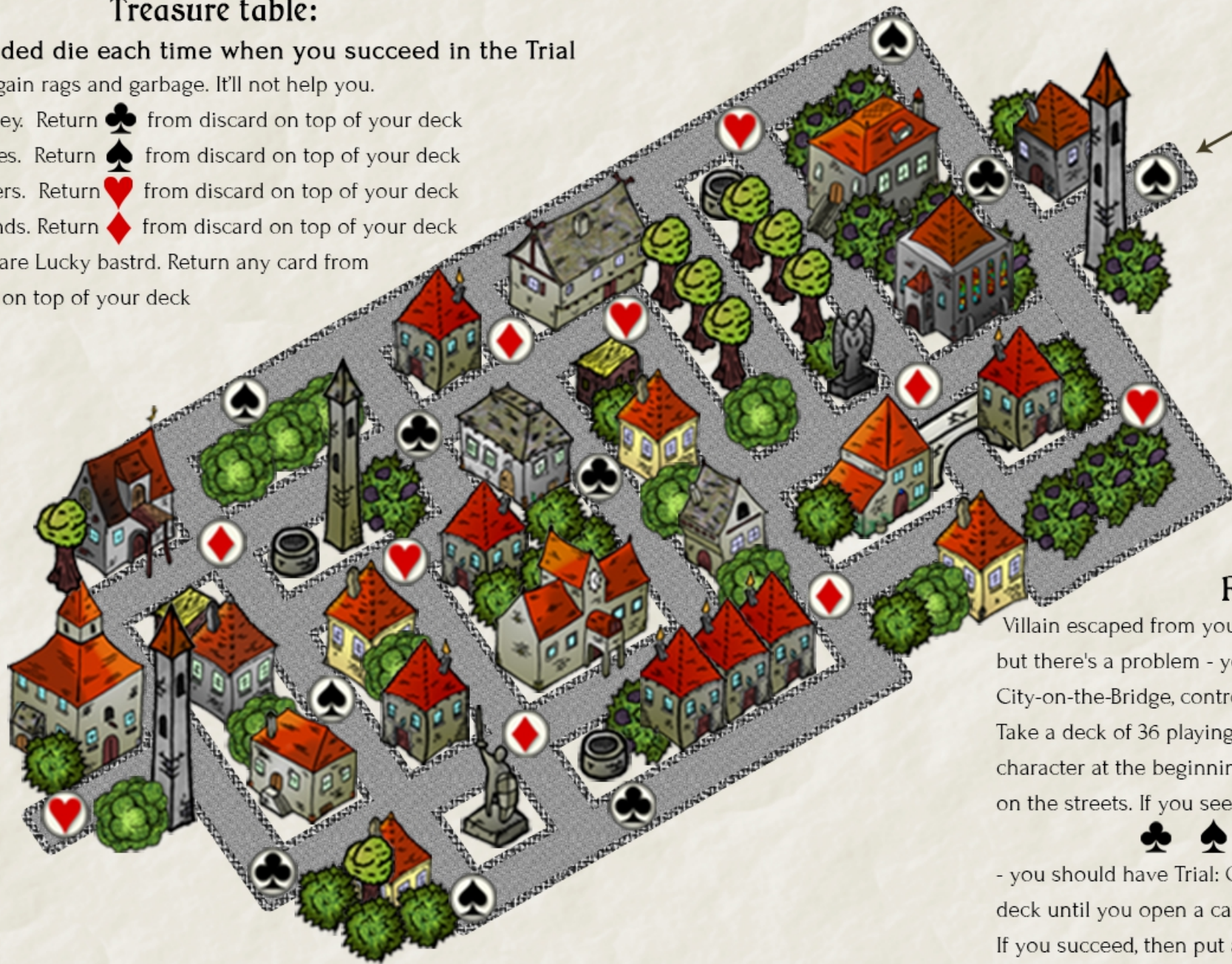


Treasure table:

Roll 6-sided die each time when you succeed in the Trial

- 1 - You gain rags and garbage. It'll not help you.
- 2 - Money. Return ♣ from discard on top of your deck
- 3 - Blades. Return ♠ from discard on top of your deck
- 4 - Letters. Return ♥ from discard on top of your deck
- 5 - Friends. Return ♦ from discard on top of your deck
- 6 - You are Lucky bastard. Return any card from discard on top of your deck



You start Here!

Rules:

Villain escaped from your justice! You set off in pursuit, but there's a problem - your way lying through the City-on-the-Bridge, controlled by local Thieves' guild. Take a deck of 36 playing cards. Place the figure of the character at the beginning of the Path Move the figure on the streets. If you see one of this icons on your way



- you should have Trial: Open cards from the top of the deck until you open a card of the same suit or retreat. If you succeed, then put all cards that you open in the discard pile and make a throw on the Treasure table. Then move to the next point. If you get to the Finish and you still have some cards in your deck - you make it! If you haven't any cards in your deck and you still on your way - you lose.

"City-on-the-Bridge"

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