

SET-UP PHASE

1. Complete the task** to earn money (Dollars). Use the dollars earned to buy assets and defense** items.
2. After purchasing, plot the items on the grid template wherever you want it to be.

***Assets and Defense Items:**

No.	Asset	Abbrev. (blood)	Size	Price (Dollars)	Value per Tile (XII Coins)	Total Value
1	Money Mule	MM	1x1	10	1M	1M
2	Crypto Stash	CS	1x1	20	2M	2M
3	Gold Bars	GB	2x1 (Horizontal Rectangle)	36	2M	4M
4	Gem Pile	GP	1x2 (Vertical Rectangle)	36	2M	4M
5	Bank Vault	BV	2x2	30	1M	4M
6	Shell Company	SC	3x3	75	1M	9M
7	Guard	Bold border	Protect a 1x1 tile (Lasts one attack)	20		
8	Rent	R (repeated) *do not X it when attacked	Place 1x1 piece in which opponents have to pay you when they attacked it	70	2M	
9	Mirror	M	Reflect opponent's attack to same grid in their space (No effect if already damaged)	50		

****Task List:**

	Task	Reward (Dollars)
1	All girls tie 2 ponytails.	10
2	All guys tie coconut hair.	10
3	All girls do Mono-brow	20
4	All guys put dark coloured lipstick	20
5	All Guys Do 20 push ups	10
6	All Guys Do 20 sit ups	10
7	All girls Do 20 squats	10
8	All Do 20 burpees	10
9	All Shout "I LOVE HALL 12" out of your window	15
10	5 people Sing and dance baby shark	15
11	3 people Do the chicken dance (+5 if done with a family member)	20
12	3 people Do 'Savage Love' TikTok (+5 if done with a family member)	20
13	3 people Do the macarena (+5 if done with a family member)	20
14	Take 1 OG photo of ugly faces	15
15	All to Wear your shirt inside out for 10 mins	10
16	10 people Wear winter clothes/sweater for 10 mins	25
17	10 people Dress up in floral clothes for entire remaining duration	15
18	All to Speak only in questions for the next one minute.	15
19	All to Speak only with single-syllable words for 10 min	25
20	1 Person Seduce/ Say pick up lines to any of the	15

	Top 9	
21	1 Person Make Top 9 laugh	15
22	1 Person so a Kpop Dance (1 song = 1 reward)	15
23	Order delivery (drinks) to your GLs	15 (per drink ordered)
24	Everyone <i>yam seng</i> (cheers) with a cup of water	10
25	5 people Spin on the spot while doing the elephant nose for 20 secs	15
26	5 males wink at 5 females and vice versa	15
27	5 people brush teeth for 5 mins	15
28	5 people put sheet masks for 15 mins	20
29	5 people apply moisturizer/sunblock	10
30	3 people fry an egg	25
31	5 people catwalk	10
32	5 people say a pickup line to your GLs	15
33	5 people wear mask or plastic face cover for 10 minutes	15
34	Everyone to form a heart shape with their arms on video chat	25
35	Everyone to post an IG story tagging all their group mates and GLs	25
36	Any 2 people to act and speak like a bimbo for 10 minutes	15
37	One guy do a tutorial on how to use a pad	20
38	3 guys to shave/wax a strip of hair off one leg	30
39	Anyone play an instrument and serenade us	15
40	Everyone to follow @hall12.fop on IG!	15

ATTACK PHASE

1. Complete puzzles found at <link to be revealed> to earn money (Dollars). Use the dollars earned to buy incursions.

Asset	Feature	Purchase Price (In Dollars)
Grenade	Damage a 1x1 grid	10
RPG	Damage a 1x2 area	20
Bomb	Damage a 2x2 area	35
Hack	Reveals 1 random Crypto Stash pieces	70
Snitch	Reveals 1 random Money Mule pieces	60
Audit	Reveals 1 random Shell Company tiles	100
Scout	Reveal a 2x2 tile of your choice	20

2. After buying incursions, let the game master know which grid you are attacking or revealing e.g. "Bomb Green Blood at grid A4"
3. The main grid can be found at https://docs.google.com/spreadsheets/d/1FFDFRS34R5H8v8RKB79ca4sTJ8qR8LEFEO_r4mApgHs4/edit
4. "!" indicates you successfully hit part of an asset
5. "X" indicates you missed
6. "GB" or any acronym indicates the entire asset has been successfully hit

BUILD AND STEAL



THE GAME

YOU and your OG will be fighting for **XII COINS**.

There are TWO ways to obtain **XII COINS**:

- **BUILD** your assets on your territory, or
- **DESTROY** opponents' assets on their territory


There are TWO types of currency:

- 1) **Dollars**
 - a) used only in this game
 - b) Allows you to buy resources that help your OG obtain XII Coins
- 2) **XII Coins**
 - a) used throughout the camp
 - b) The XII Coins earned will provide a boost for the OG during the Amazing Race Finale



Where?

< All teams



Hall XII Heist ...

General

(BuildNSteal) - Hangman
(BuildNSteal) - Pictionary
(BuildNSteal) - Read My Lips

Blue Blood 1

Blue Blood 2

Green Blood 1

Green Blood 2

Grey Blood 1

Grey Blood 2

Purple Blood 1

Purple Blood 2

Red Blood 1

Red Blood 2

Yellow Blood 1

Yellow Blood 2

MSTeams Channel



Zoom Link

The game will be split into **TWO** phases:

1. The Set-Up (45mins)
2. The Execution (1hr)

The game will be conducted in the respective blood rooms on MSTeams



1. THE SET-UP

Your OG will perform tasks to earn **DOLLARS**.

Using DOLLARS, you can purchase **ASSETS & DEFENCE ITEMS**.

- **ASSETS** are placed on your territory.
- **DEFENCE ITEMS** are used to protect your assets or earn XII coins.



EARNING DOLLARS

Dollars are earned by completing the different TASKS in the task list.

Tackle the TASKS together as an OG, Tasks can be performed concurrently at the discretion of the BLs.

Your GUIDE will verify the completion of the chosen tasks and reward DOLLARS accordingly.

TASK LIST FOR THE SET-UP

No.	Task	Reward (Dollars)
1	All girls tie 2 ponytails.	10
2	All guys tie coconut hair.	10
3	All girls do mono-brow	20
4	All guys put dark coloured lipstick	20
5	All guys do 20 push ups	10
6	All guys do 20 sit ups	10
7	All girls do 20 squats	10
8	All do 20 burpees	10
9	All shout "I LOVE HALL 12" out of your window	15
10	5 people sing and dance baby shark	15
11	3 people do the chicken dance with a family member	20

TASK LIST FOR THE SET-UP

No.	Task	Reward (Dollars)
12	3 People do 'Savage Love' TikTok with a family member	20
13	3 People do the macarena with a family member	20
14	Take 1 OG photo of ugly faces	15
15	All to wear your shirt inside out for 10 mins	10
16	10 People Wear winter clothes/sweater for 10 mins	25
17	10 People Dress up in floral clothes for entire remaining duration	15
18	All to speak only in questions for the next one minute	15
19	All to speak only with single-syllable words for 10 min	25
20	1 Person Seduce/ Say pick up lines to any of the Top 9	15
21	1 Person Make Top 9 laugh	15
22	1 Person do a Kpop dance (1 song chorus = 1 reward)	15

TASK LIST FOR
THE SET-UP

No.	Task	Reward (Dollars)
23	Order delivery (drinks) to your GLs	15 (per drink ordered)
24	Everyone <i>yam seng</i> (cheers) with a cup of water	10
25	5 people Spin on the spot while doing the elephant nose for 20 secs	15
26	5 males wink at 5 females and vice versa	15
27	5 people brush teeth for 5 mins	15
28	5 people put sheet masks for 15 mins	20
29	5 people apply moisturizer/sunblock	10
30	3 people fry an egg	25
31	5 people catwalk	10
32	5 people say a pickup line to your GLs	15
33	5 people wear mask or plastic face cover for 10mins	15

TASK LIST FOR
THE SET-UP

No.	Task	Reward (Dollars)
34	Everyone to form a heart shape with their arms on video chat	25
35	Everyone to post an IG story tagging all their OG mates and GLs	25
36	Any 2 people to act and speak like a bimbo for 10 minutes	15
37	One guy do a tutorial on how to use a pad	20
38	3 guys to shave/wax a strip of hair off one leg	30
39	Anyone play an instrument and serenade us	15
40	Everyone to follow @hall12.fop and @ntuhall12 on IG!	15

SPENDING DOLLARS

Use DOLLARS earned to
purchase ASSETS and
DEFENCE ITEMS

ASSET LIST

STARTING PIECES

Each OG will begin with **1 Money Mule** and **1 Shell Company**

Asset	Grid Name	Size	Purchase Price (In Dollars)	Value per Tile (in XII Coins)
Money Mule	MM	1 x 1	10	1M
Crypto Stash	CS	1 x 1	20	2M
Gold Bars	GB	2 x 1	36	2M
Gem Pile	GP	1 x 2	36	2M
Bank Vault	BV	2 x 2	30	1M
Shell Company	SC	3 x 3	75	1M

Defence Items

DEFENCES

Defence items are additional perks purchasable by DOLLARS during THE SET-UP

Defence	Grid Name	Feature	Purchase Price (In Dollars)
Guard	<i>Indicated by Bold Border</i>	Protect a 1x1 tile <i>(Lasts One Attack)</i>	20
Rent	R	Place a 1x1 piece in which an opponent pays you 2m XII Coins every time it is attacked	70
Mirror	M	Reflect opponent's attack back to the grid within their own space <i>(No effect if tile already damaged)</i> <i>(Lasts One Attack)</i>	50

THE BATTLEFIELD



A 30 x 45 Grid Space will encompass the entire playing field

Each OG will be allocated a 15x15 Grid Area - **YOUR** plot of land

EXAMPLE

	A	B	C	D	E	F	G	H	I	J
1						SC	SC	SC		M
2			GB	GB		SC	SC	SC		
3						SC	SC	SC	MM	
4							BV	BV		
5							BV	BV		
6										
7										
8	GP									
9	GP									
10					CS					R

Strategise with your OG on where to place your **ASSETS** in your territory

Inform your GUIDE of the items you wish to purchase and where to place them

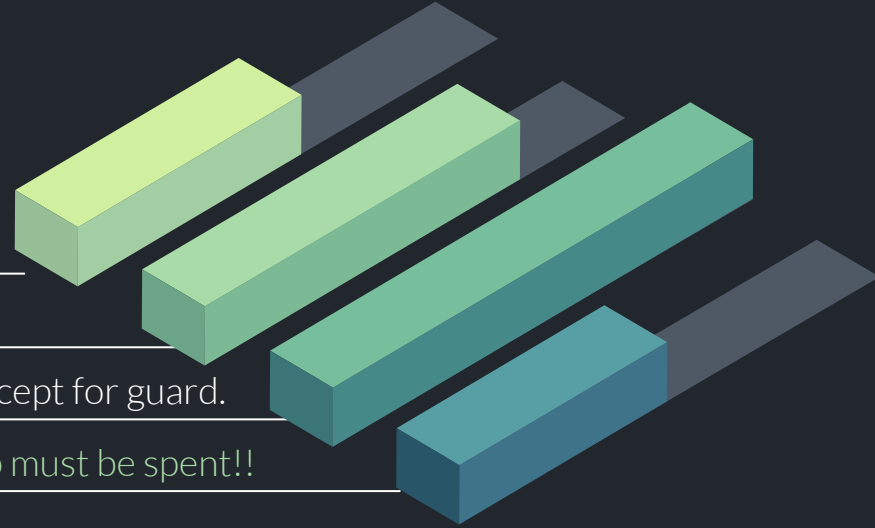
Important Notes

Assets can only be placed HORIZONTALLY or VERTICALLY

Assets cannot overlap or stack on one another

One grid can only contain one item, except for guard.

All dollars earned in the setup must be spent!!



2. THE EXECUTION

Your OG will solve mentally-intensive puzzles to earn more **DOLLARS**.

This time, you will be purchasing **INCURSIONS**.

- INCURSIONS are offense-based items
- ATTACK opposing tiles to EARN XII Coins and deny their profits



EARNING DOLLARS

No.	Task	Reward (Dollars)
1	Find an object (Puzzle #1 - #52)	10
2	Find the items	50
3	Word Search	30

Things to note:

- You can only solve each puzzle **ONCE**.
- You don't have to solve them in sequence.
- The link to these puzzles will be sent to you by your guide.
- Upon completion of a puzzle, verify your answer with your guide.
- Your guide will record the number of puzzles completed. The corresponding amount of dollars will automatically be reflected to the accountants.

EARNING DOLLARS

LIST OF BREAKOUT MINIGAMES

PICTIONARY
SHUFFLED
READ THE LIPS

The games will be conducted on a separate MTeams
Channel carrying the respective game names



Where?

< All teams



Hall XII Heist

...

General

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Blue Blood 1

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Grey Blood 1

Grey Blood 2

Purple Blood 1

Purple Blood 2

Red Blood 1

Red Blood 2

Yellow Blood 1

Yellow Blood 2

HOW TO ATTACK

DECIDE ON THE FOLLOWING

WHAT is your chosen **INCURSION**?

WHO is your desired **TARGET**?

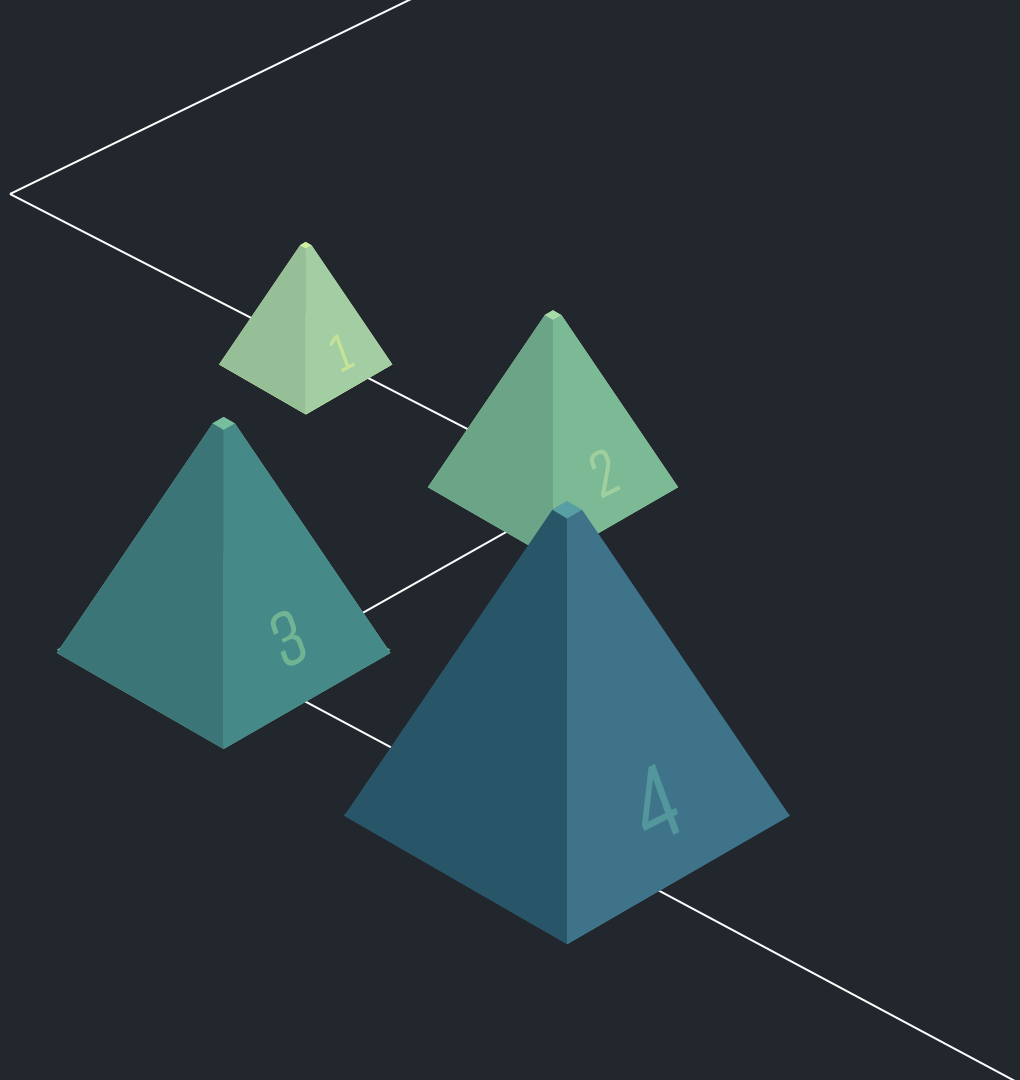
WHERE is your selected **GRID**?

INFORM THE MESSENGER

The messenger relay the message to the
NEGOTIATION ROOM

CHECK FOR SUCCESSFUL ATTACK

Players should then proceed to go to the
MAIN GRID and check whether their
attack has been successful



INCURSION LIST

Asset	Feature	Purchase Price (In Dollars)
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Bomb	Damage a 2x2 area	35
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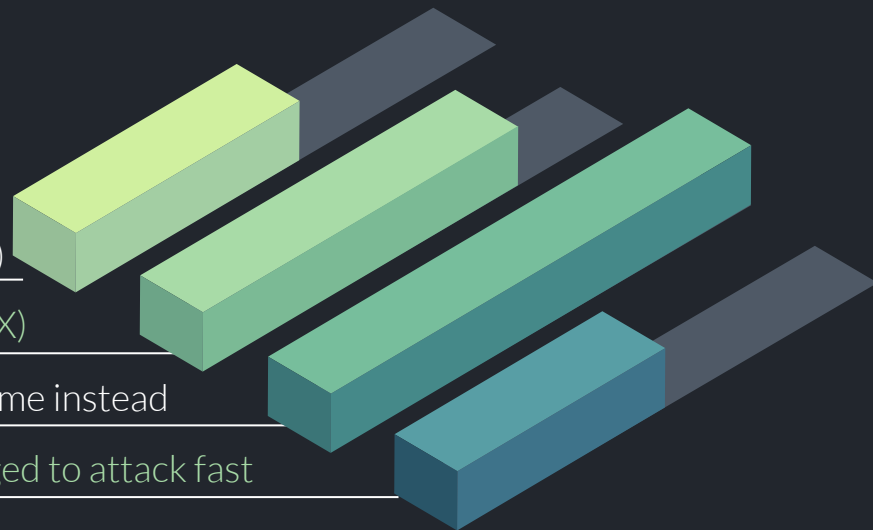
Important Notes

Successful strikes are indicated with an exclamation mark (!)

Missed attempts are indicated with a cross (X)

Fully destroyed assets will display their name instead

Due to limited time, OGs are encouraged to attack fast



Main Grid

OG	Points Tally
Blue	
Green	
Yellow	
Purple	
Grey	
Red	

Main Grid

[illegible]

SCORING

A damaged **ASSET** tile will award the tile value in **XII COINS** to the **ATTACKER**

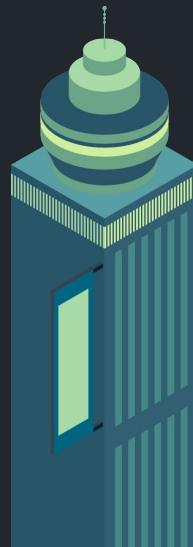
A surviving **ASSET** tile will award **1.5 TIMES** the value of the tile to the **OWNER**



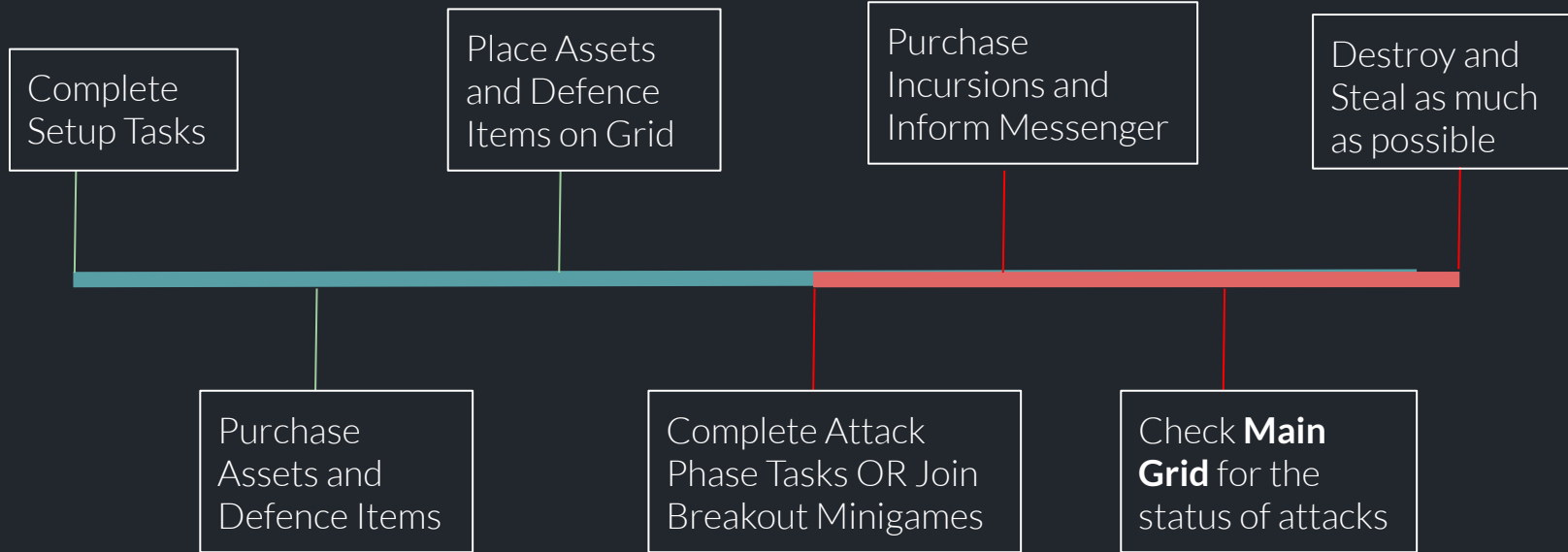
HOW TO WIN

Accumulate the greatest amount of **XII COINS** at the end of the game

XII COINS will persist as valuable currency to be used throughout the rest of the camp!



summary



ANY QUESTIONS?

May the best OG win.

