

THE HEI\$T

PRINT AND PLAY TESTER EDITION

THE HEIST

Grab your friends, shuffle the deck, and plan the world's least professional crime spree. In The Heist, every card counts, from chainsaws to rubber ducks, and every player could be your ally... or the detective waiting to throw you to the cops.

Just remember; if the floor turns into lava, it's probably not going to plan.

OVERVIEW

In The Heist, players take on the roles of a crew of criminals trying to pull off three daring heists. Hidden among them is a detective, working undercover to sabotage the plan.

Each heist is built from three parts:

Loot – the ridiculous prize you're stealing (like a 12ft rubber duck).
Location – where the heist is happening (Blockbuster Video, Atlantis, etc).
Security – the obstacles in your way (jugglers, bubble wrap, janitors).

Together, these set the Target Score the crew must reach.

Players contribute using their Crew cards — a mix of powerful tools, useless junk, and outright disasters. Along the way, Wildcards can completely flip the outcome.

After two rounds of play, the Heist Boss reveals one final Wildcard, and the crew's total is compared to the Target Score:

Meet or beat it and the heist succeeds.
Fall short and the cops close in.

But win or lose, suspicion always follows. At the end of each heist, the crew votes to decide who "swims with the fishes." Eliminate the detective and the criminals can still succeed. Fail too often, and the detective wins.



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Phases of Play

PLANNING

- Draw 1 Loot, 1 Location, and 2 Security cards.
- Add their values together to set the Target Score.
- A Heist Boss is chosen (rotates clockwise each heist).

EXECUTION (2 ROUNDS)

- Round 1: All players secretly pick and play 1 Crew card face-up.
- Draw back up to 3 cards in hand.
- Round 2: Repeat. Play another Crew card face-up, then draw back up.

Note: Some Wildcards can be played in place of a crew card.

WILDCARDS

- After both rounds, players may submit 1 Wildcard face-down to the Boss.
- The Boss **MUST** choose 1 to reveal and resolve, discarding the rest.

AFTERMATH

- Add up all Crew totals + Loot + Location – Security.
- Apply the revealed Wildcard effect.
- Compare to the Target Score
- Meet or beat it and The Heist succeeds.
- Fall short and The Heist fails.

Vote on who you suspect is the Detective:

- Majority rules, that player “swims with the fishes” (is eliminated).
- Ties broken by the Boss.
- You can choose not to eliminate a player...at your own risk.

WINNING THE GAME

- Play 3 heists total.
 - Criminals win if most heists succeed and the Detective is eliminated.
 - Detective wins if most heists fail or the Detective survives to the end.
- If the Detective survives but a most heists succed then it's a draw.
If the Detective is eliminated but most heists fail then it's a draw.