



Round 1 - 4 House Dice
 Round 2 - 5 House Dice
 Round 3 - 6 House Dice



Setup

Each player gets 3 copper. Decide the active player and give them the Skill dice. Player to the right gets the House dice. Each player gets other then the active player gets a Threat die. In a 2 player game, take 2 threat dice.

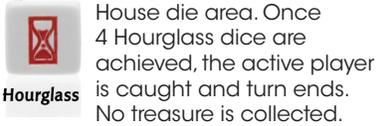
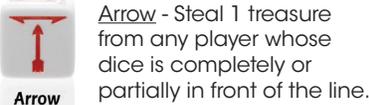
1. Roll

House dice are rolled and then set aside. Active player rolls Skill dice at the same time as other players roll their Threat dice.



2. Resolve Threat

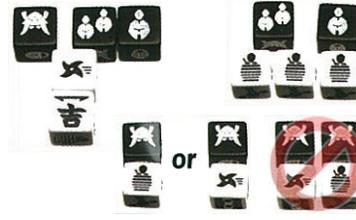
Starting counter-clockwise from the Active Player.



3. Defeat The House

Skills - 1 Pick Beats 1 Lock and 1 Sneak/Fight beats 1 Guard/Resident.

To beat more then 1 Guard or Resident, you must use all of the same type. Ex. You can't Sneak past 2 Guards and Fight the 3rd Guard, but you can Sneak past the 3 Guards and Fight the 2 Residents.



4. Push Your Luck

If you have beaten all of the House dice, then you can go to scoring, otherwise you can reroll any of your skill dice. Any skill dice not rerolled can be moved to any part of the play area. Unused Fortune dice cannot be saved.

Redistribute Threat dice, keeping Hourglasses with the House. It is possible certain players will not have a Threat die.

Play continues until the active player beats the House, chooses to stop, or gets Caught with 4 Hourglasses. Play passes to the left, and they now control the House.

Fortune - Target Fight, Sneak or Wild. Will boost 1 die in front or partially touching it, increasing it to as if you had rolled 4 of that die. (Including saved dice) More then one fortune can target the same skill. Two Fortunes would boost it to 8, three to 12, etc. Fortune dice will stay with the skill it is boosting if it is used.



Run Away - If the active ninja does not have the skills to beat the house, it can run away and score what it was able to defeat. See Scoring.

Scoring

If you choose to stop or beat the House, collect 1 treasure for each House die you have defeated.

If you beat all of the challenges of the House, collect a bonus:

- Four die House: 1 bonus treasure
 - Five die House: 2 bonus treasure
 - Six die House: 3 bonus treasure
- 1 for each [House Die Icon]
- 4 house +1
- 5 house +2
- 6 house +3

If you beat the House without fighting anyone, collect 1 bonus.



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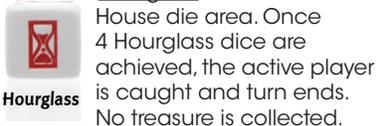
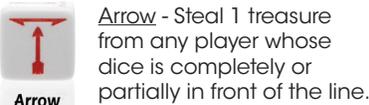
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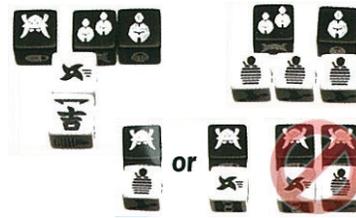
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