

# *Ocean's*<sup>TM</sup> Heist

Plan infamous heists and construct formidable defenses in this slow-turned-fast team-based card game for 2+ players.

The *Ocean's*<sup>TM</sup> Heist! box contains:

- **90** Equipment Cards
- **6** Situation Cards
- **3** Target Cards
- **3** Unique Defense Cards
- **60** Casino Defense Cards
- **10** Vault Defense Cards
- **10** Global Defense Cards
- **5** Alarm Tokens
- **1** Six-sided die

A timer is required but not included; it must be capable of timing 30-second and 1-minute increments.

In *Ocean's*<sup>TM</sup> Heist, two teams, divided as evenly as possible among players, compete to either pull off or defend against the greatest casino heist of the century. The attacking *Heist Crew* must infiltrate three layers of casino defenses, breach the vault, obtain the target, and escape through a final level of defenses without raising too many alarms or running out of equipment. It's up to the defending team, the *Casino Staff*, to predict the *Heist Crew's* preparations and bombard them with well-chosen defenses that will stop them in their tracks.

A large table or playing area is recommended, where all players are able to see cards from their own team, but not the other team.

## **The heist unfolds over three acts: Selection, Preparation, and Heist**

- **Selection**
  - Divide all players into two roughly even teams: *Casino Staff* and *Heist Crew*.
  - The *Casino Staff* chooses a target to defend, and the *Heist Crew* then chooses and reveals a situation card to provide bonuses for the approach they want to take.
- **Preparation**
  - The *Casino Staff* choose Global Defenses, which will affect their Casino Defenses and Vault Defenses, making it more difficult for the *Heist Crew* to disable them in certain ways.
  - The *Heist Crew* choose up to \$5000 worth of Equipment Cards to share among the team. Equipment cards are how the *Heist Crew* disables Defenses that the *Casino Staff* have set up, and once used, cannot be re-obtained for the rest of the heist.
- **Heist**
  - The two teams battle back and forth through three scenes: Entry, Vault Breach, and Escape.
  - Each scene is made up of multiple rounds of the *Casino Staff* placing defenses, the *Heist Crew* guessing which defenses were chosen, and then using Equipment to disable them.
  - If the *Heist Crew* is unable to disable a certain amount of defenses during each round, they will end up 'raising the alarm', which increases difficulty during the final scene of Escape.

## **Ending the Game:**

The game ends under one of four conditions:

- The *Heist Crew* successfully obtains the Target and disables all Casino and Unique Defenses during the Escape round, leading to their victory: *A successful heist!*
- The *Heist Crew* is unable to obtain the Target and/or disable all Casino and Unique Defenses before exhausting their Equipment, leading to their defeat: *Neither theft nor escape was possible.*
- The *Heist Crew*, at any time, raises a total of more than 5 alarms, leading to their defeat: *Who knew the police would actually arrive on time?*
- The *Heist Crew* is unable to obtain the Target, but successfully disables all Casino Defenses during the Escape round before exhausting their Equipment, leading to a stalemate: *They just broke in to break out??*

## **Breakdown of Each Act:**

### Target Selection

- Teams are chosen and the *Casino Staff* choose a Target Card from one of three: Diamond, Painting, and Cash. It is revealed immediately. Find the Unique Defense that correlates to the Target and have it ready for later in the game.
- Next, the *Heist Crew* chooses up to 1 Situation card in response to the Target card that was chosen. It is revealed immediately. This card provides bonuses to certain Equipment cards that are played throughout the game.

### Preparation

- The *Casino Staff* choose exactly 2 Global Defense cards to lay face down on the playing field.
- The *Heist Crew* chooses up to \$5000 worth of Equipment Cards to add to the team's collective hand for the rest of the game. Equipment cards are not exclusive to any one player; they are shared among the team.

### Heist

- Both Global Defense Cards are revealed. Any Equipment cards that come into play at the beginning of the Heist act are revealed as well.
- Shuffle the Casino Defense cards and place them face-down into a deck on the playing field.
- Shuffle the Vault Defense cards and place them face-down into a deck on the playing field.
- Casino Entry
  - Play 3 rounds. During each round, no special effects occur unless so dictated by the cards in play. (See Anatomy of a Round)
- Vault Breach
  - Play 1 round. During this round, the *Casino Staff* additionally draw and reveal three random Vault Defense cards. During Prep Time, place one Vault Defense face up and one face down on the playing field alongside the other Casino Defenses.
  - During Prep Time, place the Target's Unique Defense face up alongside the other Casino Defenses. If and only if it is Disabled by the end of the round, add the Target Card to the *Heist Crew's* hand.
- Escape
  - Play 1 round. During this round, the *Casino Staff* additionally draw, reveal, and place one extra card for every raised alarm. Raising an alarm during this round results in a game loss for the *Heist Crew*.

### **Anatomy of a “Round”:**

Rounds make up the bulk of the Heist Act, and are played as following:

- The *Casino Staff* draw eight cards from the Casino Defense Deck and place them face-up for **thirty seconds** on the playing field for both teams to see.
- Once both teams have seen the cards, the *Casino Staff* have **one minute, referred to as Prep Time**, to choose four of the drawn cards to place face down in the playing area to count as this round's Defenses. These are now their *Active Defenses*. During **Prep Time**, the *Heist Crew* may choose any number of Equipment from their hand to place face down on the playing field to *Disable* the Defenses the Casino Staff are about to place. This is now their *Active Equipment*.
- Once Prep Time is finished, the *Heist Crew* has an additional **one minute, referred to as Crunch Time** to choose more Equipment from their hand they believe will *Disable* the Defenses the *Casino Staff* have placed. This adds to their *Active Equipment*.
- After the respective timers have finished, regardless of how many cards either team has placed, no more cards may be placed by that team. *Mistakes are costly, and split second decisions must be made in time.*
- Reveal all the Active Defenses and Active Equipment.
- The *Heist Crew* assigns Equipment to disable the Active Defenses.
  - Each Active Defense Card has a specific requirement for it to be Disabled.
  - **By default, one requirement OR another must be met. Only for some Vault Defenses must ALL the requirements must be met.**
  - Expending a use of an active equipment adds that equipment's effects to a 'pool' of effects that are available during that round only. That pool may be divided up and assigned in any way among the various defenses.
- After Equipment assignment, if any Defenses are left without being disabled, the *Heist Crew* may optionally choose to “Wing It”. This involves discarding up to six Equipment Cards of any kind from Active Cards **where a use was not expended this round** or the *Heist Crew's* hand, and naming a number on the die for each card discarded. A single die roll resulting in one of the named numbers successfully Disables the Defense. This can be repeated any number of times on each remaining defense.
- After this, if any Casino Defenses are still left without being disabled, move one Alarm Token for each remaining defense to a visible area in the playing field, next to any other existing Alarm Tokens. These are now Raised Alarms. **Vault Defenses move one extra Alarm Token if left undisable.**
- Discard all disabled defenses.
- If an Active Equipment was not assigned this round, subtract a use.
- Discard all Active Equipment that has no more uses.
- **Both Equipment and Casino Defenses may carry over between rounds if there are uses remaining, or if they were left un-disabled. Vault Defenses and Unique Defenses other than Dye Packs do not carry over between rounds.**