





One Night Only

A game by Richard Valentine, Scott Beale,
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2-4 Players

Tonight's heist was to be an easy job; the tech guy hacked the museum's database and stole the control codes for all security in the building. All you had to do was walk in and clean the place out. But no job is that easy. Turns out, every professional in town had the same idea, and what started as a simple jewel run is about to become an arena for the best bandits in the business. Everyone has a tech guy, and everyone's tech guy has the codes to control the museum's security. But though there is honor among thieves, no one can pass up a chance to outsmart a rival. You'd better hurry if you want the biggest haul, because the codes last for One Night Only.

Game Pieces:

- Thieves 
- Gems
 - 40 Spinel (Red Gems)
 - 8 Sphenes (Yellow Gems)
 - 4 Sapphires (Blue Gems)
 - 1 Emerald (Green Gems)
- Security
 - Cameras 
 - Lasers 
 - Motion Sensors 
- Gadget Cards (Cards with the red border)

- Action Cards (Cards with the black border)
- Dice
 - 3 Looting Dice
 - 3 Movement Dice

Objective:

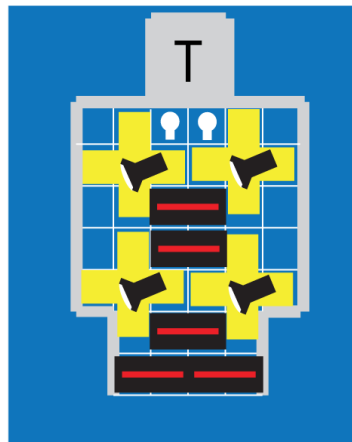
Your objective is simple: get away with the most valuable loot you can find. There are a few different ways to accomplish this goal. If one player can nab enough jewels to total 60 coins, they can make their escape, letting the tech guy cut on all the security so the other thieves take the fall. You can't steal what isn't there, though, so if together the thieves clean the museum out, whoever has the biggest stash is declared the winner. But if a master thief were to break into the vault, well...nothing in this museum compares to the priceless gem hidden there. If anyone manages to get past the security in the vault and break through the sealed doors, they are the undisputed best thief in the business.

Setup:

1. Filling the Museum

Place the green Emerald, the blue Sapphires, the yellow Sphenes, and the red Spinel in the museum in their appropriate cases. The cases are marked green, blue, yellow, and red on the board, and each jewel takes up one square of the grid.

Place four cameras and five lasers within the vault as depicted in the diagram.



2. Placing the Cards

Shuffle the deck of Action Cards and place them in the appropriate space on the board face-down. Action Cards have a black border and do not have a cost.

Shuffle the deck of Gadget Cards and place them in the appropriate space on the board face-down. Place the top three cards from the deck in the three adjacent spaces face-up. Gadget Cards have a red border.

Order of Play:

Before each player takes their first turn, they must select and place their thief on the spot marked "Entrance" (each player should have a different color thief).

The thief with the most recent felony goes first. In the absence of a convicted criminal, thieves roll a die and play begins with the thief who rolls highest. Play proceeds clockwise.

On their turn, thieves must draw one Action Card. They may then take the following four actions:

- Roll dice to move and loot
- Use Action Cards
- Purchase Gadget Cards
- Use Gadget Cards

1. Moving and Looting:

Moving and looting cases is done with a single dice roll, and is the first action a player must take after drawing an Action Card. There are three Movement Dice and three Looting Dice. **The thief must decide on a combination of three dice from this total pool of six and roll them at once.** They may then move up to but no more than the number of spaces indicated by the Movement Dice. Thieves cannot walk through walls which are marked by the thick, grey lines nor can they walk diagonally. Thieves can walk over other thieves, but cannot end their turn on the same spot as another thief. At any point while moving, the thief may stop on a space adjacent to a jewel case. They may loot the

jewel inside if they have a higher value on their Looting Dice than the difficulty value for the jewel case.

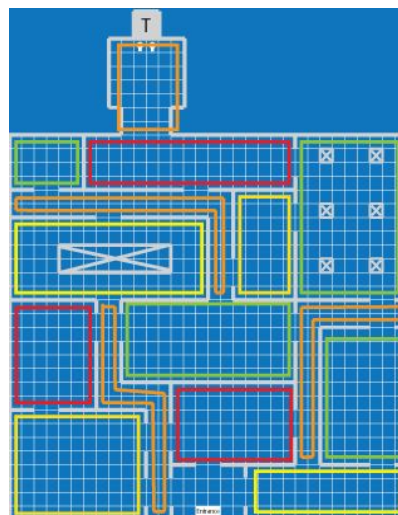
Jewel Case Difficulty Values:

- Yellow: Difficulty Value of 3
- Blue: Difficulty Value of 6
- Green: Difficulty Value of 13

For example, a thief finds that they are moderately far from the closest jewel case. They then choose to roll two Movement Dice and one Looting Die. They roll a 5 and 2 on their Movement Dice, and a 6 on their Looting Die. They may move their piece $5+2 = 7$ spaces along the grid in any non-diagonal direction. If this places them within one space of a jewel case, and the difficulty value for that jewel case is less than or equal to 6, then they may take the jewel inside.

Note: thieves may not move across spaces marked as yellow, blue, or green jewel cases, even if the case is empty. **Red jewels, however, need not be looted with Looting Dice rolls. The thief must simply move over a space marked with a red jewel case in order to steal the jewel inside,** and so a player may move across a red jewel case, whether it is full or empty.

Security: thieves cannot walk through cameras or lasers. Also, if a thief is in a room or hallway with a motion sensor, the thief is only able to roll 1 die during the turn. The image below depicts each separate room and hallway. Security cannot be placed in the room with the entrance.



2. Use Action Cards

Action Cards have different effects such as placing or removing various types of security. Therefore, once Movement and Looting rolls have been completed, Action Cards can be played at any point during the remainder of your turn, as appropriate.

For example, if while moving a thief comes across a camera which must be bypassed, they may then play a Remove Camera card to remove that camera from the board and continue to move and loot as normal.

Players cannot have more than 4 action cards at the end of their turn. If they have more than 4, they must either play 1 or discard 1.

Security cannot be placed over walls, jewel cases, or thieves. The player can only place them in empty grid spaces. See the security section in “1. Moving and Looting” for reminders as to what the security does.

Note: if a thief does not have an appropriate removal card for a type of security, they may also choose to use Looting Dice rolls to do so. Both cameras and lasers require a 5 or higher to remove without a card, meaning one die with a value of 5 or 6, or two or three dice with a total value equaling 5 or higher. Motion sensors cannot be removed with dice. Instead, the motion sensor is in effect for 1 round of play. After every player has had a turn with it on the board, remove it from play.

3. Purchase Gadget Cards

Once all dice rolls have been resolved and loot has been gathered, the thief may use their jewels to purchase one of the three Gadget Cards that is currently face-up on the board. Each card has a price in coins that must be paid, but once the card is purchased the “Sell” value (denoted by the bottom number on the card) counts towards that thief’s coin total.

The jewel values are as follows:

- Spinel (red jewels) = 1 coin
- Spene (yellow jewels) = 5 coins
- Sapphires (blue jewels) = 10 coins

- Emeralds (green jewels) = 20 coins

Once Gadget Cards are purchased, the thief keeps them for the remainder of the game unless they are sold. Replace any purchased gadget cards with the next card in the gadget card deck. **A thief may spend one coin to replace all three available Gadget Cards. The three old cards are placed in a discard pile.** If the players go through all the gadget cards in the shop, they may reshuffle the ones in the discard pile and place these cards back in the shop locations.

4. Use Gadget Cards

Gadget Cards may be played whenever applicable during the thief's turn. If a Gadget Card is purchased and does not affect rolls, it can be used immediately. If the Gadget Card affects dice rolls in some way, or passage through security, it must be used before rolling dice.

Note: a thief may Sell their Gadgets for the value shown on the card in order to receive coins to spend elsewhere. In this case, the sold Gadget is placed in the Gadget Card discard pile described above.

Game End:

The game ends when one thief successfully acquires jewels equal to 60 coins or succeeds in breaking into the Treasure Vault (marked by a T on the museum board). To break into the Treasure Vault, the thief needs to roll a dice value of 18 while on one of the keyholes.

Note: when the museum has been completely looted, if no player has broken into the Treasure Vault or acquired jewels equaling 60 coins, the thief with the most coins is declared the victor. Coin totals include both the values of individual jewels held by the thief, and by the Sell value of any Gadget Cards that thief has purchased.