

# Adel Verpflichtet

The bluffing game about Thieves, Lords, and Pipes

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Published by: FX Schmid  
Number of Players: 2-5. ages 12+  
Game Length: 1 hour  
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## Game Overview

Avid collectors in the once dignified London "Antique Club" have entered into an unusual wager. Its goal is to show the largest and most valuable collection at each of several castles. The objects in the collections are as vulgar as the bet: pipes, chamber pots, masks, celebrity souvenirs, toys, and old advertising placards.

The lords, in taking on their rolls in the game, can take either of two different actions. In the auction house they can look for opportunities to expand their collection. In the castle they can gain points by displaying their collection. Since they adhere to the motto "The end justifies the means" they can also let loose a thief, or attempt to catch competing thieves with their detective and put them in jail.

The crux of this game is that every player is involved at every time. What will make the difference is that you are in the right place at the right time, in order to take the best action available. You will need light fingers, understanding of your fellow players, a dose of bluffing, as well as a little bit of luck. (Adel Verpflichtet = "Noblesse oblige")

## Contents

- **1 game board:** This shows the club as the starting area and the dinner table as the goal; the castles the lords will pass through as they show off their collections; the auction house with the two shop windows and the cash register; and jail cells for thieves.
- **5 game tokens in 5 colors**
- **50 small action cards in 5 sets.** Each set is identified by a distinct color and has 10 cards. In order to distinguish between the action cards each one indicates where it can be used. Also, the place cards indicate which actions can be taken. On the reverse side the place cards are labeled with a '1' and the action cards are labeled with a '2':
  - Place card: Auction house
  - Place card: Castle
  - Action card: 4 checks (worth a total of 50,000 pounds)
  - Action card: 1 exhibition card
  - Action card: 2 thieves with different levels of ability
  - Action card: 1 detective.
- **45 large collection cards in 6 colors:** These cards show the objects from which the collections can be formed. Each card also indicates the year it was made. The older the object is the more valuable it is.

## Game Setup

1. The place and action cards should be sorted into colors and laid aside. One player should take one card of each color, shuffle them, and let each player draw one card. This is the color of each player.
2. Each player takes the complete set of cards of his color. Left over cards should be returned to the box. Each player also takes the token of his color and places it in the club.
3. The collection cards are shuffled. Each player receives four of these cards to start. These cards are examined and then placed in a pile face down in front of the player.
4. The remaining collection cards are placed in two piles, face-up, on the two shop windows of the auction house. Thus there will always be two cards from which to choose, unless one of the piles is used up.

## Playing The Game

The game lasts through several rounds. Each round is made up of four phases.

### First Phase: Choosing the place

Each player must choose whether they are going to the auction house or to the castle (Schloss).

- The auction house contains the collection cards are available for purchase. If you want to acquire one of the two collection cards then you should choose the auction house. More detail is in the third phase below.
- The castle contains the exhibitions. Whoever wants to exhibit their collection cards, and thereby to advance their token, should choose the castle. More detail is in the fourth phase below.

**How to play a place card:** When each player has chosen a place card, he places it face down in front of him. All players reveal their place cards at the same time. Each player then learns the destination of each player before he must choose his action cards. The place cards are returned to the hand at the end of the fourth phase.

### Second Phase: Choosing the action

Each player must now choose an action that corresponds to their chosen destination. It is important that the player chooses an action that is possible for that destination.

- **Auction House:** Here the players can play either a check (Scheck) in order to buy one of the collection cards, or a thief card (Dieb) to take a check from the cash register.
- **Castle:** Here the players can choose to exhibit (Ausstellung) their collection in order to advance their token. Or they can play a thief (Dieb) in order to nab one of the collection items from one of their fellow players. Finally they can play the detective card in order to place the exposed thieves in jail.

**How to play an action card:** When each player has chosen his action card he places it face down next to his place card.

### Third Phase: In the auction house

All players in the auction house reveal their action cards at the same time. The third phase will not happen if all collection cards have been bought or if no player plays a check. They take the actions in the following order:

#### 1. Check

A check allows you to buy one of the two collection cards in the shop window to expand your collection.

- When more than one check is played, the player who has played the largest check is the winner. He lays this check in the cash register, and takes one of the two collection cards.
- The remaining checks are returned to their hands.

#### 2. Thief

A thief allows you to take a check out of the cash register. This check can then be played in a later round.

- If no check has been played, the thief leaves with nothing. Checks from previous rounds are not available.
- If more than one thief is played the checks stay in the cash register. The thief cards are returned to the hand.

### Fourth Phase: In the castle

After all actions in the auction house are complete, the players in the castle reveal their action cards. They will take the actions in the following order:

#### 1. Exhibition

After a successful exhibition of his collection a player can advance his token around the board.

#### Putting the Collection on Exhibit

- Whoever wants to exhibit must have at least three collection cards in the exhibition. There is no maximum number of cards that can be exhibited. However, an exhibition of collection cards must

contain only cards within a consecutive series of letters: A, B, C, D, E, and F. The series must be unbroken. *Example: Exhibitions could be: AABB, CCD, EEE, or DEF. The following collections could not be exhibited: AAC, BCF, DE.*

- If there are multiple players exhibiting, each makes a pile of collection cards that he is going to exhibit. These collections are revealed simultaneously and the rankings of the exhibitions are determined.
- Each person play place only one exhibition in front of him. If he has two separate groups (for example AAB DEE) he must chose which one will be exhibited.

#### Determining the Most Valuable Collection

- If there is only one person exhibiting, this player automatically has the most valuable collection.
- The most valuable collection is the exhibition with the greatest number of collection cards. If the number of cards in the exhibition is equal the exhibition with the oldest collection object wins.

#### Rewarding the Collectors

- The best exhibitions are now rewarded. The board space on which they sit indicates two values. These values apply to both spaces under their respective castles. The larger number indicates how many spaces the player who had the most valuable exhibition advances. The lower number indicates how many spaces the player with the second most valuable exhibition advances. Other exhibitors receive nothing.
- The exhibition action cards are again returned to the hand. The collection cards are also returned to the hand after the thieves have had their chance.

#### 2. Thief

The thief steals collection cards from the exhibitions that were just evaluated. Thereby you can receive additional collection cards.

- Each player who has set a thief in the castle steals one card of his choice from each exhibition.
- The best thief (the one with the highest number) has the first choice, and so on down the line.
- If no detective card has been played the players return their thieves to their hands.

#### 3. Detective

The successful use of the detectives can also advance the tokens around the board.

- Detectives may only be played in the castle. All displayed detectives catch all thieves, and put them in jail.
- All players who have successful detectives advance their token the number of spaces based on their current position on the board. If there is a tie, those players share that place. The detective cards are then returned to their hands.

*Example of play: Brown is in first place so Brown would advance one space, blue would advance two spaces, green and beige would advance three spaces and lilac would advance five spaces if their detectives were successful. [Note: this is a correction from a mistake in the original German rules, which state that lilac would only advance four spaces. See [www.gamecabinet.com](http://www.gamecabinet.com) for a confirmation from Klaus Teuber that lilac should advance five spaces.]*

#### 4. Jail

Thieves land in jail when they are caught by one or more detectives at the castle. The previously stolen collection cards are not returned to the original owners.

- The thief card is laid in cell number 1. When more than one thief is caught those with lower numbers come first. Whenever a new thief arrives in jail the other thieves are moved up one cell.
- The thieves are released from jail when they move past the number of the cell as the number of players in the game. If there are four players then after a thief is in cell four he will be released. The thief card will be returned to his owner and can again be played.

### End Of The Game

When one player has his token reach the dinner table of the "Antique Club" the game comes to its ending phase.

- Each player displays his largest and most valuable exhibition.
- The player with the most valuable collection moves an additional eight spaces forward,
- The player with the second most valuable collection advances four spaces.

The winner is the player who advances furthest along the dinner table. If there is a tie the most valuable final collection is the winner.

### Tactical Advice

Consider which places and which actions are most valuable to your competitors. The size the collection, the current offerings in the auction house, the position on the game board, the competition in each place, which checks have already been played, the thieves already in jail -- all of these are important points to note when considering what your opponents might do. If you consider all of this, and can choose the correct place and the correct action you will soon win. If everybody at the same time wants the same thing -- c'est la vie.

### Two Player Rules

1. **The surprise variation:** both players choose both their place and their action card simultaneously. These are then simultaneously revealed.
2. **The confrontation variation:** both players are alternately placed in the same location -- either in the auction house on the the castle. The place is announced out loud, and then each player plays only the action card.

Both variations have their own charm and guarantee that two players can also enjoy this game.

### Card Distributions

These are the starting distributions of the cards for each color.

Color	Starting Cash	Thieves
Beige	1, 12, 13, 24	5, 8
Blue	2, 11, 14, 23	4, 9
Purple	3, 10, 15, 22	3, 10
Red	4, 9, 16, 21	2, 11
Green	5, 8, 17, 20	1, 12