



# EXPOSED

## RULEBOOK

# STORY



You are a pickpocket. You and some other pickpockets have snuck into a boat party disguised as invited guests to pilfer whatever you can from some easy marks. While the guests are busy partying, you'll be swiping their wallets and any other items you can find on them. Hinder your competition by exposing them as thieves or just focus on collecting wallets. If you can grab enough wallets or be the only player left unexposed, you'll win!



# COMPONENTS

## 36 IDENTITY CARDS



## 56 WALLET TOKENS



## 36 GUEST TILES



## 6 REFERENCE CARDS



## 4 TARGET TOKENS





# OBJECTIVE



Expose other players and collect Wallets. You win if you are the only player left unexposed or you acquire 7 Wallets.

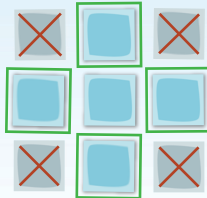


# ADJACENCY

Many of the actions you take in Exposed depend upon the location of your Guest and other Guests. The terms below are used to describe the location of Guests in relation to one another. A visual aid also appears on each reference card to provide examples of relative locations for each action.

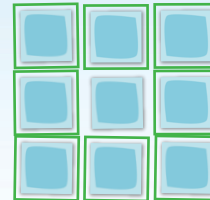
## SHARING SIDES

This refers to any Guest tiles that are orthogonally adjacent to your Guest tile. This does not include diagonally adjacent tiles.



## SURROUNDING

This refers to any Guest tiles that are adjacent to your Guest tile. This includes diagonally adjacent tiles.



# SETUP

## PLAYER NUMBER

Remove all Guest tiles and Identity cards showing a number in the corner that is greater than the number of players.



## GUEST TILE LAYOUT

Create a grid by arranging tiles based on the number of players. The arrangement of the tiles should be random. Refer to the chart below.

Players	Rows	Columns
2	4	4
3-4	5	5
5-6	6	6

## WALLETS

Place 1 Wallet on each Guest tile. Add a second Wallet to the 4 Guest tiles that are in a corner.

## LOST & FOUND

3

Place the remaining Wallets to the side of the table. These Wallets make up the Lost & Found.

## DRAW MARKS

Draw a number of Identity cards based on the number of players. Refer to the chart below. Place these cards face-up near the Guest tiles. The Guests on these Identity cards are Marks.

Players	Marks
2	2
3-4	3
5-6	4

## TARGET MARKS

Place a Target token on the Guest tile that corresponds with each Mark that was drawn. *Stealing from one of these easy marks will allow you to use their item's special ability.*



## IDENTITY CARDS

Give each player an Identity card.



## START PLAYER

The player who was most recently stolen from will go first.



# SETUP

## QUICK REFERENCE

### 2 PLAYERS

16 Guest tiles  
2 Marks

4 Rows  
4 Columns

### 3-4 PLAYERS

25 Guest tiles  
3 Marks

5 Rows  
5 Columns

### 5-6 PLAYERS

36 Guest tiles  
4 Marks

6 Rows  
6 Columns

## REFERENCE CARDS



1 for each player

## LOST & FOUND



All unused Wallets

## DISCARD

## MARKS


# GUEST TILES

## UNEXPOSED SIDE

Each Guest tile will show its unexposed side when the game begins.



## EXPOSED SIDE

When a player exposes a Guest, that Guest tile will be flipped over to show its exposed side.

# IDENTITY CARDS

**GUEST NAME**

**JANITOR**

**3+**



**ITEM NAME**

The unique item that this Guest is carrying.



**TRASH CAN**



Choose any number of exposed Guest tiles. Move 1 Wallet from each of those tiles to the Janitor.

**ITEM ABILITY**

The ability that this Guest's item provides if she is stolen from while she is a Mark.

**PLAYER NUMBERS**

All tiles and cards showing a number that is greater than the number of players will be removed during setup.



# ACTIONS

## MOVE

Do this twice:

Choose any two Guest tiles that **share a side**. Swap the location of those two Guest tiles.



Each turn consists of an Action phase followed by a Cleanup phase. During your Action phase, you must choose and complete one of these four Actions:

**MOVE**                      **STEAL**  
**EXPOSE**                      **SNITCH**

# ACTIONS

## STEAL

Take a Wallet from a Guest tile that **surrounds** your Guest's tile. **If you are unexposed**, put the Wallet in your Stash. **If you are exposed**, put it on your Guest's tile.



Each turn consists of an Action phase followed by a Cleanup phase. During your Action phase, you must choose and complete one of these four Actions:

**MOVE**                      **STEAL**  
**EXPOSE**                    **SNITCH**

If you use the Steal action to steal a Wallet from a Guest who is currently a Mark:

1. Flip its Guest tile to the exposed side.
2. You may immediately use the effect shown on the card.
3. Discard the Mark's card.



**Note:** Your **Stash** is a collection of Wallets that you place in front of you on the table.

**Note:** **If you are unexposed**, you may also steal from your own Guest's tile.

# ACTIONS

## EXPOSE

Choose an unexposed Guest tile in your row or column and flip it to its exposed side.



Each turn consists of an Action phase followed by a Cleanup phase. During your Action phase, you must choose and complete one of these four Actions:

**MOVE**                      **STEAL**  
**EXPOSE**                    **SNITCH**



If the Guest tile you exposed matches an unexposed player's Identity card, **you have exposed that player.** Take 2 Wallets from the Lost & Found and put them in your Stash!

That player must also take the steps described in the **If You Are Exposed** section of the rules (see page 12).



# ACTIONS

## SNITCH

Choose any unexposed Guest tile (regardless of its location) and flip it to its exposed side.

Choose an unexposed player and show them your Identity card. You are not required to turn your Identity card face-up, and this does not expose you.

You may not Snitch on yourself.



Each turn consists of an Action phase followed by a Cleanup phase. During your Action phase, you must choose and complete one of these four Actions:

**MOVE**                      **STEAL**  
**EXPOSE**                    **SNITCH**



If the Guest tile you exposed matches an unexposed player's Identity card, **you have exposed that player.** Take 2 Wallets from the Lost & Found and put them in your Stash!

That player must also take the steps described in the **If You Are Exposed** section of the rules (see page 12).

# CLEAN UP



After your turn, complete the following steps to prepare for the next turn.



## 1. DISCARD MARKS

If there are any Marks whose Guest tiles do not have at least one Wallet, move the Identity card for each of those Marks to the discard pile and turn each of those Guest tiles to the exposed side.

## 2. DRAW MARKS

Refer to the chart below to determine how many Marks should be in play. If there are fewer than this, draw new cards to replace any that were discarded.

Players	Marks
2	2
3-4	3
5-6	4

## 3. ADD WALLETS

If any Mark that you drew does not have a Wallet on its Guest tile, place one Wallet from the Lost & Found on that Mark's Guest tile.

## 4. ADD TARGETS

Move the Target tokens so that there is one on each Mark's Guest tile.

## 5. NEXT TURN

Play passes to the player on your left.

# IF YOU ARE EXPOSED



Refer to this section when the Guest tile that matches your Identity card gets flipped to the exposed side.



## 1. REVEAL IDENTITY

Turn your Identity card face-up.

## 2. MOVE WALLETS

Take all of the Wallets on your Stash and place them on your Guest's tile.

## 3. LOSE WALLETS

Take half of the Wallets from your Guest's tile (rounded down) and place them in the Lost & Found.

## 4. STEALING (ONGOING)

Any time you take the Steal action while you are exposed, place the stolen Wallet on your Guest's tile instead of in your Stash.



# WINNING THE GAME



You win the game immediately if either of the below conditions is true.



**YOU HAVE SEVEN WALLETS** **OR** **YOU ARE THE ONLY UNEXPOSED PLAYER**

If the total number of Wallets in your Stash *and* on your Guest's tile is 7 or more, you win.



PARAMEDIC



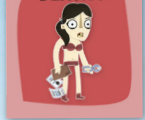
ASTRONAUT



SERVER



DENTIST



If all other players have been exposed, you win.

## TIES

If two or more players meet the above condition at the same time, refer to these rules to determine which of those players wins the game.

### 1. UNEXPOSED

If one of the players is the only unexposed player, that player wins.

### 2. WALLETS

The player with the most Wallets wins the game. If players are tied for the most Wallets, those players share the win.

# OTHER RULES & REMINDERS

Any time an Identity card is placed in the discard pile, that Guest tile becomes exposed.

An exposed Guest is a Guest tile that is turned to its exposed side.

An exposed player is a player whose Identity card is face-up.

Any time a Wallet is given to a Guest, place the Wallet on that Guest's tile.

Wallets that are stolen by exposed players are placed on the player's Guest tile instead of in their Stash.

Wallets that are stolen by unexposed players are placed on the table in front of them in their Stash.

A Mark's item ability is triggered immediately when that Mark is stolen from, and only if the stealing player was taking the Steal action.

A player who steals from a Mark may choose to immediately use that Mark's ability. If they do not do so, they may **not** use it at a later time unless the Mark specifies otherwise.

If you are playing consecutive games, there is no need to shuffle the tiles. Simply turn all of the tiles back to their unexposed side, shuffle all Identity cards, and deal new Identity cards and Marks.



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