

GAME RULES

CLUMSY THIEF®

Jessie Mahan

FOR 3-6 PLAYERS
INCLUDES 93 CARDS: 84 MONEY, 6 THIEF, AND 3 JAIL

THE PLAYER
WITH THE MOST
MONEY WINS.

GET MONEY BY
MAKING OR TAKING
MONEY STACKS.

LOSE MONEY IF YOUR
STACK IS TAKEN.

WATCH DEMO AT
www.melonrind.com/video

PREPARING THE GAME

Shuffle the cards
thoroughly.
Deal each player
seven cards,
face down.

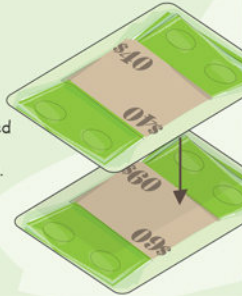
Place the
remaining deck
face down in
the middle.

STARTING THE GAME

Look at your cards and
create separate money
stacks on the table in
front of you.

MONEY STACKS

A money stack
starts with two
cards that add
up to exactly
\$100. The two
cards are stacked
face up, one on
top of the other.



First, all players must
make all possible money
stacks and place them
face up on the table.
(If no one can make a
stack, all players take
another card from the
center deck.)

Next, the dealer
says "Go!" and all players
may take money stacks
from other players using the cards
in their hands. You don't take turns.

GO!

There are
three ways to
take a stack.

1. MONEY CARDS

You may take a
money stack from
any player if a card
in your hand and the
top card of a
stack add up to
exactly \$100. You
may add only one
card to the top
card—then take
the entire stack.

For example, if you have
a card in your hand with
\$80 and a stack on the
table has a \$20 card on
top, you can place your
card on top and slide
the entire stack over to
your side of the table.
Another player with a
\$20 card could then top
your stack and slide it
to his/her side of the
table.



2. THIEF CARDS

Any Thief card
lets you take any
money stack from
any player. Thief
cards can also
take money stacks
already taken by
another thief—
more than one
Thief card can be
on top of a stack.



3. JAIL CARDS

A Jail card tops
only a Thief card
and takes the
whole stack.
You may top your
own Thief card to
prevent other
players from
taking your stack.
(No card can top
a Jail card.)



ADD MONEY TO YOUR STACKS

You may also
place a card from
your hand
onto your own
stack if your
card and the top
card of your
stack add up to
exactly \$100.



When everyone is done
taking stacks, all players
take more cards from
the center deck,
replenishing their hand
to seven cards to begin
another round.



Players who still
have seven or more
cards left in their
hands don't take
any more cards.
(In the rare case
when every player
has seven or more
cards and no one
can make or take a
stack, all players
take another card
from the center
deck.)

Before the
snatching begins,
all players must
make all possible money
stacks and put them
face up on the table.

SORRY

THANKS!

On "Go!" a new round
of snatching begins!

ENDING THE GAME

The game ends
when the center
deck of cards
runs out or there
aren't enough
cards for all
players to
replenish their
hands to seven
cards.



Anyone still
holding cards turns
them face down and
discards them.

SCORING

Players add their
card stacks. Money
cards are worth
their dollar value.
Thief, Jail, and
discarded cards
have no value.

Scoring is easier
if you keep your
money in \$100
stacks.

The player
with the most
money wins!!



Check out other award-winning games!
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