

Masters of the Heist

Print and Play Prototype notes

Thanks for downloading!

The following pages are the latest prototype used in the development of the game. Feel free to circulate these files with the instructions. I'm always looking for feedback and would welcome more playtesters! More information on getting involved in playtesting can be found on my website: playconfidencegames.com

Included in these files are both the original Masters of the Heist and the first expansion: American Bootleggers. If you want to play without the expansion, remove the following: Barrel cards, Bootlegger cards, Speakeasy cards, and *Historic Brewery*, and *Fancy Theater*. If you do choose to play with American Bootleggers, see the attached rules.

The cards are 2.5" by 3.5" – the same size as the full artwork available on the Beta copy from The Game Crafter (slightly smaller for sleeves). My method is to cut these out on normal printer paper, then sleeve them into Fantasy Flight plastic sleeves that already have a cardstock in them. That gives them a nice thickness for shuffling and handling. I like to use different color cardstock for Crew, Marks, and Selectors. I still make the Money double-sided since it's handy to just flip cards over when you gain money.

To print these out, you'll notice that some pages are portrait and others are landscape. If your printer doesn't handle this properly, you'll need to print the page ranges in different print jobs.

Any differences between this and the Beta on The Game Crafter are purely cosmetic. Some icons are better on the full color version, and of course colors make things easier to track visually. Illustrations are only on the Beta. Perhaps the most noticeable difference is that the Marks are portrait here and landscape in the full color version. I prefer landscape, but due to some weird limitations in nanDeck, rotation is not as feasible for prototyping. Also, some marks may have different names associated with different numbers, but again, should be just cosmetic.

If you have any questions, comments, concerns, or quandaries, please email me at playconfidencegames@gmail.com.

Enjoy!

-Andy Meneely