to the base game rules.

→ GAMEPLAY ←

The following rule changes apply in this game mode:

→ VALUABLES ←

Place your valuables card into one of your starting envelopes at the beginning of the game.

In a 2 player game: place 1 additional valuables card randomly into one of the envelopes in the middle. Shuffle the envelopes face down before picking one, and then again after inserting the card, so you don't know which it is.

The guests with the valuables cards in their envelopes are the ones with something worth stealing. During the course of the game, try to determine as many of the guests with these cards as possible. Which player placed the valuables card in which envelope does not matter for scoring.

→ THE THEFT ←

As the guest pose for their photographs, you'll send in your accomplices to relieve them of their valuables!

You are NOT allowed to use your phone cameras (even just to frame), or place the pickpocket figures on your floor mats until the appropriate time in the scoring phase at the end of the game. Keep the 3 pickpocket figures separate from the rest.

When you are all ready to take the photos, turn over the sand timer. Then place your pickpockets and take the photo.

The same rules apply to the placement of pickpockets as any other guest figure. They all count as women for purposes of preference card scoring.

The first player who finishes their photo calls out „Stop!“ when the timer runs out. If the timer has already run out before the first player finished then that player just calls „Stop“ as soon as they have finished. Any other players that have not yet taken their photographs must then remove the pickpockets from their floor mat and take their photos without them.

→ SCORING ←

Score the normal guests first. As you do so, set aside the guest envelopes with valuables cards.

Nobody likes to be robbed - so any guest figure standing **next to at least 1 pickpocket** is worth **1 point less**.

After normal guest scoring, players then receive points for stolen valuables according to the table on the next page.

Each player determines how successful their own pickpockets were:

- Each pickpocket may steal only 1 valuable (from a guest) that they are standing next to.
- Each valuable can only be stolen by a single pickpocket.
- Pickpockets are only allowed to steal if their faces (eyes, nose, and mouth) are completely covered in the photo by other guests or decorations. *(The masks won't cut it!)*

Pay attention that all placed guests are still visible in the photo in order for it to be valid.

Stolen Valuables		Points
0	➡➡➡	0
1	➡➡➡	5
2	➡➡➡	13
3	➡➡➡	25

After playing this game mode, you only need to remove the new cards with the valuables symbol. All other cards from this expansion (with the mask symbol) can be used in the normal game (as described below).

➤ PICKPOCKETS AT THE PARTY ➤

Before regular game setup, make the following changes in order to play with the pickpockets as guests:

- Shuffle all the envelopes together and randomly remove 3 to keep the total at 14.
- Remove all preference cards showing the image of each of the 3 removed guests plus enough random cards to bring the total kept to 42. (The pickpockets and the 3 base game guests pictured here, each have 2 preference cards).
- Return the removed cards, envelopes, and matching figures to the box. They will not be used in this game.



➤ EVERYONE'S INVITED ➤

You may also choose to play with the pickpockets as additional guests and have more than 14 guests in the game. Fill all the envelopes with preference cards.

During setup, after placing the normal number of envelopes in the middle of the table, divide the rest evenly among the players. Place any remaining envelopes (that didn't divide evenly) in the middle with the others.

➤ THE MOVIE STARS EXPANSION ➤

The Pickpocket Expansion is compatible with the separately available Movie Stars Expansion. If you want to play with all 20 guests, use the following rules:

- With 2-4 players: After step 1 each round, each player gives 1 of their envelopes to each other player.
- With 5-6 players: During any exchange in which you may choose whether to do 1 or 2 envelopes - you MUST always choose 2.

Alternatively, you may also choose to play with 17 guests and the pickpocket module.

↪ EXCHANGE CARDS ↪

Bundle:

In all exchanges and auctions of this type, players will divide their own envelopes into 2 face up stacks. Some auctions will require you to divide your decorations as well. Place them in the same 2 stacks with the envelopes (not separately), and each stack may contain any number of items. Spread out the envelopes in each stack so that all players can see what's in each stack. The specific card will describe how the other players may then choose a stack.

Choose your partner fairly:

Choose completely freely which envelopes to take.

↪ AUCTION CARDS ↪

Bundle Auction:

These auctions all function just like the Open Auction from the base game. The winner chooses and take 1 stack from the active player.

↪ PREFERENCE CARDS ↪

... a pickpocket ...

This expansion contains some preference cards that refer to „a pickpocket“. These preferences count as fulfilled when the condition is met for at least 1 of the pickpocket figures. If a pickpocket guest has one of these preference cards they must meet the preference requirement using another pickpocket guest figure (not their own figure).

Covered by a decoration or potted plant

You may stack decorations in order to fulfill this preference. You may NOT hold or touch the decorations while taking the photo

Next to a guest with valuables.

Use this card only when playing with the pickpocket module. This preference counts as fulfilled only if the guest is standing next to another guest with a valuables card in their envelope. Preferences are evaluated BEFORE the theft. Thus it does NOT count if the guest is standing next to a pickpocket who steals the valuables.

CREDITS

Design

Anthony Nouveau

Illustrations

Maja Wrzosek

(Cover, Characters)

Sören Meding

(Backgrounds)

Gyula Pozsgay

(Backgrounds,

Decorations, Floors, Valuables)

Development

Frank Noack,

Ryan Palfreyman,

Rico Besteher

Graphic Design

Ronny Libor

Editing

Rico Besteher

Additional help from

Sven Göhlich,

Yara Lal Thiel,

Claudio Priore,

Mélanie Deutschländer,

Malte Kühle,

Florestan Sulimma,

Tanja Masche,

Lines J. Hutter,

Erik Wöller,

Markus Funk,

Markus Jost,

Alexander Lauck



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