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Carpe Omnis Games Announces Release of *No Honor Among Thieves* ^(TM) Board Game

Crowdfunded fantasy heist game available for retail sales, from designer Adam Watts

Seattle, WA - June 6, 2018

Carpe Omnis Games has announced the retail release of *No Honor Among Thieves*, a board game about theft and betrayal in a fantasy city.

In *No Honor Among Thieves*, each player assembles a crew of thieves and tries to steal the most lucre from the rich and powerful of the city. Working alone is difficult, but working together leaves players open to treachery by their so-called allies—or gives them the chance to betray their unwitting friends. An unspoken code of honor exists among the thieves of this city, but that won't last past the first betrayal, and once that uneasy trust is gone the game gets more dangerous as players gain access to additional underhanded abilities.

No Honor Among Thieves is a deeply thematic experience, with mechanics tied tightly to the tropes and genre mainstays of the crime stories that inspired it. Each heist begins with tense negotiations and careful planning as players figure out how to allocate their resources to get past the obstacles between them and their objective, followed by chaotic scrambling as other players introduce complications and the thieves try to salvage their original plan and get out alive with the loot. Everyone wants gold, of course, but each player also has different hidden agendas that they're working towards, meaning that no one is ever entirely certain of the motivations of the other rogues sitting around the game table. When the moment of truth comes, at the end of a successful heist, there's no way of knowing whether or not you're going to be betrayed.

The publication of *No Honor Among Thieves* was funded by a Kickstarter campaign in September 2016, where it raised 165% of the funding goal. A promo pack containing all of the stretch goals reached by the crowdfunding campaign, including metal coins and powerful new cards, is available for purchase on the Carpe Omnis Games website.

No Honor Among Thieves is meant for three to six players, ages fourteen and up, and takes between 90-120 minutes to play. It contains 35 Character cards; 33 Defense cards; 97 Scheme

cards; 18 Hidden Agenda cards; 12 Treasure cards; 6 Reference cards; 14 Objective mats; 1 Jail/Graveyard mat; 12 skill tokens (3 each of Muscle, Lies, Stealth, and Tinker); 30 copper coins; 20 silver coins; 15 gold coins; 2 custom dice; and the rulebook. The game is available from the Carpe Omnis Games website and select game retailers for \$49.

For more information, visit the Carpe Omnis Games website at <https://www.carpeomnis.com/no-honor>.

About Carpe Omnis Games

Carpe Omnis Games is the publishing and design company founded by Adam Watts, a designer with ties to both Burlington, Vermont and Seattle, Washington. The company publishes games based on compelling genres and mechanics, produced with the best components available and a focus on creating interesting stories out of moment-to-moment gameplay.

No Honor Among Thieves is a trademark of Carpe Omnis Games.