

HÄNDS UP!™

A Diceless Diamond Heist for 2 Players

SETUP

Decide who will act as the Chief 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. "You're under arrest. Hands up!"

The Robber starts with 3 🟢 Health and 3 🔥 Heat. Both players should raise three fingers of their non-dominant hand to indicate this. The Chief 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 Chief 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 Chief 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 Chief 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 reasonable be able to percieve them and whom will snitch on them instantly. Otherwise they lose 1 🔥

COOL

If the Chief 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 Chief 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.

FORCE

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

🔥1: A loud claxon, plainclothes 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, road mines

🔥5: Tanks, jets, a giant robot named "Lawrence"

CREDITS

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