

Masters of the Heist

You gotta spend money to steal money.

The Objective

Make the most money! And by "make" we mean steal. You must hire the proper Crew to orchestrate elaborate Heists on unsuspecting Marks. Plan ahead of your opponent or you'll be Muscled out!

The Setup

Group the Crew cards by Class into face-up piles. Sort by Price (the number in the circle in the lower-right), with the cheapest on the top. Place Crew piles in reach of both players.

Group the Mark cards into face-down piles by Easy, Medium, and Hard. Shuffle each Mark pile. Remove 2 Medium Marks and 2 Hard Marks, placing them back in the box without looking at them. Place the shuffled Marks into a single face-down pile, with Easy on top, then Medium, then Hard. Place the Mark pile within reach of both players. Draw the top four Marks, placing them in a single column below the Mark pile.

Sort the Cash by type. Give \$8k to each player. Give a set of Selector cards (1-4) to each player.

Decide at random who goes first. We suggest the person with the most cash on hand, and if tied then flip a coin. Place the Right to First Purchase card face-up, pointing to the starting player.

The Marks

Marks are your targets and are primary sources of cash. Each Mark has a Difficulty (badge icon), a Payout, and a Neighborhood.

For example, the Museum of Expensive History has a Difficulty of 7, Payout of \$17k, and is in the Museum District.

After pulling a Heist, take the Mark card and keep it face-up in front of you, grouping by Neighborhood. When you collect 2 or 3 Marks of the same neighborhood (depending on the card) you may turn in those Marks for an immediate cash bonus. Turned in Marks go back into the box.

The Crew

A Crew member is a professional criminal who assists you in pulling Heists.



Crew members have a Skill attribute, which can be stacked with their colleagues to defeat a Mark's Difficulty. *For example, a Mark with Difficulty 2 must be met with a Crew of a combined Skill of 2 or more.*



The Muscle attribute is a unique number that serves as a tiebreaker for when players attempt a Heist on the same Mark. (More on how Heists play will be in The Gameplay section.)

Some Crew members have additional actions that must be played:

+\$1k Gain \$1k in addition to the Payout, if the Heist is successful



+\$3k If this Crew member was the tiebreaker in a Heist, gain \$3k. Note: since only one Crew member can be the tiebreaker, this bonus does not stack.

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If the Mark is in the Museum District, this Crew card counts as a Skill of 2



In The Heist, draw one more Crew member. If that crew member has this bonus, keep drawing.

+\$1k/Thief. Gain \$1k for each Thief on this Heist, including this card.

+\$1k/Class. Gain \$1k for each different Class represented on this Heist, including this card.

The *Cop* and *Commissioner on the Payroll* are permanent bonuses that remain in front of a player and affect all future Heists for the owner of the card. *Getaway Cars* are just like other Crew, but have no Skill, Muscle, or Class.

The Gameplay

The game is played in a series of Rounds. Each Round has three Phases: *The Purchase*, *The Plan*, and *The Heist*.

In *The Purchase*, players alternate purchasing one new Crew member at a time from the face-up

purchase piles. Once a player passes, they cannot make any more purchases that round. Hired crew members will remain in the purchaser's possession for the rest of the game. *The Purchase* is finished once both players have passed or cannot make any more purchases.

Note: on the first *Purchase* at the beginning of the game, each player must purchase at least one Crew card.

Welfare Rule: At the beginning of a player's first purchase in any given *Purchase* phase, if that player does not have enough money for any purchases, the player may exchange all of his/her money for the cheapest available card.

In *The Plan*, each player carefully and secretly arranges the order of their Crew hand and their Selector hand. Each player signifies they are done with *The Plan* once they place both their Selector pile face-down and their Crew pile face down in a separate pile.

In *The Heist*, players have no choices; they are executing the Heists they planned in the prior

phases. But, as with all heists, things don't always go according to *The Plan*. To repeat, *The Heist* phase is purely mechanical.

Both players simultaneously flip over their top Selector card. The Selector numbers correspond to the face-up Marks, counting with 1 being the Mark closest to the deck.

Players also simultaneously flip over their top Crew card and resolve Crew actions regarding drawing (e.g. drawing one more card if it's a +1 Card). Note: this action is required, not optional.

Heists are resolved as follows. Any player who cannot successfully muster enough Skill to match the Difficulty gains no Payout, no cash bonuses, and cannot pull any subsequent Heists this phase.

If the players have enough Skill and selected different Marks, then they each pulled a successful Heist. Each player gains his or her Mark card and any associated Payouts and other bonuses from the Crew.

If the players have enough skill and select the same Mark, compare the highest Muscle of each player's Crew on the Heist (maximum, not sum!).

- The winning player pulls a Heist on the Mark they selected.
- The losing player continues to draw Selector cards until they select a Mark that is still available, and attempts a Heist with the Crew already drawn.

Once both players are finished with their first Heist, they set aside the used Crew members and continue in the same fashion with their next choices for subsequent Heists.

- If a Selector is ever drawn for a Mark already taken, keep drawing Selectors
- If a player runs out of Crew or fails to muster enough Skill, he or she is done with this phase.

After all Heists are resolved, the round is completed. Draw cards from the Mark deck until four Marks are showing, keeping any leftover Marks. Players collect their discarded Crew, rotate

the Right to First Purchase, and continue back to *The Purchase*.

The End

The game ends when Heists have been pulled on all Marks in the deck. The player with the most money wins. In a tie, victory goes to the player who owns the highest Muscle.

The Solo Campaign

See the back of the Right to First Purchase card.

The Credits

Game Design & Artwork by Andy Meneely. Playtesters: Kelly Meneely, Andy Trahan, Bradley Burr, Eric Oemcke, Tim Cooper, Marc Priddy, Jimi Ford, Mary Cooper, Philip Meneely, Deb Meneely.

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