

Masters of the Heist

You gotta spend money to steal money.

The Cards

- 22 Crew cards. 3 Grifters, 3 Thieves, 4 Partners, 4 Insiders, 3 Muscle, 3 Getaway Cars, 2 Bribes
- 24 Mark cards. 6 of The Docks, Museum District, The Suburbs, Market Street
- 8 Selector cards, 2 sets numbered 1-4
- Right to First Purchase/Solo Campaign
- 17 Cash cards. 7x\$1k/\$3k, 6x\$5k/\$10k, 4x\$25k/\$50k
- Instructions booklet

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, 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



Difficulty

Marks are your targets and are your primary sources of cash. Each Mark has a Difficulty, 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



Skill

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.






Muscle

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. Here are representative examples.

	If this Crew member was the tiebreaker in a Heist, gain \$3k.
+\$1k	Gain \$1k in addition to the Payout, if the Heist is successful
	When pulling the Heist, draw one more Crew member. If that Crew member also has this (or similar) bonus, keep drawing.
	If the Mark is in the Museum District, Crew card counts as a Skill 2
+\$1k per Thief	Gain \$1k per Thief on this Heist, including this card. Same for \$1k/Class
+\$1k per Class	Gain \$1k for each different Class represented on this Heist, including this card.

The *Cop* and *Commissioner on the Payroll* cards are permanent bonuses that remain in front of a player and affect all future Heists for their owner.

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 then 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 more 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

You will be playing against a simulated player in a series of three games.

Set up as normal, but keep all Marks.

The Purchase: Buy as many cards as you like. When you're done, take the Crew card from the purchase piles with the lowest Muscle and place it by your "opponent". This is the Muscle you must overcome if your opponent chooses the same Mark as you.

The Plan: Shuffle your opponent's selectors without looking.

The Heist: Your opponent always takes his Mark and never has cash. Clear all leftover marks at the end of The Heist phase.

You win the first game if you end with \$80k. Subsequent goals are \$100k, and \$120k. Always start with \$8k. At the end of each game, compute the amount you exceeded the goal from the prior game. You may keep Crew worth up to that amount to the next game.

The Playtesting

This game has been rigorously playtested by gamers and non-gamers alike. Non-gamers enjoy the theme, simple gameplay, and the fun of upgrading their Crew. Gamers enjoy the game theory psychology of using Muscle effectively and coming up with clever contingencies. Playtesters: Kelly Meneely, Andy Trahan, Bradley Burr, Eric Oemcke, Tim Cooper, Marc Priddy, Jimi Ford.

The Artwork

The Crew shadows are adapted from real archival photos from the late 19th and early 20th centuries. Many photos are of real criminals, such as those from the gang of Lou Blonger (aka “The Fixer”). He was an

infamous kingpin who regularly orchestrated “big cons”, including one wiretapping job that closely resembled the heist depicted in the 1973 film *The Sting*. (Some shadows are based on the game designer himself, but I’m not saying which ones...)





The Deck

(at a glance)

The Crew

Type	Name	Description
Grifter	Fall Guy	Skilled, but not Muscular
	Con Artist	
	Mastermind	
Partner	Grease Man	Great for chaining large, diverse crews together
	Wheel Man	
	Veteran	
	Kingpin	
Thief	Pickpocket	Big cash bonuses, if you have other thieves.
	Safecracker	
	Bookie	
Muscle	Thug	Great for Muscling out your opponent
	Extortionist	
	Persuasion Specialist	
Insider	Dock Worker	Specially Skilled for a Neighborhood
	Local Politician	
	Creative Accountant	
	Fence	
Car	Getaway Car (3)	Combine Crew
Bribe	Cop on the Payroll	Skill helps all heists
	Commissioner on the Payroll	

The Marks

Neighborhood	Name
 The Docks	Sketchy Bar
	The Old Factory
	Careless Customs
	Shipping Containers
	Suspicious Shipyard
	"Abandoned" Warehouse
 The Suburbs	Friendly Local Game Store
	Successful Tattoo Parlor
	Swanky Bistro
	Luxury Condos
	Extravagant Manor
 Market Street	Massive Estate
	Honest Bank
	Trendy Tavern
	Ominous Corporate Headquarters
	Naïve Startup Company
	Landmark Hotel
 Museum District	Mostly Honest Bank
	Library of Rare Books
	Starving Artist Cooperative
	Gallery of Priceless Art
	Convention Center
	Grifter Hall of Fame
	The Museum of Expensive History