

Game Title: *Heist!*

Players: 2-4

Estimated Gameplay Length:

- 30-40 minutes

Game Overview:

Heist! is a competitive, turn-based board game set in the wild, wild west, where players work against each other to rob banks. Players use two 6-sided dice to move around the board, accumulating as much money as possible through landing on *Cash Card* spaces, robbing banks, or stealing money from other players. The end goal is to rob the “Jackpot” bank, which contains the largest amount of *Cash Cards*!

Win Conditions: After all banks have been robbed of their money, players should count up their *Cash Cards*. The player with the most money at the end wins!

When a player robs the “Jackpot” bank, the game ends, regardless of whether the other players have robbed the banks.

SETTING UP:

- Separate the cards into 3 decks: *Resource Cards*, *Event Cards*, and *Cash Cards*. Shuffle these decks and then place them face-down.
- Each player receives 2 *Cash Cards* and one *Resource Card* before starting the game.
- All players roll the dice to determine who goes first. The player with the highest roll begins the game. In the event of a tie, players should re-roll.
- Each player selects a colored game piece.

CARDS: There are 3 types of cards: *Resource Cards*, *Event Cards*, and *Cash Cards*.

- **Resource Cards:** These cards give the player a resource that they can draw upon in order to get out of sticky situations where the player would otherwise go to Jail. Once a resource card is used, the player discards it.
 - *Examples:* Pistol, Rope, Sneezing Powder, Tumbleweed
- **Event Cards:** Trigger an event, which will often give the player money or resource cards, or take away the player’s money.

- *Pickpocket*: The player happens upon an unsuspecting individual and successfully pickpockets them! Player takes one “Cash Card” from the top of the draw pile.
- *Pickpocketed*: The player has been pickpocketed! Player must discard their lowest valued “Cash Card”.
- *Quick Draw*: The player engages in a duel with any other player for one of their “Cash Cards.” Players duel by rolling the dice; the player with the higher number wins the duel. In the event of a tie, players should re-roll until the dispute is settled
- *Jailed*: The Sheriff spotted you performing a dastardly deed! Go to Jail.
- *Snake Bite*: You’ve suffered a snake bite! Move back 5 spaces.
- *Yard Sard*: Draw 1 *Resource Card*.
- **Cash Cards**: Give the player a certain amount of cash. Some cash cards are just a few bucks, others might be a good chunk of change.

STARTING THE GAME:

- Players take turns in the order determined by the dice roll at the beginning of the game. Gameplay moves *clockwise*.
- To begin, each player must place their game piece on the designated “START” spot on the board, which can be found just in front of the “Jackpot” Bank.
- Each turn, the player rolls the dice and then moves clockwise the number of spaces shown on the dice.
- If the player rolls two ones (“Snake Eyes”) at any time, they must go to Jail.
- Upon landing on a space, the color on the space will indicate whether or not the player should draw a *Resource Card*, draw an *Event Card*, draw a *Cash Card*, or do nothing.
- If a player lands on the same space as another player, they must act as if they’ve drawn a “Quick Draw” *Resource Card*: the player who lands on the space must “duel” any other player by rolling the dice. The player with the highest die roll wins, and the loser must forfeit one of their *Cash Cards*, selected at random by the winner.
 - In the event that more than two players land on the same space, all players roll the die to determine the “winner” of the duel. The player with the highest roll collects a random cash card from each of the losers.

- **Jail:** Throughout the course of the game, players may be arrested by the town Sheriff and put in “Jail.” Once in Jail, the player can get out of Jail by:
 - Breaking out: Rolling a 9 or higher allows the player to break out of Jail.
 - Good behavior: Failing to roll a 9 or higher after 3 turns, the player is let out of Jail on “good behavior.”
 - Playing their “Can ‘o Beans” *Resource Card*.

Once the player breaks out, they must start from the space directly in front of the Jail (as indicated by the arrow on the board), landing on an *Event Card* space. Upon breaking out and landing on this space, the player draws an *Event Card*.

In the event that this card is a “Jailed” card, the player must go back to Jail!

- **Banks:** There are three banks on the board: 2 small banks, and one big “Jackpot” bank. In order to rob the “Jackpot” bank, players must first rob the two smaller banks. Robbing the “Jackpot” bank prior to robbing the smaller banks will automatically place the attempted robber in Jail.
 - When nearing a bank, the player should stop at the bank space (the green space in front of the bank, which has an arrow on it) and move into the bank. Upon their next turn, the player will begin “robbing” the bank.
 - The three banks are:
 - **Bank #1:** This bank is the first bank the player encounters. Once this bank has been robbed, the players must pass Bank #2 and go all the way around the board one time before their next heist.
 - **Bank #2:** This is the player’s second heist. It is the bank in the other corner of the board. After robbing this bank, players may continue directly to the “Jackpot” bank.
 - **Jackpot Bank:** This is the heist that the robbers have been working up to! It is at the opposite end of the board from the other two banks, directly next to the “START” space.
 - Upon successful robbery:
 - *Small banks:* Player draws 2 cash cards.
 - *Jackpot bank:* Player takes all the *Cash Cards* remaining in the *Cash Card* deck.

Robbing the “Jackpot” bank is not a guaranteed win, but it might significantly help! 😊

- **Robbing a Bank:** Once the player gets to a bank, they should place their game piece on the bank. On their next turn, the player rolls the dice.
 - In order to successfully rob the bank, the player must roll a 10 or higher.
 - If the player does not roll a 10 or higher within 3 turns, they must go to Jail.
 - On their third turn, the player may choose to leave the bank and go around the board again before returning to rob the bank again, or to just roll and risk going to Jail.
 - Each time a player rolls doubles within a bank, the amount of turns they may spend in the bank is extended by 1. The exception to this rule is rolling Snake Eyes (two ones), which sends the player to Jail like it normally would.
 - A player may use one of their *Resource Cards* to avoid going to Jail after failing on their third turn, effectively extending their turn limit in the bank by 1.
 - If no players successfully rob a bank and are instead all sent to Jail, players must return to the bank to try again as many times as necessary to proceed.

When any player successfully robs the bank, all players who are currently within the bank should move out of the “bank” space and onto the space directly outside of it, as indicated by the arrow.

Any players who did not make it to the “bank” space should continue on the normal board without entering the “bank” space.

If any player successfully robs the “Jackpot” bank, the game ends (regardless of whether or not all players made it to the “Jackpot” bank)!

Players then count up their cash, and player with the most money wins!