

Rulebook version 1

Components

- Deck of Critters (**6 of each critter**)
- Gameboard (12x12 grid)
- Path tile deck (120 with various combinations of paths, security, and traps)
- Crew miniatures
- Trap deck
- Suspicion tokens

Round 1: Hire your crew

Shuffle the critter deck and place 3 facedown on the table beside the deck. Randomly determine a starting player from which play will proceed clockwise. On each player's turn in this phase they can look at one of the face down piles and either take one of the cards in it or look at a different pile that they have not looked at yet. After either one they place another card from the deck in that pile. If they decline to take a card from all three piles, they take a card from the top of the deck. This is repeated around the table until all players have **5 critters**.

Round 2: Scope out the location

Randomise the path tile deck and remove a number of tiles that differs based on the amount of players at random. **2 = 60, 3 = 50, 4 = 40**. Each player is assigned an entrance tile in the same play order as the first round each player draws and places a tile. There are 8 preplaced crossroad tiles on the board

- Players may not place a tile adjacent to another player's starting tile.
- Players must always place tiles so that a path on the tile connects to one other tile's path. Dead ends can still be created.

This round finishes when all tiles are placed.

Round 3: Perform the heist

Each player places their crew miniature on their starting tile.

On a player's turn they move their crew one tile and may **use up to 2 critters**. A Player may only move between tiles if the paths connect on both tiles

Critters are kept in a player's hand until they choose to play them at any point during their turn. Then they are put in a communal discard pile.

If a player reaches a loot tile they may take the highest victory point loot from it. To pick up another loot a player first must go to any starting zone and claim the tile.

Tile rules

- Loot tiles: During Round 2 place loot on them. The centre tile gets 3 loot. **10 victory points, 7 victory points, 4 victory points**. The outside tiles get a **4 victory point loot**.
*****Possible idea. In 4 players add a second smaller loot to outside tiles*****
During round 3 a player can move from a loot tile to any connected tile when they move.
- Security tiles: When a player passes a security tile without a loot, they gain 1 suspicion. When they pass a security tile with a loot if they have less than 6 suspicion they gain 2 suspicion. If they have 6 suspicion they gain a -1 victory point token.
- Trap tiles: When a player moves on to a trap tile they draw a trap card and resolve its effect. Trap cards:
 - Rotate the trap tile you're standing on. There must be a way off of it.
 - Draw a tile from the unused tiles and place it in an empty space on the board

- Randomly swap a card in your hand for the last discarded card
- Increase your suspicion **by 2**

Critter list

- Raccoon - Snatch - The player with the most unused cards other than you must discard one card. You choose in a tie
- Mole - Demolisher - Draw a tile from the unused tiles. Choose a space adjacent to your crew. If it has a tile, remove it. Then place your drawn tile in that space
- Ferret - Wiggles - When you move this turn, you move as though all edges on all tiles have paths.
- Bird - Wings - You can move an additional tile on your turn
- Hedgehog - Spiky - Move one player's crew one space of your choice. The crew that you choose must be within 3 moves of you. This movement does not trigger traps or security.
- Butterfly - Distraction - If on this turn you would trigger security, you don't.
- Mouse - Cheese scent - If on this turn you would trigger a trap, you don't.
- Squirrel - Common critter - Reduce your suspicion meter by 2
- Bat - Echolocation - Look at the top three trap cards. Rearrange them and put back on top of the deck as you wish
- Owl - Wise - Look at the top three cards of the critter deck. Pick 1 to put in to your hand and return the rest to the bottom of the deck.

Rulebook version 2

Components

- Deck of Critters (**6 of each critter**)
- Gameboard (10x10 grid)(add 4 preplaced 4 ways with a hazard)
- Path tile deck (80 with various combinations of paths, security, and traps)(at most 10 4 way intersections)(most to least tile distribution empty>security>traps)
- Crew miniatures
- Trap deck
- Suspicion tokens

Round 1: Hire your crew

Shuffle the critter deck and place 3 facedown on the table beside the deck. Randomly determine a starting player from which play will proceed clockwise. On each player's turn in this phase they can look at one of the face down piles and either take one of the cards in it or look at a different pile that they have not looked at yet. After either one they place another card from the deck in that pile. If they decline to take a card from all three piles, they take a card from the top of the deck. This is repeated around the table until all players have **7 critters**. A random critter is placed into each players discard pile.

Round 2: Scope out the location

Randomise the path tile deck and remove a number of tiles that differs based on the amount of players at random. **2 = 56, 3 = 43, 4 = 24**. Each player is assigned an entrance tile in the same play order as the first round each player draws and places a tile. There are 8 preplaced crossroad tiles on the board

- Players may not place a tile adjacent to another player's starting tile.

- Players must always place tiles so that a path on the tile connects to one other tile's path. Dead ends can still be created.

This round finishes when all tiles are placed.

Round 3: Perform the heist

Each player places their crew miniature on their starting tile.

On a player's turn they move their crew one tile and may use up to 2 critters **or** move 2 spaces and use up to 1 critter. A Player may only move between tiles if the paths connect on both tiles

Critters are kept in a player's hand until they choose to play them at any point during their turn. Most critters can be played a second time, and are placed face up on the table after the first time playing them. To play a critter a second time, you discard it from the table to a personal face up discard pile. Some critters can only be played once and are discarded immediately when you use them.

If a player reaches a loot tile they may take the highest victory point loot from it. Each player can only get 1 loot from each tile.

Ending the round. Each player can choose to end their heist if they are on any starting tile. The first player to end their heist gets a **2 victory** point loot. The game ends when all players have ended their heist. *****Maybe add a time limit after majority of players end their heist*****

Tile rules

- Loot tiles: During Round 2 place loot on them. The centre tile gets 3 loot. **8 victory** points, **6 victory** points, **4 victory** points. The outside tiles get a **4 victory** point loot. The preplaced 4 way tiles get a **2 victory** point loot. *****Possible idea. In 4 players add a second smaller loot to outside tiles***** During round 3 a player can move from a loot tile to any connected tile when they move.
- Security tiles: When a player moves on to a security tile without a loot, they gain 1 suspicion. When they move on to a security tile with a loot they gain 2 suspicion. If they have **12** suspicion they gain a -1 victory point loot. The most suspicion a player can have is 12.
- Trap tiles: When a player moves on to a trap tile they draw a trap card and resolve its effect. Trap cards:
 - Fake path: rotate the tile you are standing on. If the tile is a 4 way intersection, draw tiles until you get a new trap tile and replace it with the new one
 - Slippery: Randomly move to an adjacent tile.
 - Pit trap: Discard one card of your choice from your hand
 - Hidden camera: increase suspicion by **2**. Increase it by 4 instead if you have a loot.
 - Hook: place your lowest point loot on a tile up to 2 tiles away as determined by the player to your right. The chosen tile has to be connected by paths to your tile. The loot can only be a -1 victory point loot if you have no other loot.

Critter list

- Raccoon - Trash digger - Discard this card to draw the last discarded card from anyone's discard pile. This includes your own.
- Mole - Demolisher - Play to replace an adjacent tile of any player on the board with the next tile available. You may look at the tile first.
- Ferret - Wiggles - Play to move through a wall on one of your moves this turn.

- Bird - Fly - Play to move 2 additional tiles
- Butterfly - Distraction - Play to evade a security
- Squirrel - Common critter - Reduces your suspicion meter by 4
- Bat - Echolocation - Play to look at the top three trap cards. Rearrange and put back on top of the deck as you wish
- Owl - Wise - Discard to look at the top three cards of the critter deck. Pick 1 to keep in your hand and return the rest to the bottom of the deck
- Snake - Vent - Discard this card on a security tile, then you may travel freely to any pre-placed four-way tile. You still activate security.
- Fox - Sly paws - Play to evade a trap

Rulebook version 3

Components

- Gameboard (10x10 grid)(add 4 preplaced 4 ways with a hazard)
- Deck of Critter Cards (**6 of each critter**)
- Deck of Trap Cards
- Path Tiles (80 tiles with various combinations of paths, security, and traps)(at most 10 4 way intersections)(most to least tile distribution empty>security>traps)
- Crew miniatures
- Suspicion tokens
- Loot tokens

Round 1: Hire your crew

Each player draws 8 critter cards and chooses 5 to keep.

Round 2: Perform the heist

Tile placement rules

- Each tile must be placed so that a path connects to the tile the player's crew is on.
- If a player's crew enters a tile that has any number of empty tiles adjacent to it that would be connected by paths, they draw that many path tiles and place them in those spaces.
- If on a loot tile, a player only draws and places 2 tiles for a small loot or 3 for a big loot.

Each player places their crew miniature on their starting tile and draws and places 2 path tiles adjacent to it.

On a player's turn they move their crew one tile and may use up to 2 critters **or** move 2 spaces and use up to 1 critter. A Player may only move between tiles if the paths connect on both tiles

Critters are kept in a player's hand until they choose to play them at any point during their turn. Most critters can be played a second time, and are placed face up on the table after the first time playing them. To play a critter a second time, you discard it from the table to a personal face up discard pile. Some critters can only be played once and are discarded immediately when you use them.

If a player reaches a loot tile they may take the highest victory point loot from it. Each player can only get 1 loot from each tile.

If a player starts their turn on a starting tile, unless they took this action on their last turn, they may score all their loot, removing them from the game and gaining the associated victory points. They then end their turn without moving or playing critters.

Ending the Game. A player can choose to end their heist at any time on their turn when they are on any starting tile. They can only do this if the 8 victory point (**VP**) loot has been taken. They get a 2 VP loot. Every other player has 2 turns to get to a starting tile and end their heist and are not punished. Any player who does not successfully end their heist loses 2 VP.

Tile rules

- **Loot tiles:** During Round 2 place loot on them. The centre tile gets 3 loot. **8 VP, 6 VP, 4 VP.** The outside tiles get a **4 VP** loot. In a 4 player game they also get a 2 VP loot. The preplaced 4 way tiles get a **2 VP** loot. During round 3 a player can move from a loot tile to any connected tile when they move.
- **Security tiles:** When a player moves on to a security tile without a loot, they gain 1 suspicion. When they move on to a security tile with a loot they gain 2 suspicion. If they have **10** suspicion they lose 1 VP. The most suspicion a player can have is 10.
- **Trap tiles:** When a player moves on to a trap tile they draw a trap card and resolve its effect. Trap cards:
 - **Fake path:** rotate the tile you are standing on. If the tile is a 4 way intersection, draw tiles until you get a new trap tile and replace it with the new one
 - **Slippery:** Randomly move to an adjacent tile.
 - **Pit trap:** Discard one card of your choice from your hand
 - **Hidden camera:** increase suspicion by **2**. Increase it by 4 instead if you have a loot.
 - **Hook:** place your lowest point loot on a tile up to 2 tiles away as determined by the player to your right. The chosen tile has to be connected by paths to your tile.

Critter list

- **Raccoon - Trash digger** - Discard this card to draw the last discarded card from anyone's discard pile. This includes your own.
- **Mole - Demolisher** - Play to replace an adjacent tile of any player on the board with the next tile available. You may look at the tile first.
- **Ferret - Wiggles** - Play to move through a wall on one of your moves this turn.
- **Bird - Fly** - Play to move 2 additional tiles
- **Butterfly - Distraction** - Play to evade a security
- **Squirrel - Common critter** - discard to reduce your suspicion meter by 4
- **Bat - Echolocation** - Play to activate a trap. If a player is on the trap that you choose to activate, activated already or not, they suffer the consequences
- **Owl - Wise** - Discard to look at the top three cards of the critter deck. Pick 1 to keep in your hand and return the rest to the bottom of the deck
- **Snake - Vent** - Discard this card on a security tile, then you may travel freely to any pre-placed four-way tile. You still activate security.
- **Fox - Sly paws** - Play to evade a trap

Rulebook version 4

Components

- Gameboard (10x10 grid)(add 4 preplaced 4 ways with a hazard)
- Deck of Critter Cards (**6 of each critter**)
- Deck of Trap Cards
- Path Tiles (80 tiles with various combinations of paths, security, and traps)(at most 10 4 way intersections)(most to least tile distribution empty>security>traps)
- Crew Miniatures
- 4 Suspicion Trackers
- 11 Loot Tokens
- Direction Die

Set up:

1. Shuffle the Critter Cards and place them in a stack to the side.
2. Shuffle the Trap cards and place them where everyone can reach them.
3. Shuffle the Path Tiles and place them in a very convenient place so everyone can reach them.
4. Pick a starting player and choose your crew's colour.
5. Place a (black) loot on each preset four way tile, a (bronze) loot on each brown side-section, and a (gold, silver, bronze) loot in the brown middle section.

Overview:

Your goal is to collect the most loot by hiring a crew and blundering a grocery store. The game ends two turns after the first crew decides to leave.

Gold Loot = 8 points

Silver Loot = 6 points

Bronze Loot = 4 points

Black Loot = 2 points

Round 1: Hire your crew

1. Each player draws 8 critter cards and chooses 5 to keep. (Draft instead but for simplicity for now) Discard the rest.

Critter Cards that say discard must be discarded to be used

Critter Cards that say play must be put on the table to be used, allowing them to be used again before being discarded.

Round 2: Perform the heist

1. Deal the starting path tiles:
 - The first player gets 1 path tile,
 - The second player gets 2 path tiles,
 - The third player gets 3 path tiles,

The fourth player gets 4 path tiles

2. Place your crew miniature on the corresponding colour on the board
3. On your turn you can take three actions, each action can only be taken twice:

Actions:

- Move your crew to an adjacent connecting tile.
- Play a critter card

In this round crews take turns, on each turn each crew gets to do one or two things

Either

Move 2 tiles, one at a time, and may play one critter card.

Or

Move 1 tile, and may play two critter cards

Whenever your crew is on a path tile, check if that tile has any connecting tiles spaces that don't have a path tile on them. If yes, place one of the path tiles from your hand there. If multiple tile spaces are empty, you can choose which tile to play where and in which order. When your hand of tiles is empty, draw 3 more tiles. You only draw tiles when your hand is empty.

Tile placement rules



- Each path tile must be placed so that a path connects to the tile the player's crew is on.
- If on a loot tile, only place one tile.

If a player reaches a loot tile they may take the highest victory point loot token from it. Each player can only get 1 loot token from each tile. If a player starts their turn on a starting tile, unless they took this action on their last turn, they may score all their loot, removing them from the game and gaining the associated victory points. They then end their turn without moving or playing critters.

Ending the Game

A player can choose to end their heist at any time when starting their turn on any starting tile. They can only do this if the 8 VP loot has been taken. They get an additional 2 VP for ending the game. Every other player has 2 turns to get to a starting tile. Any player who does not successfully get to a starting tile loses 2 VP.

Tile rules

- Loot tiles: During Round 2 place loot on them. The centre tile gets 3 loot. **8 VP, 6 VP, 4 VP**. The outside tiles get a **4 VP** loot. In a 4 player game they also get a 2 VP loot. The preplaced 4 way tiles get a **2 VP** loot.
 - Security tiles are indicated by the security camera symbol . When a player moves on to a security tile without a loot, they gain 1 suspicion token. When they move on to a security tile with a loot they gain 2 suspicion tokens. If they move on a security tile and have 10 suspicion tokens already, they lose 1 VP. The most suspicion tokens a player can have is 10.
 - Trap tiles are indicated by the trap symbol . When a player moves on to a trap tile they draw a trap card and resolve its effect.
- Trap cards:

- Fake path: Rotate the tile you are standing on. If you can't or a rotate doesn't effect the connecting the tile has draw a new tile (the tile is a 4 way intersection, draw tiles until you get a new trap tile and replace it with the new one)
- Slippery: Randomly move to an adjacent tile.
- Pit trap: Play a critter card from your hand or the table without getting the effect.
- Hidden camera: Increase suspicion by **2**. Increase it by 4 instead if you have a loot.
- Hook: Place your lowest point loot on a tile up to 2 tiles away as determined by the player to your right. The chosen tile has to be connected by paths to your tile.

Critter list

- Raccoon - Trash digger - Discard this card to draw the last discarded card from anyone's discard pile. This includes your own.
- Mole - Demolisher - Play to replace an adjacent tile of any player on the board with the next tile available. You may look at the tile first.
- Ferret - Wiggles - Play to move through a wall on one of your moves this turn.
- Bird - Fly - Play to move 3 total tiles this turn. You may still play another card.
- Butterfly - Distraction - Play to evade a security (maybe you skip the security tile?)
- Squirrel - Common critter - Discard to reduce your suspicion meter by 4
- Bat - Echolocation - Play to force a player to draw a trap card and suffer its effects.
- Owl - Wise - Discard to look at the top three cards of the critter deck. Pick 1 to keep in your hand and return the rest to the bottom of the deck (maybe this should be play, because right now it feels pretty bad to use this as part of your turn and only have a chance to get what you want. If you could play it twice it would at least feel efficient not action wise but card wise)
- Snake - Vent - Discard this card on a security tile, then you may travel freely to any pre-placed four-way tile. You still activate security.
- Fox - Sly paws - Play to evade the next trap you trigger this turn.
- Badger - Scout - Play to draw 2 tiles to your hand (What is the limit on this?)

Rulebook version 5

Components

- Deck of Critters (**6 of each critter**)
- Gameboard (10x10 grid)(add 4 preplaced 4 ways with a hazard)
- Path tile deck (80 with various combinations of paths, security, and traps)
- Crew miniatures
- Trap deck
- Suspicion tokens
- Food tokens
- Compass die

Set up:

Shuffle the Critter and Trap card decks and place them in a convenient location. Do the same with the Path tile stack. Pick a starting player and choose your crew's leader.

Place an Apple food on each preset four way tile, a Gourd food on each side stash and an Apple if there are 4 players, and a Canned Goods, Nuts, and Gourd food on the middle stash.

Each player is dealt 8 cards. Each player then picks one card to keep in their hand and passes the other 7 cards to the player to their left. This continues until all players have picked 5 cards to hold in their hand, discarding the remaining cards to their own discard piles. In a 2 player game, deal a secret third deck on the table face down, then randomly select cards from this deck to discard, simulating the choices of an additional player during the drafting rounds. The cards discarded by this process are removed from play and put back into the box.

Round 2: Perform the heist

On a player's turn they can take up to 3 actions, choosing from these options. Each option can only be chosen twice and in any order.

- Move 1 tile
 - When moving to an adjacent tile, there must be a path that connects your tile to the next, or you must have an ability to move there. After moving, you place a new tile to any open pathways connected to the tile you are on. When you move from a loot tile, you may exit it to any adjacent path connecting to it. When you move on to a tile with food on it, you may pick it up. You can only do this once per stash tile.
- Play a critter card
 - Critter Cards that are discarded when used are immediately discarded into your personal discard pile.
 - Critter Cards that are played to use can be used twice. On the first play, place them face up on the table in front of you. Discard the card from the table on the second use.

Placing tiles

Placing tiles.

Whenever you move your crew onto a tile, you may choose to draw tiles if there are paths on the tile leading to empty spaces with no path tile. When you draw a tile, you look at it, and then must place it in an adjacent space without a path tile. You may do this until there are no empty adjacent tiles that can be connected to your tile by path. If you are doing this from the centre stash tile, you may only draw a maximum of 4 cards.

Ending the Game. You can choose to end your heist at any time when you end your turn on any starting tile. You can only do this if the Canned Goods have been taken.. The game

ends after the last player in the turn order has ended their turn twice. (That includes the turn that they end their heist on!) Any player who gets to a starting tile before the game ends does not lose anything and ends their heist. Any player who does not successfully get to a starting tile loses 2 VP. The first player to end their heist gains an additional apple. If you have ended your heist you cannot be affected by any critter cards and you take no actions on your turn.

Endgame Scoring:

Canned Goods = 8 points

Nuts = 6 points

Gourd = 4 points

Apple = 2 points

Security tiles

When you move onto a security tile, treat it as a normal tile and place your adjacent tiles. You then activate the security. Remember that cards allow you to avoid the security. To activate security, you must check if you have food and if you have 10 suspicion. Then:

- If you do not have any food, they gain 1 suspicion.
- If you have a food they gain 2 suspicion.
- If you have **10** suspicion they lose 1 VP.

Keep in mind you can only have between 0-10 suspicion!

Trap tiles

When you move on to a trap tile, treat it as a normal tile and place your adjacent tiles. You then draw a trap card and resolve its effect unless you have played a card that says otherwise.

Trap cards:

- Fake path: Roll the compass die. If there is a tile in that direction, it is discarded out of the game. If this would cause you to be stuck on your current tile, draw a new trap card.
- Slippery: Roll the compass die. If it lands on a direction in which your crew can move, you must move one tile in that direction. If you cannot move that way, roll again. This movement cannot trigger another trap, but it can trigger security.
- Pit trap: Discard a card from your hand to your discard pile, then draw a new card from the critter deck.
- Hidden camera: If you have no food on you, increase your suspicion by 2. If you have loot on you, increase your suspicion by 4. If you have max suspicion, lose 1 crafty point.
- Hook: Roll the compass die. If it lands on a direction in which your crew can move, you must place your lowest point food on that tile. If you cannot place it in the direction you roll, roll again.

Critter list

- Raccoon - Trash digger - Discard this card to draw the last discarded card from anyone's discard pile. This includes your own.

- Mole - Demolisher - Play to look at the top tile. You may then choose to replace any other tile on the board that a player is not currently standing on with the one chosen
- Ferret - Wiggles - Play to move through all walls for the rest of your turn. You may also treat all sides of your tile as a path for the sake of placing tiles for this turn.
- Bird - Fly - Play to move 3 total tiles this turn. You may still play another card.
- Butterfly - Distraction - Play to evade the next security you trigger. Choose a player that is on a security tile. They gain 1 suspicion.
- Squirrel - Common critter - Discard to reduce your suspicion meter by 4
- Bat - Echolocation - Discard to force a player to draw a trap card and suffer its effects.
- Owl - Wise - Give this card to another player. You may then look at that player's hand and pick one card to keep for your own
- Fox - Sly paws - Play to evade a trap you trigger by movement. You may look at the trap first before deciding to play the card, discarding the unused trap.
- Spider - Scout - Play to look at the top three tiles. You may choose one to hold on to and place for any player before they have chosen a tile for an adjacent path. You may only hold one tile at a time doing this.