

Gotta Hand *IT* to Ya'!

By Jake Hyland

Three to Seven Daring Thieves (that's you reading the rules and all your friends playing) compete in a game of cards, parlance, and trickery to claim an unheard of prize: the mythical *IT*—a treasure beyond human comprehension. Achieve Awesome Victory over your like-minded rivals to obtain the best possible thing in the history of all the known and unknown universe!

Goal

Be the Thief holding the *IT* card when the game ends to claim Awesome Victory over the rest of the Thieves! Don't fall victim to a Cruel Joke, which will force you to give up your status as Winner!!!

Contents

-50 Cards (4 red, 5 yellow, 23 Blue, 18 Grey)-

-4 Regular Joke Tokens-

-4 Cruel Joke Tokens (They have a black spot on the Heads side)-

Set-Up

Shuffle all 50 cards into a single deck. Flip all Joke Tokens so none of the Black Spots are visible and shuffle them. Give one Joke Token and four cards from the top of the deck to every Thief (extra Joke Tokens remain in a pile next to the deck). Play starts with the eldest Thief and continues clockwise.

Playing the Game

On each Thief's turn, they Must perform these three **MANDATORY ACTIONS** in the order specified:

-Draw one card from the deck in the center

THEN

-Play one card from their hand and follow the directions on that card

THEN

-Place the played card into their own discard pile, face-up, in front of them

After taking all three actions, a Thief may perform one **OPTIONAL ACTION**:

-Discard a card from their hand in order to pass one Joke Token in front of them to a Thief next to them on their left or right.

OR

-Privately flip over one Joke Token in front of them, returning it to its original position before ending their turn.

OR

-Discard two cards from their hand in order to force a Thief of your choice to pass one of their Joke Tokens to a Thief on their left or right.

OR

-Discard three cards from their hand to take any one card from their own discard pile.

About the Cards

Cards are visually separated by their rarities, which are represented by both the shape on the card (Circle-Common, Diamond-Uncommon, and Star-Rare) and the Color (Grey-Common, Blue-Uncommon, Yellow-Rare, and Red). Red cards are still whatever rarity their shape denotes, but they have two special properties: they cannot be played and they cannot be discarded.

Claiming Awesome Victory

-Once a Thief draws the last card from the Deck in the center, each Thief will get one more turn (including whoever drew the last card, meaning they will get to finish their current turn, then take one more at the very end) and then everyone will flip over their Joke Tokens.

-If a Thief with the **IT** card flips over a Cruel Joke Token, the card will be passed clockwise until a Thief without a Cruel Joke Token in their possession has the card, at which point they will officially claim an Awesome Victory and be declared the Winner!

-If all players have Cruel Joke Tokens, then they all are negated, and the player with the **IT** card claims an Awesome Victory as normal.

Special Circumstances/Rules

- If a player has only Red cards in their hand and they have yet to play a card, all they can do is declare that they are unable to play a card, then they are allowed to take an Optional Action as normal.
- All thieves are allowed to look through their own discard pile at any time, but the only time anyone else is allowed to look through them is when *Rewind IT* is played.
- Anytime that cards are given from from one thief's hand to another's, the thief doing the giving gets to decide what card is being given—if they have a choice at all.
- Cards that direct players to perform an action (privately) simply mean to follow the effect without letting other players see what you are checking, like another thief's hand or Joke Token.
- “The Table” is shorthand for anywhere in the game, meaning all 8 Joke Tokens are included: both those in front of thieves and in the center.
- If there are less than 3 cards left when *I Need IT* is played, draw the remaining cards and enter the last round of turns for the game as normal.
- Remember to pay special attentions to effects that mention “Cards with **IT** in their name” and effects that simply state “**IT**”. While there are 26 cards that have **IT** in their names, only 4 of those qualify as just “**IT**”, and only 1 of those is the genuine article.