During the game, you will have silver-backed wedge shaped cards. The number side should be facing up. You may place these black-backed cards as the tools of your trade. Use these black-backed cards as the tools of your trade. You may play as many cards as are in your hand once you have played.

**Special Code Cracking Tool Cards**

- **Set the Vault Dial back to “0”**.
- **Alarm Bells**:
  - When you play this card, everyone pasado all of their Code Cards (cracked and uncracked) to the thief next to them. The Thief playing the Alarm Bells decides if the card is passed to the right or left. This is a great opportunity for you to increase your number of cracked Code Cards or to slow an opponent down.
- **Bamboozled**:
  - If another thief is winning and you don’t like it—fight back with this card by placing a curse on them. Place the card on the discard pile. If that same thief plays a Tool Card, they must draw a new card from the top of the draw pile. If another thief is winning and you don’t like it—fight back with this card by placing a curse on them. Place the card on the discard pile. If that same thief plays a Tool Card, they must draw a new card from the top of the draw pile.

**Vault Dial**

- The Vault Dial is the center of the play area. Arrange the 10 Vault Cards around the Vault Dial as shown in the illustration below. The Vault Dial is then turned so that the arrow is pointing to “0”. This circle forms the game path.

**Tool Cards**

- These special green-backed cards represent your secret code that can open the Vault and give you the victory. These special green-backed cards represent your secret code that can open the Vault and give you the victory.

**Vault Cards**

- Form a circle around the Vault Dial with the silver-backed wedge shaped cards. The number side should be facing up. You will turn the Vault Dial so that it points to the numbers around the Vault.

**Setup**

- Place the Vault Dial in the center of the play area. Arrange the 10 Vault Cards around the Vault Dial as shown in the illustration below. The Vault Dial is then turned so that the arrow is pointing to “0”. This circle forms the game path.

**Alternate Play**

- If the flipped over card is a minus number, the Vault Dial is moved that many spaces clockwise around the Vault. For example, if a “-3” is flipped over the game will begin on “7”.

**Oldest Thief**

- The youngest thief begins the game with play continuing to the left. If a “4” is flipped over the game will begin on “7”.

**Oldest Thief**

- The youngest thief begins the game with play continuing to the left (clockwise). If a “4” is flipped over the game will begin on “7”.

**Code Cards**

- These special green-backed cards represent your secret code that can open the Vault and give you the victory.

**Win**

- Be the first to crack the Vault’s code and win the gold!

**Contests**

- Extra cards can be played to increase your number of cracked Code Cards or to slow an opponent down.

**Secret Code**

- To win, you must crack your secret code. This deck is shuffled and 5 cards are dealt to each player. This forms the player’s hand. The remaining cards become the draw pile. Thieves can hold and look at their Tool Cards throughout the game.

**Card Placement**

- Each thief places their Code Card face down, in a row, in front of them. All thieves take a peek at their Code Cards and then select which one they will try to “crack” first. To select, thieves move their chosen card slightly above the row and then select which one they will try to “crack” first. To select, thieves move their chosen card slightly above the row.