

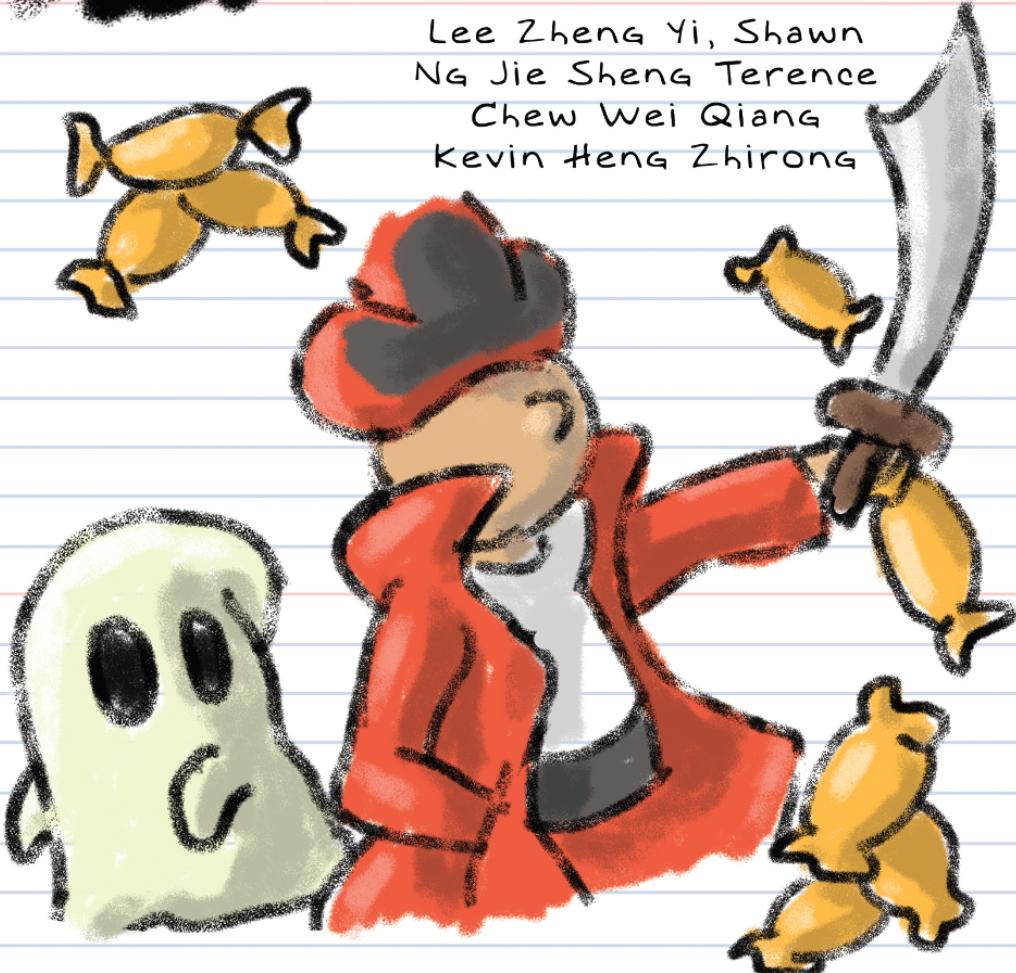
Sugar Heist



DESI15F19-A

Team Dash-Dot-Dash

Lee Zheng Yi, Shawn
Ng Jie Sheng Terence
Chew Wei Qiang
Kevin Heng Zhirong



Index

Components	3
Introduction	4
Goal	4
Setup	4
How To Play	5
Target Phase	5
Prep Phase	6-8
Heist Phase	9-11
Heist Example	12-14
FAQ	15
Hideout Board Anatomy	16
Card Anatomy	17
Glossary	18-19
Credits	20

Quick Play

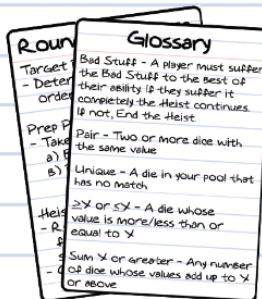
If you want to get right into the game you can just read pages 3 - 11.

Components

The components below are for identification purposes. A complete card and board anatomy can be found later in the Rulebook.



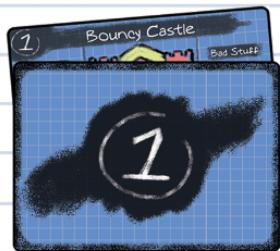
6 Hideout Boards and matching Player Token



6 Helper Cards



48 Costume Cards



54 1-Cost

Hideout Cards



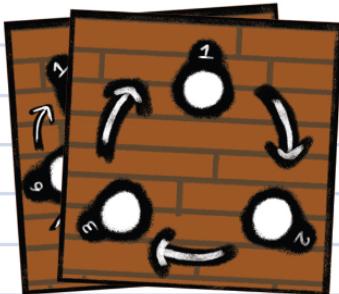
42 2-Cost

Hideout Cards



20 3-Cost

Hideout Cards



2 Double-Sided

Target Tracks



96 Candy Tokens



16 Sugar Tax Tokens



75 Money Tokens
(Each valued at \$1)



1 Bag



8 Dice



Halloween has passed...

But one can never have enough candy.

The neighbourhood kids are gearing up to raid each other's base of their candy stash.

Load up on powerful Costumes and arm your Hideout with defences in Sugar Heist!

Overview

Sugar Heist is a card-drafting game for 3-6 players. Players take on the role of kids just after Halloween.

Your goal is to have the most Candy by raiding others' hideouts while protecting yours at the same time.

The player with the most Candy at the end of the game wins!

Setup

- Shuffle each of the four decks.
- Each player gains 3 Candies, a Hideout Board of their choice and a Player Token with its corresponding colour.
- Find the Target Track corresponding  to the number of players.

How To Play

Sugar Heist consists of a number of rounds equal to the number of players.

Each Round consists of 3 Phases, in order:
Target Phase -> Prep Phase -> Heist Phase

Target Phase

Put all player tokens into the bag and shake it.

Randomly take one token at a time from the bag and place them in ascending order on the Target Track.

This determines the turn order as well as who is attacking whom for the Round. The first player will attack the second player. The second player will attack the third and so on. The last player will attack the first player.

Prep Phase

Start of Phase:

- Layout the top six cards of the Costumes deck in the middle. This will form the shared Costumes Market
- Each Player takes:
three cards from the 1-cost Hideout deck,
two cards from the 2-cost Hideout deck and
one card from the 3-cost Hideout deck.
This will form their hand for the Round.
- Each Player gains \$6. (That's your allowance!)



Prep Phase cont.

Starting with the first player and then cycling in turn order, each player can either:

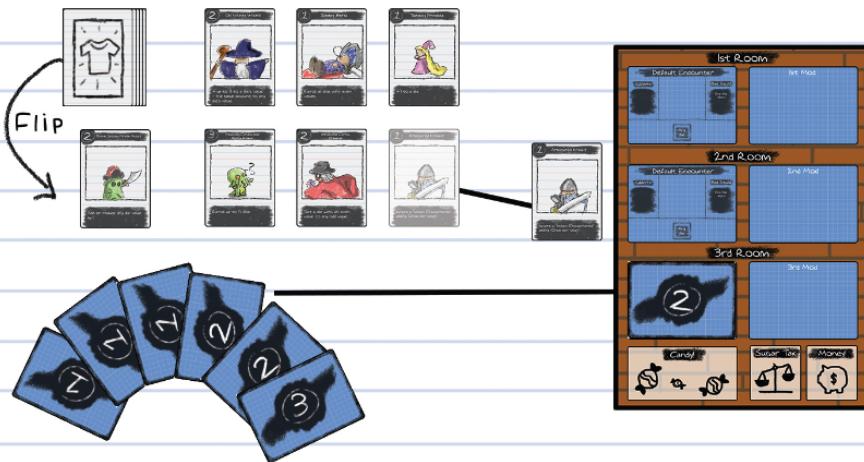
- a) Buy ONE card from the Costumes Market or from their Hand.

Cosumtes: Pay the cost of the card and add the Costume faceup Beside your Hideout.

Flip the top card of the Costumes deck into the Costumes Market.

Hand: Pay the cost of the Encounter/Mod and then place it facedown in the slot on the Board. Players may move or discard cards already on their board to make space.

Discarded Encounters/Mods are returned to the bottom of their respective decks.



Prep Phase cont.

B) Pass

When a Player passes, they cannot do anything else for the Prep Phase. The first Player to pass gains \$2. Second Player to Pass gains \$1.

Third Player to pass gains \$1 in games with five or more Players.

Repeat this process of buying a card or passing until all Players have passed. Then, shuffle all unbought Costumes, Mods and Encounters back into their respective decks and move on to the Heist Phase.

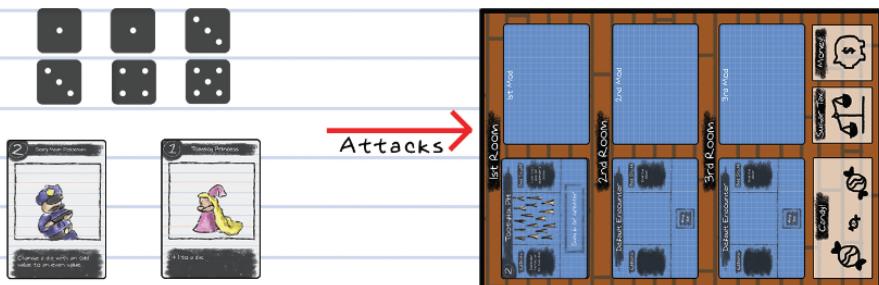
Heist Phase

Starting with the first Player, they begin their Heist on their target player on the Target Track. The Player performing the Heist is referred to as the Attacker and the player being attacked is the Defender.

At the start of the Heist, the Attacker rolls six dice. This will be their dice pool for the Heist.

Starting with the 1st room, the Attacker attempts to infiltrate the Defender's Hideout and steal Candy.

A Room consists of an Encounter and possibly a Mod. If there are no Encounter cards, use the default one on the Hideout Board. This Default Encounter can have a Mod attached.



Alice's
Dice Pool ≠ Costumes

Bob's
Encounters ≠ Mods

Heist Phase cont.

Encountering the Room

When the Attacker approaches a Room with facedown Encounter/Mod, the Defender flips them faceup.

Resolve the 'Effect' on the cards. Resolve the Mod's 'Effect' before the Encounter's.

The Attacker can now spend dice from their pool that satisfy the Challenge of the Encounter to clear it. They may also use their faceup Costumes to help by flipping them facedown and resolving its effect.

- If the Attacker successfully pays for the Challenge, they clear the room and gain one Candy.
- If the Attacker can't/doesn't want to pay for the Challenge, they suffer the Bad Stuff to the best of their ability. If they cannot suffer the entire Bad Stuff, End the Heist. (After suffering as much as they can)
- If the Attacker suffers the Bad Stuff completely, the Attacker can continue the Heist. (Unless the Bad Stuff is "End the Heist") But doesn't gain Candy.

Heist Phase cont.

Finishing the Heist

If the Attacker makes it pass all three Rooms, they steal one Candy from the Defender. The Attacker steals one additional Candy for each Sugar Tax token the Defender has. Their Heist then ends. Flip any facedown Costumes back up.

Then the next Player makes their Heist.

After all Players have made their Heist, each Player with the highest number of Candy takes one Sugar Tax token. Then the Round ends.

Determining the Winner

After the last Round, the Player with the highest number of Candy wins!

If there is a tie, whoever has more Sugar Tax tokens among the top players wins!

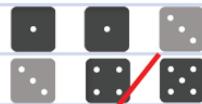
If there is a tie in Sugar Tax tokens, whoever has the most money leftover among those players wins!

If there is still a tie, argue among yourselves over who has the coolest Hideout and outfit.

Heist Example

Alice is attacking BOB for this Round. Alice rolls six dice and gets a 1, 1, 3, 3, 5, and 6. She has "Scary Mean Policeman" and "Tomboy Princess" as her Costumes.

Alice approaches BOB's first room which has a faceup "Toothpick Pit" Encounter and no Mod. BOB resolves its "Effect" and chooses to reroll Alice's 5 and 6. It's new results are 4 and 5. Alice now has to deal with the Challenge of "Sum 6 and above". She chooses to spend two of her '3' dice. She gains one Candy for clearing the room and moves on. (Dice left: 1, 1, 4, 5)



1st Room

2 Toothpick Pit

Effects:
Defender rerolls up to two dice.

Bad Stuff:
Loss two Candy if Attacker's choice

Sum: 1 2 3 4 5 6

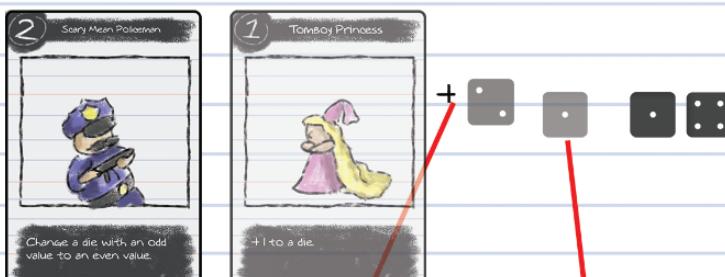
1st Mod

Heist Example cont.

Next, Alice encounters the 2nd room which has a Mod, Scattered Marbles and an Encounter, Insidious Lawn Gnomes. Since both cards have Effects, Bob has to resolve the Mod's Effect first.

Alice rolls a die from the outside the game and gets a '6', she chooses to lose her '1' die for the effect. Next, Bob rerolls Alice's '5' die for Insidious Lawn Gnome's effect. The new result is '2'.

Alice decides to use her Tomboy Princess by flipping it facedown to change her '2' to a '3'. She then uses it to satisfy the Challenge and gains one Candy for clearing the Room. (Dice left: 1, 4)



Heist Example cont.

Next, Alice encounters the 3rd room which has a facedown Encounter. Bob flips it faceup revealing a Venus Flytrap.

Bob resolves the Effect and Alice loses her '1' die. Alice now has no way to clear the Challenge as she only has a '4' die left. She has chooses to suffer the Bad Stuff. Alice loses her remaining die and one Candy and moves on since she suffered the Bad Stuff completely. But she does not gain Candy for passing the Room.

Since Alice successful passed all three rooms, she steals one Candy from Bob's Candy Stash. Her Heist ends and it's Bob's turn to make his Heist on Charlie.



A screenshot of the game interface for the 3rd Room. At the top, it says "3rd Room". Below that is a card for the "Venus Flytrap" encounter. The card has three sections: "Effects" (loses all 1s and 2s), "Venus Flytrap" (an illustration of a plant), and "Bad Stuff" (loses one die and one candy). Below the card is a button with "Any die Any die". To the right is a blue rectangular area labeled "3rd Mod". Red lines from the previous encounter cards point to the "Effects" section of the Venus Flytrap card and the "Bad Stuff" section of the same card.

FAQ

Q: Can I increase a die above 6 or below 1?

A: No. Dice have a maximum value of 6 and a minimum of 1. This includes 'set' effects.

You can only set a die to a value from 1-6

Q: Can I take Hideout cards back to my hand?

A: No. Once a Hideout card is bought, it goes onto the board. It can be moved or discarded when a new Hideout card is bought.

Q: Can I flip Hideout cards facedown again?

A: Not unless a card effect tells you to. When rearranging your Hideout faceup cards must remain faceup. Same for facedown cards.

Q: Must I successfully clear all three Challenges to steal Candy?

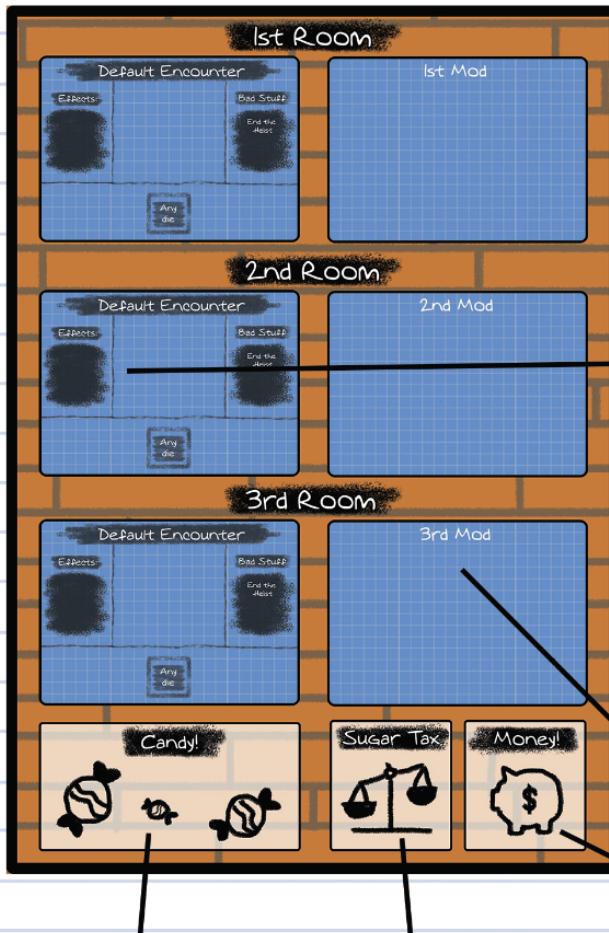
A: No. You just need to pass all three rooms. You can suffer Bad Stuff and still steal Candy.

Q: Must I start placing Encounters and Mods from the 1st Room?

A: No. You can place bought Encounters and Mods in any Room in any order.

Hideout Board

This represents your base of operations. You will buy Encounters or Mods cards and overlap them on your Board to protect your Candy.



Room

Attackers must get past three rooms in order to steal Candy. Each room has one Encounter and possibly one Mod

Encounter

If a player has no Encounter card here, this default one is used. Bought Encounters go on top of these. You don't need to start overlapping from the 1st room

Mod

Mods enhance your Encounters. Mods are optional

Candy Stash

Where you place your Candies

Sugar Tax Area

Where you place your Sugar Tax tokens

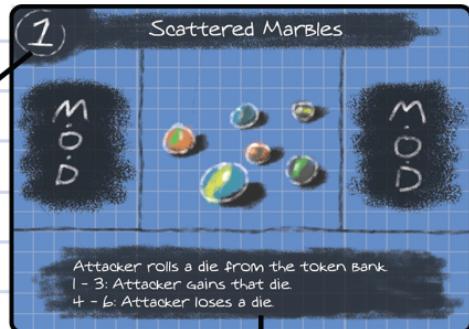
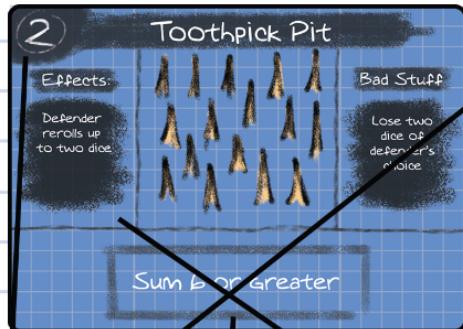
Money Stash

Where you place your Money

Card Anatomy

Encounter

Mod



Cost

Challenge

Dice a player must spend to clear the Encounter.

Effect

This resolves when the player encounters it. Resolve the Mod's effect before the Encounter's

Cost



Name

Costume Ability

Used once per Heist
Flip facedown to indicate it has been exhausted.

Glossary

$\geq X$ / $\leq X$

Greater than or equal to X .

Less than or equal to X .

Bad Stuff

The penalty a player must suffer if they fail a Challenge. Players must suffer the Bad Stuff to the best of their ability. If they fulfil it completely, they can continue the Heist but does not collect Candy for that Room. If they cannot suffer it completely, End the Heist.

Challenge

The types/amount of dice a Player must spend to clear a room.

Clearing a Room

A player successfully paying the Challenge, they gain one Candy.

Effects

Resolve Mod's effects before Encounters

Encounter

Main part of the rooms that contains the Challenge and possibly Effects.

Glossary cont.

Mod

An additional supplement to Encounters by adding Effects.

Odd / Even die

Die with value 1, 3, 5 / Die with value 2, 4, 6

Pair / Part of a Pair

Two or more dice with same value. / A die that has one or more matches in your pool.

Pool

The six dice you start the Heist with.

Set / + / -

Turning a die in your pool to the stated value.

Sugar Tax

Given at the end of the round to Player(s) with the most Candy. Whenever their Candy is stolen, an additional one is stolen for each Sugar Tax they have.

Sum X or Greater

Dice whose values add up to X or above

Unique Die

A die that has no match in your Pool.

Credits

Made for DESIISF19-A
Submitted 28 Nov 2019

By Team Dash Dot Dash
Lee Zheng Yi, Shawn
Ng Shi Jie Terence
Chew Wei Qiang
Kevin Hong Zhirong

Lecturer
Jonathan Kwek

Teacher Assistants
Sherwynn and Lydia

All content © 2019
DigiPen Institute of Technology Singapore.
All Rights Reserved