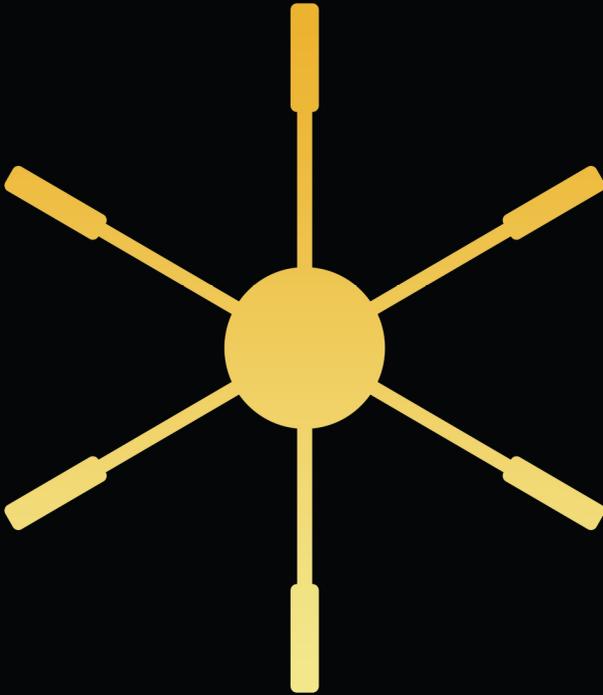


BANK HEI\$T



THE RULE BOOK

OVERVIEW

Bank Heist is a social deduction game for 5 - 8 players. A secret identity card is dealt to each player and kept secret throughout the game. Players will try to figure out who they can trust as they move through each phase until finally, players begin trying to eliminate their suspected enemies.

GAME CONTENTS

- 1 Game Board
- 8 Identity Cards
 - 2 Agents
 - 2 Rivals
 - 3 Crew
 - 1 Sticky Fingers Crew
- 25 Alarm Cards
 - 10 Attributes
 - 15 Instant Action Cards
- 40 Vault Cards
 - 10 Cash Bags
 - 2 Dye Packs
 - 28 Item & Response Cards
- 4 Handcuff Cards
- 8 Code Cards
- 1 Tracker Token
- 1 Rule Book

STORY

A crew of criminals are looking for one last big score. They've vetted the bank, they know their getaway route, and they're ready to slip away after their final job. Little do they know, undercover agents may have infiltrated their crew and will try to bring them down. But there could be more trouble brewing. A rival gang may have infiltrated the crew as well. They're planning to eliminate the others and get away with the loot. Will the Crew get away? Will the Rivals pull off their double-cross? Or will the Agents stop them all?

OBJECTIVES



CREW

Load 5 Cash Bags into the truck before the Robbery Tracker reaches the "AGENTS WIN" space during the Robbery Phase. Then you must get to the Hideout with only Crew members alive during the Getaway Phase.



AGENT

Prevent the Crew from loading Cash Bags into the truck during the Robbery Phase. If 5 Cash Bags are not loaded into the truck before the Robbery Tracker reaches the "AGENTS WIN" space - the Agents win. If 5 Cash Bags are successfully loaded into the truck, get to the Hideout alive during the Getaway Phase.



RIVAL

Load 5 Cash Bags into the truck during the Robbery Phase, but consider keeping one bag for yourself. (You may need this later.) Then eliminate all Crew and Agents during the Getaway Phase.

IDENTITIES: CREW

4 of the 8 Identity Cards are Crew - all of which have a Crew tattoo  at the bottom of their card.

During the Robbery Phase, Crew members must place all Cash Bags that are passed to them into the truck. The one exception is the Sticky Fingers Crew member. While they still win or lose with the Crew, this player must keep all Cash Bags that are passed to them.

During the Getaway Phase, each Crew member has one gun. On their turn they may choose to shoot at one player, play a card from their hand, or pass.

Never show any part of your identity card to another player unless instructed to by a card. This is the only way to maintain the integrity of the game. If a card forces a player to show their Crew tattoo, use that card to cover the top portion of your Identity Card only showing the tattoo or blank space at the bottom.

IDENTITIES: AGENTS

2 of the 8 Identity Cards are Agents - none of which have a Crew tattoo at the bottom of their card.

During the Robbery Phase, Agents must keep all Cash Bags that are passed to them. If 5 Cash Bags are not loaded into the truck before the Robbery Tracker reaches the "AGENTS WIN" space, your fellow agents have surrounded the bank and you win. The Crew and Rivals are going to jail. Otherwise, move to the Getaway Phase.

During the Getaway Phase, each Agent has one gun but they cannot fire unless responding to an attack. On their turn they may choose to play a card from their hand, reveal themselves as an Agent to play a card from the Handcuff Deck, or pass.

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IDENTITIES: AGENTS (CONTINUED)

The Agents are wearing bulletproof vests. This means that when they are shot for the first time, they may reveal themselves as an Agent, turn their Identity Card sideways to indicate they used their vest, then return fire at the player who attacked them. The vest is used only once per game. Agents are the only players who may return fire but they must shoot at the player who attempted to shoot or stab them.

Agents can only return fire if they survive a shot using their vest or a card that avoids attacks. You must reveal your Agent Identity Card in order to return fire.

Agents may also return fire if a player used a Knife on them. The knife is not stopped by the bulletproof vest but it does not immediately kill players, allowing the Agent to return fire.

Agents only return fire after gunshot and Knife attacks.

Never show any part of your identity card to another player unless instructed to by a card. This is the only way to maintain the integrity of the game. If a card forces a player to show their Crew tattoo, use that card to cover the top portion of your Identity Card only showing the tattoo or blank space at the bottom.

IDENTITIES: RIVALS

2 of the 8 Identity Cards are Rivals - none of which have a Crew tattoo at the bottom of their card.

During the Robbery Phase, Rivals may play or keep any Cash Bags that are passed to them. Rivals need a successful robbery just like the Crew, but may need to hold on to one Cash Bag for later. This is explained on the next page.

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IDENTITIES: RIVALS (CONTINUED)

During the Getaway Phase each Rival has two guns. On their turn they must shoot at one player. Because the Rivals carry two guns, they may choose to shoot at a second player or the same player again. If so, they must reveal their Rival Identity Card.

If the Rivals eliminate all non-Rivals before the Getaway Tracker reaches the Hideout - they win. If they reach the Hideout with non-Rivals still in play, Rivals will need a Cash Bag to “pay off the driver” or they will be killed.

If the driver is paid off, Rivals and Crew will continue play until only one faction remains. This will be explained in greater detail later.

Never show any part of your identity card to another player unless instructed to by a card. This is the only way to maintain the integrity of the game. If a card forces a player to show their Crew tattoo, use that card to cover the top portion of your Identity Card only showing the tattoo or blank space at the bottom.

SETUP

Shuffle all of the Vault Cards  together and place them on the Vault Deck space on the board.

Shuffle all of the Alarm Cards  together and place them on the Alarm Deck space on the board.

Place all the Handcuff Cards  on the Handcuff Deck space on the board. They do not need to be shuffled, they are all the same.

Place the Tracker Token on the corresponding space on the Robbery Tracker based on the number of players in your game.



5-6 PLAYERS START



7-8 PLAYERS START

SETUP (CONTINUED)

Shuffle all 8 Identity Cards together regardless of the number of players in your game. Bank Heist does not require any specific breakout of Identities based on player count. Yes, this means a game could involve 2 Agents, 2 Rivals, and a lone Sticky Fingers Crew member. This just means pitting all the right people against each other until the end. The 3 factions make winning possible for any player.

Deal an Identity Card to each player. Set the remaining cards to the side or back in the box.

PHASES: FIND YOUR PARTNERS

All players take a moment to study their Identity Card. One player will now volunteer to lead the next step. This person will ask all players, including themselves, to close their eyes. Now ask only Rivals to open their eyes to see if they have a partner. Now ask them to close their eyes. Next, ask only Agents to open their eyes to see if they have a partner. Now ask them to close their eyes. Now all players may open their eyes. Crew do not know who their partners are - they are in the dark.

PHASES: CRACK THE VAULT

You have broken into the bank and are attempting to open the vault. One player will be able to crack the vault, making them the Start Player. Going first can be very advantageous so get ready.

Have any player shuffle the Code Deck  together and flip 3 cards face up on the table. These cards will reveal 3 digits. The first player to shout the answer to these digits multiplied together cracked the vault and is the Start Player for all phases of the game.

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PHASES: CRACK THE VAULT (CONTINUED)

If the first person who shouted an answer is incorrect, the safe resets and you lose time. Move the Tracker Token forward one space. Reshuffle the deck and try again. The player who guessed incorrectly cannot guess again. They're probably an agent.

Use of calculators is allowed during this phase. Be fast, but be careful not to guess wrong. In the event of a tie involving two correct answers, reshuffle the deck and try again without moving the Tracker Token. If multiplying is too tough for your particular crew of criminals, you can add the numbers instead. We recommend quickly flipping 4 cards instead of 3 in this case.

PHASES: ROBBERY PHASE

The safe has been cracked but no alarm has sounded. This robbery is taking place after hours so you're moving quickly but being very careful not to trip any alarms. This means players can not speak during the opening portion of the robbery. This is important to maintain the integrity of the game so do not make any sounds or gestures to reveal your feelings until the Tracker Token reaches the first alarm space.

You will be drawing cards from the Vault Deck. This deck contains the Cash Bags needed to complete the robbery. It also contains items such as Knives, Speedloaders, Lock Picks, and more that you will not use until the Getaway Phase. Simply add these items to your hand for now.

If the Tracker Token is currently on an alarm space  jump to the **PHASES: ROBBERY: ALARM PHASE** section of the rule book. Otherwise continue by following the steps on the next page.

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PHASES: ROBBERY PHASE (CONTINUED)

Beginning with the player who cracked the vault, the Start Player, follow these steps on your turn:

1. Draw a card from the Vault Deck  and look at it.
2. Pass that card face down to a player you trust or want to test.
3. The receiving player will look at the card and add it to their hand by placing it face down in front of them unless it is a Cash Bag or Dye Pack.
4. If the card was a Cash Bag the receiving player will either add it to their hand face down or place it face up in the truck based on the rules of their identity. You must do exactly what your identity requires.
5. If the card was a Dye Pack the receiving player shows everyone the card. They then discard a card from their hand face down to the Vault Deck discard pile along with the Dye Pack. If they had no cards, they simply discard the Dye Pack.

Play then moves in clockwise order from the Start Player repeating these steps on each player's turn until you reach the Start Player again. At that point move the Tracker Token forward one space and continue. Once the Tracker Token reaches the first Alarm Space  move to the next phase.

If at any point during the robbery 5 Cash Bags are loaded into the truck, immediately move the Tracker Token down to the first space on the Getaway Tracker and jump to the Getaway Phase section of the rule book.

Remember, you want to observe the actions of other players, especially those you pass Cash Bags to. You will be able to discuss these actions, make accusations, and defend yourself in the following phase.

Tip for Agents: *Stare at Cash Bags when you receive them as if you are reading the text on a regular item card. This will help hide the fact you are holding a Cash Bag.*

PHASES: ROBBERY: ALARM PHASE

The robbery is taking too long and the alarm is sounding. Players are now losing their cool and can begin talking, making accusations, and defenses. Did you pass someone a Cash Bag and they kept it? Let the Crew know. Did you keep it because you're Sticky Fingers? Defend yourself!

You will now draw cards from the Alarm Deck (🔔) prior to drawing from the Vault Deck on your turn. This deck contains Attributes which you immediately place face up beside a player's Identity Card. It also contains Actions which will allow you to immediately do things such as investigate someone's Identity Card for a Crew tattoo or search the Vault Deck for a specific card. A player can only have **one** Attribute.

Beginning with the player who cracked the vault, the Start Player, turns will now take place as follows:

1. Draw a card from the Alarm Deck (🔔) and place it face up on the table reading it aloud.
2. Follow the instructions of that card.
3. Draw a card from the Vault Deck (🔍) and look at it.
4. Pass that card face down to a player you trust or want to test.
5. The receiving player will look at the card and add it to their hand by placing it face down in front of them unless it is a Cash Bag or Dye Pack.
6. If the card was a Cash Bag the receiving player will either add it to their hand face down or place it face up in the truck based on the rules of their identity. You must do exactly what your identity requires.
7. If the card was a Dye Pack the receiving player shows everyone the card. They then discard a card from their hand face down to the Vault Deck discard pile along with the Dye Pack. If they had no cards, they simply discard the Dye Pack.

Continue this cycle moving the Tracker Token forward one space each time play reaches the Start Player again.

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PHASES: ROBBERY: ALARM PHASE (CONTINUED)

If 5 Cash Bags are loaded into the truck before the Tracker Token reaches the 'AGENTS WIN" space, move to the Getaway Phase below. If you did not load 5 Cash Bags into the truck before reaching this space, the police have surrounded the bank and the Agents win the game.

Since the alarm is sounding, players may lobby to receive cards or ask you to test certain players. Remember, you may never show any card to another player unless instructed to by the game itself.

PHASES: GETAWAY PHASE

You have successfully robbed the bank but you must get to the Hideout alive. Everyone jumps in the back of the truck and The Driver (an understood entity, not a player) takes off. Suspicions and tensions are high. This is where you will begin using the items you collected in your hand during the robbery to eliminate, knock out, or restrain those you don't trust. No more cards are drawn.

Beginning with the Start Player, each player will have a few options on their turn based on their identity. You can only take ONE of these actions each turn with the exception of using a Speedloader to fire an additional shot.

For a deeper look at what each identity can do during this phase, refer to the options on your identity card or the **IDENTITIES** section of the rule book.

For a deeper look at what each item card does during this phase, refer to the **CARD RULES** section at the end of the rule book.

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PHASES: GETAWAY PHASE *(CONTINUED)*

For quick reference:

- CREW can shoot at one player, or play one card from their hand, or pass.
- RIVALS must shoot at one player. They may shoot at a second player (or the same player again) and reveal themselves as a Rival. Allow the first shot to play out before taking the second shot. If a Rival is restrained, they may use a Knife to cut their Zip Ties or a Lock Pick to remove their Handcuffs. This is their action for that turn.
- AGENTS can play one card from their hand, or reveal they are an Agent to use one Handcuff card from the Handcuff Deck, or pass. An Agent cannot stab a player with the Knife, they can only use it to cut Zip Ties. Agents only shoot when returning fire after an attack. Only Agents can return fire.

Everyone has a gun with unlimited bullets, but can only fire once per turn if able. They can fire a second time only if a card allows them to. Any time a player has the ability to shoot a second shot, choose the player you are shooting first and allow them to avoid it with Adrenaline, take the shot and die, or take the shot in the vest and return fire (Agents) before you take the second shot.

- Players die if they cannot avoid a shot.
- If a player dies due to your action, you may loot their hand of one card at random.
- After a card is used one time, discard it.
- Eliminated players cannot reveal their identity and cannot speak.

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PHASES: GETAWAY PHASE (CONTINUED)

Continue play clockwise from the Start Player using the abilities of your identity on your turn. Each time play reaches the Start Player again, move the token forward one space. If the Start Player has been eliminated, the player to their left is the new Start Player.

If the Rivals eliminate all other players before the token reaches the Hideout, they can announce themselves and win. They grab the cash and hop out of the back before reaching the Hideout. Otherwise proceed to the Hideout Phase once the token reaches the Hideout space.

PHASES: HIDEOUT PHASE

You've robbed the bank, some of you have made it to the Hideout alive, and it's time to reveal your identities.

The Driver (an understood entity, not a player) gets out to see what went on back there. All remaining players flip over their Identity Cards now.

- If an Agent is present. They allowed the police to track your location and they win the game. If no Agent is present, move on.

- Beginning with the Start Player, The Driver will check your identity. If you are Crew, The Driver removes any restraints such as Handcuffs or Zip Ties as well as the Gun Jammed attribute if applicable then moves to the next clockwise player.

- If The Driver checks your identity and you are a Rival, The Driver shoots you dead then moves to the next player. However, if you are a Rival and you have a Cash Bag, you are able to pay off The Driver. Your restraints are removed and The Driver leaves.

- Play now continues from this player as it did in The Getaway Phase until only Rivals or Crew remain.

Eliminated players still win and lose with their team.

CARD RULES: VAULT DECK



ADRENALINE (8) - During the Getaway Phase, use this card when a player attempts to shoot, stab, handcuff, or zip tie you. It simply avoids the attack or restraint. It cannot be used to avoid Chloroform. If you are Poisoned, you may play Adrenaline at the end of your second turn in the Getaway Phase to remain in the game for an additional round. You may use it in this way even if you have taken other actions during your turn and may continue to use Adrenaline cards this way as long as you have them. Discard each Adrenaline after use.



CASH BAG (10) - When passed to you in the Robbery Phase you must place this card face up in the truck or keep it face down depending on your identity. One may be kept by Rivals to pay off The Driver in the Hideout Phase.



CHLOROFORM (4) - During the Getaway Phase, use this card on your turn on an adjacent player to your left or right to knock them out for one turn. The player will wake up immediately after missing one turn. Before then, they cannot play any cards to defend themselves. If they are an Agent, they still may take a shot in their vest if they have not done so already, but they cannot return fire. This card cannot be avoided with Adrenaline but is blocked by the Masked attribute. Using Chloroform is your action and ends your turn. Discard after use. Chloroformed Rivals cannot pay off The Driver.



DYE PACK (2) - When this card is passed to you during the Robbery Phase, it bursts and ruins an item in your hand. Show that a Dye Pack was passed to you, then discard a card from your hand face down to the discard pile then discard the Dye Pack. If you did not have any cards in your hand, simply discard this card.

CARD RULES: VAULT DECK (CONTINUED)



KNIFE (4) - During the Getaway Phase, use this card on your turn to stab an adjacent player on your left or right. A stabbed player survives until the end of their next turn. Stabbing an Agent gets around their vest but still gives them the ability to return fire. Agents cannot use the Knife to stab. Players may use the Knife to cut Zip Ties from yourself or another player. Rivals can only use the Knife to cut Zip Ties from themselves. A restrained player cannot use a Knife to free any player but themselves. Using a Knife is your action and ends your turn. Discard after use.



LOCK PICK (4) - During the Getaway Phase, use this card on your turn to remove Handcuffs from yourself or another player. You may also use it to discard Gun Jammed from yourself or another player. Rivals can only use a Lock Pick to remove Handcuffs from themselves. A restrained player cannot use a Lock Pick to free any player but themselves. Using a Lock Pick is your action and ends your turn. Discard after use.



SPEEDLOADER (4) - During the Getaway Phase, use this card to take an additional shot after shooting at a player on your turn. Crew and Rivals may shoot any player with their second shot. Agents must shoot the same player that attacked them. An attacked player will have the option to avoid the initial shot before a Speedloader can be used. An Agent will have the ability to return fire before you can use a Speedloader on them. If you survive the return fire from an Agent, you may then use a Speedloader to shoot at them again or another player. The only player who can use a Speedloader when it is not their turn is an Agent who was attacked. You may use multiple Speedloaders when shooting. Discard after use.

(Speedloader continued with an example on the next page.)

CARD RULES: VAULT DECK (CONTINUED)

(SPEEDLOADER CONTINUED)

Here's an example of how a Speedloader vs Agent scenario may play out:

Player shoots at Agent.

Agent takes shot in vest.

Agent returns fire.

Player avoids shot with Adrenaline.

Player uses Speedloader to shoot at Agent again.

Agent uses Adrenaline to avoid shot.

Agent returns fire.

Player avoids shot with Adrenaline.

Agent uses Speedloader to shoot at attacking player again.

Attacking player cannot avoid shot and is eliminated.



Remember, only an Agent can return fire when attacked. So if a Rival or Crew are attacked, the Speedloader does not allow them to shoot back.

ZIP TIE (4) - During the Getaway Phase, use this card on your turn to restrain a player. A restrained player may not shoot or play cards while restrained. Place card over Zip Tied player's Identity Card. A Knife can be used to cut Zip Ties. If a player cannot remove their Zip Ties, their turn is passed. Discard after cut or avoided by Adrenaline.



CARD RULES: ALARM DECK



“ARE YOU LOYAL” (1) - The player who drew this card chooses a player that has to show them the bottom of their Identity Card revealing a Crew tattoo or lack thereof. No other players may see this information but you may tell them what you saw or lie about it. Use this card to cover the top portion of the Identity Card revealing only the space below the Loyalty Line.



“CHECK THESE OUT” (3) - The player who drew this card privately shows their hand (only their Vault cards) to any player of their choice.



“I’LL TAKE THAT” (2) - The player who drew this card draws a card from the Vault Deck and adds it to their hand. If the card they drew is a Cash Bag or Dye Pack normal rules apply as if it were passed to them by another player. Afterwards, continue your turn as normal by drawing and passing a card to another player.



“HOLD IT RIGHT THERE” (2) - The player who drew this card chooses a player and gets to search their hand. If you find any Cash Bags in their hand you may place them in the truck. If you do not find any Cash Bags or claim to have not found any, you must give that player a card from your hand (if you have any) for falsely accusing them.



“LET’S GET MOVING” (3) - The player who drew this card will search the Vault Deck for any card they would like to pass to another player rather than drawing from the top of the deck. Once you find the card you want, pass it to another player as normal. Shuffle the deck afterwards. This completes your turn.

CARD RULES: ALARM DECK (CONTINUED)



“I DON’T LIKE THIS” (3) - The player who drew this card must switch any two Attribute cards that are in play. If there is only one Attribute in play you must switch it to another player. You may switch your own Attribute if you have one. If there are no Attributes in play, simply discard this card.



“YOU CAN TRUST ME” (1) - The player who drew this card must show the bottom of their Identity Card to a player of their choice revealing a Crew tattoo or lack thereof. No other players may see this information but the seeing player may tell them what they saw or lie about it. Use this card to cover the top portion of the Identity Card revealing only the space below the Loyalty Line.

CARD RULES: ALARM DECK: ATTRIBUTES

The players who draw these cards will place them face up next to the Identity Card of any player of their choice including themselves. If a player already has an Attribute you cannot replace it unless all players already have an Attribute. Discard the old Attribute from the chosen player when this happens.



GUILTY CONSCIENCE (1) - If an Agent is revealed during the Getaway Phase, this player now wins and loses with the Agents. All actions must assist the Agents even if the Agents are eliminated. If this player makes it to the Hideout after an Agent is revealed but no Agents remain in the game - this player loses. If an Agent is not revealed until the Hideout Phase - this player loses (unless this player has an Agent identity).

CARD RULES: ALARM DECK: ATTRIBUTES *(CONTINUED)*



GUN JAMMED (1) - This player cannot fire their gun during the Getaway Phase. If a Rival is Gun Jammed, they still must fire one gun on their turn since they carry two. They must reveal themselves as a Rival when this happens. The Gun Jammed card can be discarded by using a Lock Pick card. One shot can be fired if you are Gun Jammed by using a Speedloader card.



HOSTAGE (1) - This player is now holding a hostage during the Getaway Phase. When this player is shot at, they may have the Hostage take the shot instead - the Hostage is then discarded. The Hostage does not stop a Knife attack, Chloroform, Zip Ties, or Handcuffs. If you are Chloroformed, Zip Tied, or Handcuffed, the Hostage is discarded. If an Agent has the Hostage they cannot allow it to take a shot, so if they are shot at, they must deal with the shot another way.



HUSH MONEY (1) - This player can no longer speak for the rest of the game. If a card switches this Attribute to another player, then you may speak again.



LOOSE TONGUE (1) - This player must play the Getaway Phase with their hand (only their Vault cards) face up.



MARTIAL SKILLS (1) - This player may avoid one attack (Gunshot, Zip Tie, Handcuffs, or Knife) each round. It cannot be used to stop Chloroform. Once used, turn this card over to show it has been used this round. Turn it back over at the beginning of your next turn. If you are Chloroformed, you cannot use Martial Skills until you are awake again.

CARD RULES: ALARM DECK: ATTRIBUTES *(CONTINUED)*



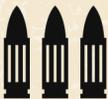
MASKED (1) - This player cannot be chloroformed. If this player is eliminated, no cards can be looted from their hand.



POISONED (1) - This player dies immediately after their second turn during the Getaway Phase. You may use Adrenaline at the end of your second turn to prolong your life one more round. After this point, you may do this at the end of each turn if you have enough Adrenaline cards to do so.



SHOTGUN (1) - This player now carries a shotgun. When this player shoots, they will hit the target player plus a second player to the target player's immediate left or right. Choose the two players before firing and each one will deal with the shot separately beginning with the target player. You must discard a card from your hand to fire the Shotgun. If you do not have a card to discard, discard the Shotgun and return to your normal gun. All players with the Shotgun must use it when shooting including Rivals and Agents. Rivals may fire it twice if they have 2 cards to discard. Agents have to shoot an adjacent player to the one who they are returning fire at.



TRIGGER HAPPY (1) - This player **MUST** shoot on their turn. You cannot play any cards on your turn other than Speedloaders and items to remove restraints if you are Zip Tied or Handcuffed. If you had to remove your restraint, this ends your turn without shooting. If an Agent is Trigger Happy they also must shoot on their turn, overriding their normal ability. Rivals already have to shoot on their turn, but this card may help conceal their identity.

CARD RULES: HANDCUFF DECK



HANDCUFFS (4) - These cards can only be used by an Agent after they reveal their identity. Once an Agent reveals themselves, they may choose to take one of these cards and place it on another player as their action. A Handcuffed player cannot play any cards or take any actions other than using a Lock Pick (if they have one) to remove their Handcuffs. Using a Lock Pick ends their turn.

**THANK YOU TO EVERYONE WHO HAS SUPPORTED
US AND HELPED MAKE THIS GAME A REALITY.**

**FOR QUESTIONS AND ANSWERS ABOUT BANK HEIST
PLEASE VISIT OUR WEBSITE**

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