Heist

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3-8 players
30 minutes

Heist is a game of deception and deduction. A gang of professional thieves has been assembled by the boss. The plan: robbery, larceny, grand theft...all today. The problem: the boss has gone missing, nobody knows or trusts the other guy, and word on the street is that there are some undercover cops infiltrating the team. Can you ID the cops before the heist goes down?

Components

28 Role Cards - With a role name, a goal, an optional ability, and an optional action
30 Score Cards - 4x $5,000; 8x $4,000; 18x $3,000
1 Action! Card
2 Yes/No Cards
4 Game Setup and Role Summary Cards

Object of the Game

The goal is to be the first player to have $20,000 or more. Each round, multiple players will have an opportunity to win a share of the cash if they are able to accomplish their goals together. But each round you are not sure who you should be working with.

Setup

- Shuffle the score cards and place them face down.
- The player who was most recently inside of a bank starts with the Action! card.
- Select the role cards appropriate for your number of players. The cards have a player count in the lower-right. For example, with five players you would select all of the cards labeled 3+, 4+, and 5+. With four or more players, there will always be enough role cards so that everyone has two and there are two extra.

How to Play

Heist is played in rounds. Only the score cards that a player has accumulated are kept from round to round.

Deal

Start the round by shuffling the role cards and dealing two cards to each player. The two extra cards are considered "missing" and should be placed face down in the middle of the table.

The Roles

Each player starts with two role cards: one will be used as an action and the other one will have a goal that the player will want to accomplish to win that round. Both cards must be kept hidden unless an ability or action tells you to reveal one. Some roles have abilities listed on them. These abilities are always in effect, though may only trigger when a certain action occurs.

Actions

An action can only be taken by the player holding the Action! card. First, you choose the card that you will be performing the action with. Unless otherwise specified by a card's ability, you can always use an action to discard the card face down in front of a player. Read the action text and perform the action tasks in the order on the card. Note that some actions will have you choose a player that chooses a card from their hand. They choose a card before knowing what action is being played on them. If an action targets a player that has more than one card and no one has more than one card, the action

cannot be used.

The Interrogator action has you ask another player a yes/no question. The question is asked publically, and the answer can only be Yes or No. The answer is given privately using the Yes and No cards. After the answer is given and the Yes/No cards are reshuffled, either player may say anything about the the answer.

If you choose to discard a card as your action, the card is discarded face down in front of another player. Some discards, like the Hitman role, will have an effect on the target player when discarded.

After you have completed your action, choose a player that has two cards left to give the Action! card to. If there are no more players that have two cards remaining, keep the Action! card: you will start with it next round.

Discussion

Discussion is key to the game and necessary to sort out which players are which roles. Discussion can happen any time after the cards are all dealt: before, during, or after all actions have been played. Players may claim anything about their cards that they wish. Like other hidden-role games, the art and details on the card are not allowed to be discussed (you may not attempt to see if a player is holding a card by having them read the action text, for example). Claiming a role name is common and expected. If you are holding an Undercover Cop, usually claiming a Hitman or an Interrogator is safer as there are more than one of these roles in the standard game.

Draw!

After all players have taken an action, each should have a single card in their hand with a goal. Once everyone has agreed that they are ready, someone can count 1..2..3..Draw! Simultaneously, everyone points their finger (gun) at a player that they would like to catch. You can never point at yourself.

Each player reveals all of the discarded cards in front of them. Each Hitman counts as an extra gun pointed at that player.

The player with the most guns pointed at them is caught and reveals their role to resolve who accomplished their goal. If multiple players are tied for the majority, each tied player is caught.

Round Winners

Everyone can now reveal their role. Based on the role of the player caught, determine which players have accomplished their goal for that round. Each of those players get one score card for each take that their goal specifies.

Gather all of the role cards and shuffle them in preparation for the next round.

Game End

After a round is over, each player adds up their total cash. The game ends when a single player has $20,000 or more and that player is declared the winner. If multiple players have more than $20,000, the player with the most cash is the winner. If the winners are still tied, another round is played until a single player has the most cash.

Variations

3 Player Variant

With three players: use the standard setup, but only have one missing card.

Other Variants

The player numbers on the role cards are the recommended way to first play the game. However, these can be ignored and additional unnumbered roles can be included if you wish to add more variety to the game. The total card count accommodates for two cards missing, but this can be lowered or raised for a more deterministic or chaotic game, respectively.

Basic Roles in Detail

Bodyguard

- This goal is the “standard” goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop.
- The Bodyguard’s action moves all discarded cards from in front of a player to the other players. Each discarded card can move to any other player, they do not have to go together. You can still use this action on a player (including yourself) even if you do not have any discarded cards in front of you. While it may clear that player of hitmen, it might be suspicious that you are moving all of those cards away and get that player real votes instead.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Con Man

- This goal is the “standard” goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop.
- The action on the Con Man has you choose a player to perform an action right away. This is often best used early so that if your target player’s action requires another target player, valid players are still available. If your target cannot play the action on the card, it either means that there are no target players available or they are holding a card that does not have any actions on it.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Criminally Insane

- This goal is to avoid all suspicion so that no one points at you. If you accomplish this, it is worth two takes.
- The ability on the Criminally Insane triggers when someone uses their Interrogator action to ask you a Yes/No question. Whatever answer you would normally give to the question, you must give the opposite answer. If you are holding this card and another card that grants you the ability to choose your answer to the Interrogator question, you are allowed to choose your answer.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Explosives Expert

- This goal is the “standard” goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop.
- The ability on the Explosives Expert triggers when it is revealed that you are caught. Whoever you were pointing at during the Draw! step is also caught. If you think you have a good read on who an Undercover Cop is, but cannot convince others to target that player, a viable tactic is to try to get caught yourself to bring your target down with you.

- The action of the Explosives Expert forces another player to discard. It is possible to choose an Undercover Cop as the target of this action and potentially have them discard the Undercover Cop card.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Getaway Driver

- This goal is the "standard" goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop.
- The Getaway Driver action causes two people to swap cards. Both players must have more than one card in their hand; this action is not playable if only one or zero other players have more than one card in their hand. You may not choose yourself as either player. This action introduces a lot of information into the round, so is often best played early.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Hitman

- This goal is the "standard" goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop.
- The ability on the Hitman adds an extra gun to help catch a suspected target. Discard it in front of a player when you have a good read on that player, or when you might need to break a suspected tie.

Inside Man

- This goal is the "standard" goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop.
- The action on the Inside Man allows you to look at one of the two missing cards. This helps you to sort out other players claiming roles. Only you get to see the card, but you may say anything you like about what you saw.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Interrogator

- This goal is the "standard" goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop.
- The Interrogator's action allows you to come up with a Yes/No question to ask any player. The question is asked publically, and the answer can only be Yes or No and must be truthful. The answer is given privately using the Yes and No cards. After the answer is given and the Yes/No cards are reshuffled, either player may say anything about the the answer. A common question is "Are you holding an Undercover Cop card in your hand?" Although the answer given must be truthful, though there are cards that allow or require a player to lie to the Interrogator's question. A player holding only one card has a lesser chance of having one of these abilities and may be a better target for your question. You may not ask questions designed to work around the lying abilities of cards in the game. Questions about future actions (like "Will you use your action to discard this round?") are not binding and therefore not very useful (The target player may want to discard at the time that the question is asked, but change their mind when it comes time to play their action). Questions about non-game content may not yield the answer you were hoping for. Be careful.

Mastermind

- This goal is to avoid all suspicion so that no one points at you. Players knowing that you hold the Mastermind may feel that an extra gun pointing at you to cause you to lose the round is worth it.
- The action on the Mastermind lets you target a player and view their chosen card. Only you get to see the card chosen, but you may say anything you like about what you saw.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Scapegoat

- This goal is the opposite of other goals in that you want to get caught. Doing so will get you the highest possible take and causes all other players to lose, whether they accomplished their goal or not. This means that if you accomplish your goal, you are the only winner for this round. If you do not think that you can accomplish this goal, it is probably best to use your action to discard this card.
- The ability on the Scapegoat triggers when someone uses their Interrogator action to ask you a Yes/No question. You can choose which answer you would like to give, truthful or not. Often, you will want to give an answer that puts more suspicion on you as being an Undercover Cop in hopes that you get caught as the Scapegoat.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Snitch

- This goal is the same as the Undercover Cop's goal, ensure that an Undercover Cop is not caught. However, you do not care if you are caught yourself. If you think an Undercover Cop will be caught this round, it may be best to use the action on this card or to discard it.
- The action on the Snitch allows you to reveal your remaining card to a player of your choice. If you choose not to attempt the goal of the Snitch, using this action can help you gain the trust of another player. You may not choose yourself as the player to reveal the card to.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Undercover Cop

- The goal of the Undercover Cop is to stay hidden and ensure that you are not caught and any other Undercover Cop is not caught. Often, you will use the actions or abilities on your other card to try to remain hidden and put suspicion on someone else.
- The ability of the Undercover Cop does not let you use your action to discard this card. It is likely that you will have to keep the Undercover Cop goal for this round. When asked to choose a card by another player, you may be presented with an opportunity to discard or swap this card out for another, or you may have your chosen card looked at. Be wary.

Additional Roles in Detail

Backer

- The goal of the Backer requires you to use the action on it and then to choose a player that you think can win this round. If you use or discard your other card, you will be unable to complete your goal.
- The Backer's action has you give your last card to a player with only one card. Often, you will want the other player to use the action on the card that you gave them to help them accomplish their goal for the round. Giving the player another card gives them an additional action to use this round. Although you cannot point at other players or be pointed at, you can still participate in the discussion for the round to help accomplish your goal.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Gambler

- This goal is the "standard" goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop.
- The Gamber's action has you discard a score card to double up on goals. Most often, you will have two cards with the same goal and will get a better take if you accomplish that goal. Occasionally, your goals will be different and conflicting. You will have to choose which goal to strive for in that case. Even though you have 2 cards with goals, you cannot use the actions on those cards the rest of the round. You can use abilities on those cards and can be targeted as a player holding more than one card. If you discard one of the cards, you cannot accomplish the goal on that card. If a card is swapped with another player, you will be able to attempt the goal on the card that you just

received, though still cannot use the actions on it.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Nemesis

- The goal of the Nemesis requires you to use the action on it and then to choose a player that you think will lose this round. If you use or discard your other card, you will be unable to complete your goal.
- The action of the Nemesis has you give your last card to a player with only one card. You hope that the other player is unable use the action on the card that you gave them to help them accomplish their goal for the round. Giving the player another card gives them an additional action to use this round. Although you cannot point at other players or be pointed at, you can still participate in the discussion for the round to help accomplish your goal.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Pickpocket

- This goal is close to the “standard” goal of catching an Undercover Cop to win. If you keep this as your goal, attempt to use the action on your other card to help determine who might be an Undercover Cop. The Pickpocket has the benefit of getting a larger take if kept as a goal.
- The Pickpocket’s action allows you to potentially increase the value of the score cards that you hold. You can pick a target that shuffles their score cards and you take one randomly. After you take the score card, you look at the value of it. Give your target player any score card of yours, including the one that you just took.
- There can only be one of these cards in play, so if someone else claims to be holding it, you know that they are lying.

Twin

- This goal is just to find the other player holding a Twin card and be pointing at them during the draw step. If the other Twin card is one of the two missing cards or you suspect that an Undercover Cop is claiming to have the other Twin card, you may want to discard this card as your action instead. Even if you find your other Twin, you can still lose if the Scapegoat wins, so you may want to use the action on your other card to protect against this. In the unlikely scenario that you are dealt both Twin cards, you will be unable to meet your goal unless a Getaway Driver causes you to swap a card with someone.

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TODO: Specific awesome people.