**“A Night in the Shop”**

**OVERVIEW:**

In this game, three players take on the role of a **Robber**, a **Security Guard**, or the **Police**. The Robber has a specific objective item called the **Bundle Of Cash** they need to steal from the mall, while the Police must chase after the Robber to arrest them for their crimes. However, the Robber can only see their immediate surroundings in the store once they enter, until they explore it further. The Security Guard and the Police are the only players who can see the full map, and the Security Guard must use this knowledge to help the Robber steal a certain item for them. In the end, the Robber could escape with either the item they need or get caught and be arrested by the Police.

**MATERIALS:**

**Common:**

* Clear chips
* Event cards deck
* Item cards deck
* Player divider (a cardboard wall)

**Robber:**

* 4-Sided Dice
* Trap Tokens
* *Backstory cards deck*
* The first part of the Sectioned Map

**Security Guard:**

* Note cards deck
* Complete Map shared with the Police
* The rest of the parts of the Sectioned Map

**Police:**

* 6-Sided Dice
* Complete Map shared with the Security Guard

**SETUP:**

* Three players discuss to decide which role they want to take: Robber /Security Guard / Police. *All players must read out their backstories before the game starts.*
* The **Security Guard** sits on the same side of the **Police,** and the **Robber** sits on the opposite side. The **Robber** and **Police** are separated by a cardboard wall and **Security Guard** could see both sides.
* Shuffle *the backstory deck,* the item deck, and the event decks separately.
* *The* ***Robber*** *draws a backstory card.*
* The **Security Guard** shuffles the map pieces and fills in the random tiles on the **Police’s** map, randomly. Then the **Security Guard** gives the **Robber** the empty map, while holding the rest of the map pieces.
* The **Robber** starts at on end of the sectioned map, and the **Police** starts at the other end of the complete map.

**SPACES:**

* Blank (Grey)
  + Players can move through them freely and places traps there if they wish.
* Events (Purple)
  + Spaces both players can use
  + Can hinder or help movement.
* Security Room (Red and Blue, signified by an S)
  + Allows for the special “Security Room” event to occur
* Item (Red or blue for robber and police respectively)
  + Players that step on them can end their turn in order to draw from the item deck
  + The space is turned into a blank space after
* Door (Yellow)
  + Guard can open these for the robber, but they cause a sound
  + Once opened, cops and robber can move through.
  + Cannot be closed afterwards
* Trap space
  + Placed by specific players through using items, only seen on placed players side
    - Guard has to moderate when either player steps through a trap by cross referencing other board
  + Represented by item cubes
  + Size depends on the specific trap.

**GAMEPLAY:**

* The **Robber** and **Police** take turns to move and **Robber** starts first.
* In their turn, players roll a dice to determine how many maximum moves they have on that turn. No diagonal movement is allowed.
  + **Robber** rolls a D4 and moves that value +2. **Cop** rolls a D6 and moves that value.
* If the **Robber** has enough moves to go beyond their starting section (given that there is a door there and a path to the door) they may take the next map section from the **Security Guard**, revealing more of the store. If the robber is touching a transition tilspacee that allows them to move between tiles, they can ‘peek’ into the adjacent tile and add it to their board without entering it.
* The **Robber** may ask the **Security Guard** for hints to what they may encounter throughout their turn, however they have a maximum of **TWO** questions to ask per turn. (ie. “can I move forward?”, “is this path safe?”, “can you open this door?”)

And the **Security Guard** should answer the two questions only with the note cards, making sure the **Police** does not see the answers that they provide.

* The **Security Guard** can open doors for the guard if they want, tipping the cop off with a sound.
* If players land on an **item** tile fitting their role, they could choose either to pick it up or leave it alone. If players choose to pick up an item, they draw an item card from the **item** deck, and their turn is done. If they leave it, they can continue their turn with the amount of moves they have left.
* The **Robber and Cop** are only allowed 3 items in their inventory. They may replace items in favor for items that fit their objective or use items for their advantageous effect. Leftover items will be dropped on the map and can be picked back up.
* If a player lands on an event tile, they draw an event card. They event can affect their current move, or their next move.
  + The **Security Room** is a special event card that appears in the center of the map. The **Guard** is there, so they can open the doors to let the **Robber** in. Once doors are open, they stay open. The **Cop** hears that the doors were opened in the center, and then they’re able to also enter the **Security Room.**
    - Once inside the room, you can end your turn and peer over the barrier to see the other players board by ‘looking through the security cameras.’
* Players can place **traps** anytime during their turn, including the start and end of their turn.
* If both players are in the same tile, the ***CHASE*** begins

**SOUNDS:**

* Most traps and events cause a sound. The guard must explain the events or the trap to the other player and state which cardinal direction it occurred relative to the player’s current position. Creativity is encouraged!
  + “You hear a couple of startled grunts and the sound of cracking glass echoing through the halls to your northwest.” **Police** and **Robber** know where they placed their traps, so they can infer where it occurred. **Police** know where event tiles and doors are, and can use the sounds to piece together the **Robber’s** position

**CHASE:**

The ***CHASE*** Starts ONLY if both the **Robber** and **Police** are in the same tile. Once this occurs, the cardboard wall between the two maps should be removed, allowing both players to see each other’s positions.

The **Robber** instantly takes a turn and the **Police** takes the next turn.

Once they’re two tiles or more apart, the cover is put back into place and the Robber returns to their own board. The **Security Guard** then returns into play, with the **Robber** able to ask questions once more.

**ENDGAME:**

-The game ends when the **Robber** escapes the store or when the **Police** catches the **Robber.**-Players find their ending cards that correspond to the game’s outcome.

**ROLES:**

**Security Guard**

In short, you hate your job. You get paid minimum wage and have to stay awake late into the night, making your time with your wife and kids during the day limited as you need to catch up on sleep. You are working with the **Robber,** your friend**,** to gain an important item - your boss’s key, so you can ransack their office to finally be even for all the problems they put you through while you worked here.

**PLAY:**

As a **Security Guard**, the player should constantly communicate with the **Robber** guiding them where to go to find items and better routes, especially the special objective item that the player needs from the **Robber**. But you may only communicate through note cards. You can also open doors to other areas for the **Robber** to pass through but be aware that every time this happens, a noise is made that alerts the **Police**.

However, you can open doors as a trick to throw off the **Police**.

Every time a noise is made, the **Security Guard** should update the Robber’s position on the **Police’s** map, and likewise for the opposite.

**Robber**

As a **Robber**, you must find the required item from your backstory card. You may ask questions from the **Security Guard** to help you navigate the store, acquire your objective and reach the exit while avoiding the **Police**.

You must also find the special objective item to help your friend, the **Security Guard**, in return for their aid.

Every time the Robber picks up an item, they make a noise which will alert the Police of their position.

**Police**

You have been tirelessly working towards a promotion in the field for years now, doing your best work in order to better yourself. This final job seems like it could the the tipping point for your boss to finally recognize your potential if you succeed.

If ever you found the **Security Guard**’s special item, let them know because it might be the *key* to your success.

Every time

**Ending Reference Table**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **CAUGHT** | **ESCAPED w/o OBJECTIVES** | **ESCAPED w/ OBJECTIVES** |
| 1. Bedridden Mother | Your mother is left worrying constantly about you as her condition grows worse. She misses you very much. | You accompany your mother as she slowly passes away.  At least you were beside her until the very end. | Your mother seems to have regained her energy - yet this is temporary.  It seems that you might resort to another night of thievery to help sustain her health. |
| 2. Daughter | Your daughter hears news of you from the evening news. She cries as she contemplates growing up without the presence of her father. | You are happy to see your daughter after a close encounter with the police. However you must live with the idea that you were close to letting your daughter grow up without a father. | Still couldn’t get a job so might steal again, but it was worth it when the daughter becomes the happiest little girl in the world after her art teacher tells her that she’s the next Frida Kahlo. |
| 3. Rent | You are put to jail.  But it seems that staying in jail is a better option, at least there is a stable source of food. | Weeks pass and you have found nowhere else to go. You decide to sleep in the streets. | You are able to fill up your stomach at this time. However, you know you must keep stealing food to sustain yourself. |
| 4. frozen | You are put to jail.  But at least the cell is warm with the clothing and blankets that you get. | You roam the streets struggling to find a place to stay, in doing so, you have caught pneumonia. | You enjoy the warmth of your new jacket. This gives you the energy to search for a new home. |
| 5. doggo | Your dog waits for you everyday at the entrance of the shop, wondering when you will come out again. | You settle to just give your dog some food scraps from trash you encounter. Your dog grows weaker and you feel sad. | Feeding your dog has made them regain their energy and made them a happy dog for a night. However, the inevitability of their death still remains. |

|  |  |  |  |
| --- | --- | --- | --- |
|  | **ROBBER CAUGHT** | **ROBBER ESCAPED w/o OBJECTIVES** | **ROBBER ESCAPED w/ OBJECTIVES** |
| **POLICE** | You finally get the promotion you deserve! Your photo is all over the news for being the brave cop who | You failed to get promoted, and you feel disappointed with yourself. But you know this won’t be the last time you will see the **Robber**, perhaps you will catch them next time. | Not only do you not get promoted, but your colleagues are disappointed with you for not being able to do your job. |
| **SECURITY GUARD** | You are arrested by the police for conspiring with the criminal. Your family has not made the effort to | Your temptation to take part in an act of crime has cost you your job. Now it has pushed you deeper into poverty, as you struggle to find a new source of income. | You quit your job, and you and the Robber share the take and have sunk deeper into a life of thievery. |

**FINAL DUE:** DECEMBER 10

***Robber Backstory / Objective Cards***

***1***

*You are a high school dropout struggling on a single nine to five service job, with a bedridden mother at home. You need medicine for your sickly mother who recently has taken a turn for the worst, and your insurance doesn’t go far enough to cover the costs. Even though you don’t want to steal, you are afraid she won’t last another year, and it terrifies you to think about living alone. Find* ***medicine*** *for her in the store.*

***2***

*Your daughter is starting her first day of school soon and you are desperate. You have only scrap paper and a ragged, hand-me-down backpack for her, and no other school supplies. You don’t want your daughter to be bullied for having nothing and part of you hopes that she will become a great student and get a good job, and live a life far different than her current life with you. The only thing you can do is support her. Find* ***school supplies*** *for her in the store.*

***3***

*You’re three months behind in rent and your landlord has run out of extra chances to give you. However, you will be able to pay it off when you get your next paycheck in a week, as long as you spend nothing extra—and this means that you haven’t eaten a single thing in two days. Starving and desperate, you have no other choice but to turn to the other side of the law in order to avoid homelessness; you’d rather do anything but live on the streets. You need to find* ***food*** *in the store.*

***4***

*You’ve recently become homeless and have absolutely nothing except for the thin clothes on your back, and the harsh sub-zero winters of the city are looming ever closer. Temperatures have already been dropping so low overnight that you haven’t been able to sleep and you’ve taken to looking through window displays at the mannequins who are dressed warmer than you are. One night you decide you need it more than they do. You need to find warm* ***clothing*** *in the store.*

***5***

*You have a dog who is your best friend. He has been your companion for years now and has become a little older, weaker, and less energetic in recent months. Worried, you’ve blown through all of your extra spending money on veterinarian checkups and now you’re at the bottom of the pet food bag with nothing else to spare. You want to finally give the best to your old buddy, who might not have many years left. You need to find gourmet* ***pet food*** *in the store.*

**ROBBER**

*Robber-Specific items*

* Painkiller **x1**
  + If attacked by a painful event/trap, can be used to negate the movement-based of it.
    - Only usable once.
* Pet food **x1**
  + Quiets the dog down, makes it bark at the cop instead and makes it switch sides.
    - Only usable once
* Warm clothes **x1**
  + Once the chase starts, -1 on ALL rolls due to the cumbersome nature of the coat
  + But, it counters the taser, making it need a 6, meaning you can’t get hit easily.
* Subway Sandwich™ **x2**
  + ADVANTAGE: you can eat the food right there and gain a burst of energy,
    - Instead of one D4 roll, you do two rolls and add 4 to your roll instead. Only usable once.
* Perilously Placed Boxes **x1**
  + ADVANTAGE: 1x1, 2x1, or 2x2, whatever player wants. Once the cop steps on it, it sets off a sound..
    - Trap, only usable once.
* Glass Shards **x2**
  + ADVANTAGE: 1x1 or 2x2, whatever player wants. Once cop steps on it, stops them for the turn, and makes them skip their next turn.
    - Trap, only usable once.
* Bundle Of Cash! **x2**
  + Need this to win!
  + Once taken, sets off a major alarm alerting the cop of the exact position of the robber at that time
  + Once taken, leave board to win.

*Movement*

* Roll one D4, move value is that +2 each turn

*Win*

* Grab one **Bundle of Cash** and flee the store from your entry point with it!
* **Avoid the Cop at all costs**

**ITEMS FOR COP**

*Police-Specific*

* Barbed Wire **x2**
  + If robber steps on it, makes a distinct sound and stops robber movement for the rest of the turn and skips one robber turn.
    - Guard must tell the cop “You hear the sound of rattling wire and a pained grunt”
    - Cop should be able to inference that it’s their barbed wire causing that, allowing them to know where to go
    - Also, self balances. Cop has too many barbed wire traps? They don’t know where it came from?
    - If it doesn’t hurt the robber, it still stops their current turn and makes a sound.
  + Counter: Painkiller
* Police Tape **x3**
  + Can be placed across between two walls on one tile
    - Can be stretched across an entire large room
    - When tripped, guard says “You hear the sound of tape being ripped.”
    - Doesn’t inhibit robber movement at all
    - Weaker than barbed wire, but can span a larger area.
  + Counter: None
* Kind Police Dog **x1**
  + Once placed on the board, does not disappear
  + Barks every turn the robber is in the tile or an adjacent tile, guard says “You hear your police dog X (whatever the player names them) bark.”
  + Stays tied to a specific place, doesn’t inhibit movement
  + Counter: Pet food
* Taser (Combat) **x2**
  + If the robber is in the same tile or an adjacent tile as you, roll to hit them and stun them for a turn.
    - 50% chance of hitting, must roll a 4,5, or 6.
  + Counter: Winter Coat, means you can only get hit if the cop rolls a 6 (critical hit basically)
  + Single use: once you hit, you throw it away.
* Donuts **x2**
  + The cop’s version of food. Roll two D6’s to move.

*Movement*

* Roll one D6, move value is that.

*Win*

* Lay traps, patrol the halls, and catch the robber trying to steal!

**EVENT CARDS - 12 tiles**

* You accidentally knock over a mop and it clatters to the ground, making a loud noise.
* You see a swarm of ants around a pile of crumbs and feel grossed out, moving two blocks backwards from when you came from in order to avoid it.
* You’re feeling thirsty and see an energy drink nearby. Feeling energized, you move an additional two blocks.
* You didn’t see the Wet floor sign, causing you to slip and hit your head on the floor. You feel dizzy. -2 movement on your next turn.
* You step on a piece of gum which sticks to the bottom of your shoe. -1 movement on the next turn.
* A pair of mice scurry by your feet and you instinctively scream, making a loud noise.
* You find a plush couch and decide to sit down for a few moments to regain a little bit of energy. +2 movement on your next turn.
* You find a bottle of fancy wine in a cabinet and decide to take a sip in order to calm your nerves. You move an additional two blocks, the taste of the wine putting you at peace.
* You bump into a stack of cans and accidentally knock a few of them over with your elbow, making a loud clatter.
* You come across a puddle of suspicious yellow liquid on the floor. It could be pineapple juice, or not. You move backwards one block in order to avoid it.

Ideas:

* Hide information from cop (give them unfinished board)
* Different win condition? Maybe multiple win conditions.
* Start with both boards built, just flip some tiles.