

HÄNDS UP!™

A Diceless Diamond Heist for 2 Players

SETUP

Decide who will act as the Director for this game. The other player is now the Robber. Have the Chief read the following aloud:

"You're walking down a dark alleyway carrying a two-way radio, a stolen diamond and a loaded pistol. The radio is tuned to a dock worker, who has agreed to lend her boat to the heist of the century, if only you'd make it there in time. Suddenly, a police officer shines a bright light in your face, illuminating a nearby fire escape."

The Robber starts with 3 🟩 Health and 3 🔥 Heat. Both players should raise three fingers of their non-dominant hand to indicate this. The Director tracks 🔥 while the Robber tracks their own 🟩.

OBJECTIVE

The objective of the game changes based on your chosen role.

If you're the Robber, you win the game if you make it to the getaway boat holding the diamond or the 🔥 reaches 0. They lose if they die or get arrested.

It's up to the Director to give the Robber the most thrilling chase possible. They aren't trying to win.

TURN STRUCTURE

The game is split into turns and further into phases:

Tension: The Robber listens to the Chief describe the situation and imagines it in their head.

Action: The Robber tells the Director how they want to respond, such as vaulting over a tall fence.

Resolution: If the Robber's proposed action was risky, play Rock, Paper Scissors.

If the Robber wins, their plan goes off without a hitch. The robber immediately loses 1 🔥.

If there's a tie, the Robber succeeds, but with a slight mishap. They don't gain or lose 🔥.

If the Director wins, the Robber doesn't get what they want and then things get worse while gaining 1 🔥.

STEALTH

The Robber may choose to hide from the police instead of taking them head on. They aren't able to do this where a police officer or bystander would reasonably be able to perceive them and whom will snitch on them instantly. Otherwise they lose 1 🔥.

COOL

If the Director agrees that what the Robber attempts is awesome, each player throws twice and takes the better result in favour of the Robber.

HEAT 🔥

Starts at 3 and changes based on the Robber's actions. If it ever reaches 5, the Director and the Robber engage in a Thumb War to a 3 second pin.

If the Robber wins, a stroke of luck allows the robber to escape. Continue play with 4 🔥.

Otherwise, the Robber is handcuffed and immediately loses the game.

HEALTH 🟩

The Robber can survive serious damage only twice. The first injury destroys their body armour. The second prevents them from throwing twice due to Cool. The final hit kills them, ending the game.

TWIST

The police will stop at nothing to get the museum's diamond back. If the chase becomes stuck, the Director can utilise one of the following prompts, with the severity depending on the current level of 🔥.

🔥1: A loud claxon, volunteer officers hidden in plain sight, emergency radio broadcasts

🔥2: Road spikes, flashbangs, smoke grenades, Taser strikes, vehicular blockades, pincer attacks

🔥3: Tear gas, police helicopters, armoured interception dogs, riot shields and truncheons

🔥4: Armed SWAT teams, snipers, explosive mines, tanks, jet fighters, a giant robot called "Lawrence"

CREDITS

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Special thanks to Adam, Alice the bunny, Omit and Rin for playtesting and proofreading the copy.

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This game is not an endorsement of policing in any way, shape or form. ACAB. Black lives matter.



SETTING

Drundleton on Sea. This sleepy English coastal town is a gently sloping mess of sudden cliffs, winding roads and wonky buildings that smell faintly of smoke. It has the following points of interest:

1. The Museum of Rock: A local attraction seeking to educate the public about hard candy. Its most recent exhibition exposed a critical flaw in the laser defence system. Currently swarming with police officers.
2. Pearl Clutch Marina: Home to a vast shipping yard containing everything from ageing tugboats to towering ocean liners.
3. Dinosand Amusement Park: A small family park where the titular dinosaurs have been an upcoming attraction for a while now. Has a surprisingly intense roller coaster.
4. Markoff Tower: While folk are barred from climbing it, this enormous clock tower acts as an anchor point for tourists and locals alike.
5. Drundleton Pier: While a thrilling feat of engineering a hundred years ago, this mile long pier burned down in a bizarre accident and is said to be haunted.

The robber doesn't have to be aware of all of these locations before playing, as these can be organically explained by the Director. While Hands Up is assumed to take place here, changing it out for a futuristic cybercity or renaissance era port town can add a unique flavour to the game!

