

How To **ROB A BANK**™



How To ROB A BANK

CONTENTS



1 Game Board (Bank Blueprint)



Instructions



3 Robber Movers
(yellow, green, red)



3 Guard Movers
(blue)



1 Getaway Car



60 Cards:
3 Robber Decks (yellow, green, red)
and 1 Bank Deck (blue)



10 Room Tiles



8 Tokens
(7 Money Bag Tokens, 1 Alarm Token)



SO YOU WANNA ROB A BANK?

Congratulations! This game will teach you how!*

By using the tools of the trade – bank blueprints, getaway cars, pepper spray and more – we’ll show you the ropes. Plot your heist through the intriguing Planning Phase. Then set your plan in motion during the exciting Action Phase! But watch out, your plans might be foiled at any turn by the Guards!

*NOTE: This game will NOT really teach you how to rob a bank. Don't rob banks. Robbing banks is against the law.



HOW TO PLAY
VIDEO

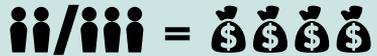
BigGcreative.com/bankRules

CHAPTER 1 - GAME OBJECTIVE

For the team of Robber Players to win the game, they must collectively steal a certain number of Money Bag Tokens before the end of the third round (Fig. 1-1).

For the Bank Player to win the game, they must prevent the Robbers from attaining their goal.

FIG. 1-1



2- or 3-player game:
Robbers must steal 4 Money Bags to win.



4-player game:
Robbers must steal 5 Money Bags to win.



CHAPTER 2 - SET UP

DECKS AND MOVERS

Decide who will be the Bank Player. That player takes the Bank Deck (blue) and the appropriate number of blue Guard Movers (hereafter referred to as "Guards"). For a 4-player game, use three Guards. For a 2- or 3-player game, use two Guards (Fig. 2-1).

The other players will be the Robber Players. Each Robber Player takes one of the colored Robber Decks and the matching Robber Mover (hereafter referred to as a "Robber").

The Robber Players will be competing as a team against the Bank Player.

IN A 2-PLAYER GAME: The Robber Player takes two Robber Decks and the two matching Robbers. A 2-player game is played the same as a 3-player game, except that the Robber Player handles the decks and actions for both Robbers.

BANK BLUEPRINT AND ROOM TILES

Place the Game Board (Bank Blueprint) in the middle of the table, with the badge symbol facing the Bank Player.

Locate the two Room Tiles with a symbol indicating the **total number of players** (Fig. 2-2). Use the one showing the correct number and put the other tile back in the box.

A 2- or 3-player game will have an extra Money Bag Token, and a 4-player game will have an extra Guard.

FIG. 2-1



2- or 3-player game



4-player game

FIG. 2-2



2 or 3 players
(Do not use in a 4-player game.)



4 players
(Do not use in a 2- or 3-player game.)



CHAPTER 3 - PERFORMING THE HEIST

A game is played over three rounds, one for each floor of the bank. Each round is made up of three phases:

PHASE I: FLOOR LAYOUT—The layout of the current floor will be revealed, including the placement of the components.

PHASE II: PLANNING—One by one, players play cards face up to show the Actions they intend to perform in the Action Phase.

PHASE III: ACTION—The cards played during the Planning Phase are revealed in the order they were played, and players perform their Actions.

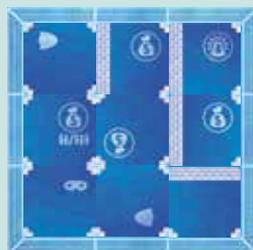
PHASE I: FLOOR LAYOUT

At the beginning of each round, the Bank Player takes the nine Room Tiles and mixes them face down. Then, each tile is randomly placed on one of the nine room spaces on the Game Board. As the Bank Player reveals each tile, they **may not** rotate the tile.

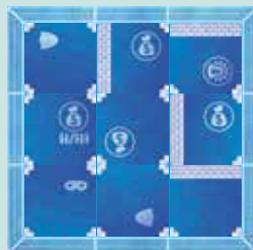
Four Room Tiles contain walls. Guards and Robbers may not move through walls.

If the layout reveals any area that is inaccessible, the Bank Player must rotate one Room Tile with a wall so that all areas of the layout are accessible (Fig. 3-1). The Bank Player chooses which Room Tile to rotate and how much to turn it. In rare instances, two Room Tiles will need to be rotated to ensure full accessibility.

FIG. 3-1



Before...



After!

The Bank Player has rotated the Room Tile in the upper right corner (which contains a wall) so all rooms are accessible.

PHASE I: FLOOR LAYOUT (cont'd)

Complete the Floor Layout Phase by placing the tokens and movers on the board.



Place one Money Bag Token (Money side up) on each Room Tile with this symbol.



Place one Guard on each Room Tile with this symbol.



Place the Alarm Token (Alarm side up) on the Room Tile with this symbol.



Place ALL Robbers on the Room Tile with this symbol.



Place the Getaway Car on the street space on the **opposite side** of the bank from where the Robbers start.

If the Robbers start in a corner room, place the Getaway Car on one of the two street spaces in the **opposite corner** (Robber Players choose).

If the Robbers start in the center of the board, place the Getaway Car on one of the two street spaces next to **any corner room** (Robber Players choose).

To learn how the Getaway Car works, see Robber Free Actions in Chapter 4.

SAMPLE FLOOR LAYOUT FOR A 4-PLAYER GAME



FIG. 3-2



PHASE II: PLANNING

During the Planning Phase, players will play cards showing Actions they plan to carry out during the Action Phase (see Chapter 4). **No Actions will be performed during the Planning Phase; they will occur during the Action Phase.**

Here is how the Planning Phase works:

- 1) Each player shuffles their deck and draws eight cards. Put the other seven cards aside, they will not be used this round. You may look at your cards. Robber Players may share information about what cards they have, but try not to give too much information to the Bank Player.
- 2) The Bank Player chooses a card from their hand and plays it face up on their designated area with the badge icon (Fig. 3-3). This card shows the Actions the Bank Player will perform on their first turn in the Action Phase. **They do not perform the Actions yet.**
- 3) Starting with the Robber Player to the Bank Player's left and continuing clockwise, each Robber Player chooses a card and plays it face up on the designated Robber symbol space near them (Fig. 3-4).
- 4) The Bank Player chooses their next card and plays it face up, followed again by the Robber Players, until each player has a stack with 5 cards. **Each card should be played on top of each other so the previous card is no longer visible** (Fig. 3-5).

HINT: During the Planning Phase, pay attention to what everyone is planning to do. This will help inform the decisions you will make during the Action Phase.



FIG. 3-3



FIG. 3-4



FIG. 3-5

NOTE: In a 2-player game, the Robber Player uses two decks and plays them separately.

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PHASE III: ACTION!

To start the Action Phase, turn over all five-card stacks so they are face down. **Be careful to keep the cards in the same order!**

The Bank Player starts by revealing the top card of their stack (the first card played in the Planning Phase) and performs the Actions on the card. Play continues clockwise, with each Robber Player taking their turn revealing their top card and performing the Actions. Turns continue in this fashion until all cards are played.

In addition to the Actions on the card, each Robber Player may take one Free Action per turn (see Chapter 4 for Robber Card Actions and Robber Free Actions).

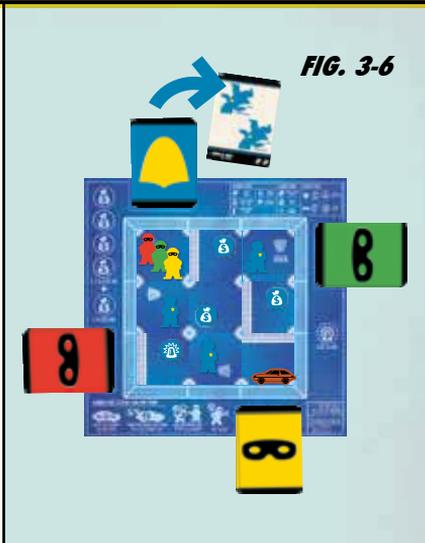


FIG. 3-6

END OF THE ROUND

After all the cards in each player's stack have been revealed and the Actions have been performed, the round is over. **To prepare for the next round:**

- Remove all Movers, Room Tiles, and uncollected tokens from the Game Board.
- Any Robbers carrying Money Bag Tokens now lose those tokens.
- Repeat the steps in each of the three Phases, beginning with the Floor Layout Phase.

END OF THE GAME

As soon as the Robber Players collect enough Money Bag Tokens to achieve their goal (5 bags in a 4-player game, 4 bags in a 2- or 3-player game), **the game immediately ends and the Robber Players win** (Fig. 3-7).

If the Robber Players do not achieve their goal by the end of the third round, **the Bank Player has successfully thwarted the heist and the Bank Player wins** (Fig. 3-8).



FIG. 3-7

FIG. 3-8



CHAPTER 4 - CARDS AND ACTIONS

Each card shows Actions that will be performed during the Action Phase. If a card shows more than one Action, **all of the Actions shown must be performed** (if possible). Actions may be performed in any order. **Unconscious Movers may not perform any actions.**



BANK CARD ACTIONS

The Bank Player may choose to use one Guard to perform all of the Actions on a card, or **they may divide the Actions among two or more Guards**. For example, if the card shows a Move and a Tackle, the Bank could move one Guard and tackle with a different Guard, or they could use the same Guard to perform both the Move and the Tackle.



Move 1 Space. Move a Guard 1 space to an adjacent Room Tile. Each Move symbol shown is a separate Action and may be assigned to any Guard. **All Move Actions must be performed.** Guards that use any Move Actions may not end up in the same room they were in at the start of the turn. **Guards may not move diagonally or through walls.**



Tackle a Robber. If a Guard **is in the same room** with a Robber, they may tackle the Robber, rendering the Robber unconscious. Lay the Robber flat on the board to indicate the Robber is unconscious. If there is more than one Robber in the room, the Bank Player chooses **one Robber** to tackle. If the Robber was carrying any Money Bag Tokens, the tokens are dropped to the floor of the room where the Robber was tackled.



Lock a Token. A Guard may **either** lock **one** Money Bag Token **or** lock the Alarm Token by flipping the token over to the locked side. **The Guard must be in the same room with the token to lock it.**



Tackle a Robber OR Lock a Token. This is **one Action**. A Guard may **either** tackle a Robber **or** lock a token.

REVIVING UNCONSCIOUS GUARDS

On the Bank Player's turn, if any Guards are unconscious (lying flat on the board), this turn **may** be used to revive them. To revive the Guard(s), the Bank Player plays their card, **but does not perform any Actions**. After "burning" the card, stand the Guard(s) upright to show that they are now conscious, and may be used on the next turn (Fig. 4-1).

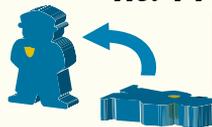


FIG. 4-1

When the Bank Player uses a turn to revive, **all unconscious Guards are revived**. As long as there is at least one conscious Guard, **the Bank is not obligated to revive any unconscious Guards**. They may continue to take turns, but their Actions are limited by the number of conscious Guards available.

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ROBBER CARD ACTIONS

Robber Players may only use the Robber matching the color of their Action Card to perform Actions (including Free Actions).



Move 1 Space. Move your Robber 1 space to an adjacent Room Tile. **The Move Action must be performed.** If your Robber is carrying any Money Bag Tokens, the tokens move with it. **Robbers may not move diagonally or through walls.**



Pick Up a Money Bag Token. If your Robber **is in the same room** with any unlocked Money Bag Tokens, they may pick **one** up. Put your Robber on top of the token to indicate that the Robber is now carrying it. **A Robber may not pick up a Money Bag Token if it is locked OR if a conscious Guard is in the same room.** A Robber may be carrying more than one Money Bag Token at a time.



Unlock a Token. If your Robber **is in the same room** with a locked Money Bag Token or Alarm Token, you may unlock it by flipping the token over to the unlocked side. If there is more than one locked token in the room, the Robber chooses **one token** to unlock. **A Robber may not unlock a token if there is a conscious Guard in the same room.**



Pepper Spray a Guard. If your Robber **is in the same room** with a conscious Guard, you may pepper spray the Guard, rendering the Guard unconscious. Lay the Guard flat on the board to indicate the Guard is unconscious. If there is more than one Guard in the room, the Robber Player chooses **one Guard** to pepper spray.



Move to Any Room. Move your Robber through the air ducts **to any room** in the bank. Like a regular Move Action, **the Robber must move to a different room.** If your Robber is carrying any Money Bag Tokens, the tokens move with it.



Pepper Spray a Guard OR Pick Up a Money Bag Token. This is **one Action.** Your Robber may **either** Pepper Spray a Guard **or** pick up a Money Bag Token.



Unlock a Token OR Pick Up a Money Bag Token. This is **one Action.** Your Robber may **either** unlock a token **or** pick up a Money Bag Token.

REVIVING UNCONSCIOUS ROBBERS

On a Robber Player's turn, if their Robber is unconscious (lying flat on the board), they **must** use their turn to revive the Robber. To revive the Robber, the Robber Player plays their card, **but does not perform any Card Actions or Free Actions.** After "burning" the card, stand the Robber upright to show that it is now conscious, and can be used on the next turn (Fig. 4-2).



FIG. 4-2



ROBBER FREE ACTIONS

In addition to card Actions, Robber Players may take **one** of the following Free Actions **each turn**, and they may use the Free Action at any time during their turn.



Move the Getaway Car 1 Space. Move the Getaway Car 1 street space in either direction. This is very important, as **Robbers must throw Money Bag Tokens into the Getaway Car to score them.**



Throw One Money Bag Token into the Getaway Car. If your Robber is carrying a Money Bag Token, and is in a Room Tile next to the Getaway Car, you may throw the token into the Getaway Car. **This is the final action required to score a Money Bag Token.** A Robber may only throw one token per turn. **A Robber may not throw tokens into the Getaway Car if a conscious Guard is in the same room OR if there is a wall between you and the car.** After successfully throwing a token into the Getaway Car, place it on one of the empty Money Bag Token spaces on the board to track your score.



Pass One Money Bag Token. If your Robber is carrying a Money Bag Token, and there is another Robber **in the same room**, your Robber may pass the token to the other Robber. **A Robber may only pass one token per turn.** Take your Robber off the Money Bag Token and put the other Robber on top of it. **A Robber may not pass a token to another Robber if a conscious Guard is in the same room.**



Pull the Alarm. If your Robber **is in the same room** with the Alarm Token, you may pull the alarm, **which sends all conscious Guards to the Room Tile with the alarm to investigate.** When played, pick up all conscious Guards and move them to the room with the Alarm symbol. **A Robber may not pull the alarm if it is locked, or if there is a conscious Guard in the same room.** The alarm may only be pulled once per round. Once used, remove the token and place it on the Used Alarm space on the side of the board until the next round.

CHAPTER 5 - GRADUATION TIME



FIG. 5-1

Have fun out there!

QUICK REFERENCE

BANK CARD ACTIONS

-  Move 1 Space
-  Lock a Token
-  Tackle a Robber
-  Tackle a Robber OR Lock a Token

ROBBER CARD ACTIONS

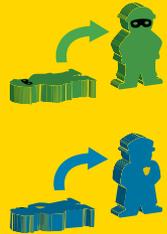
-  Move 1 Space
-  Pick Up a Money Bag Token
-  Unlock a Token
-  Pepper Spray a Guard
-  Move to any Room
-  Pepper Spray a Guard OR Pick Up a Money Bag Token
-  Unlock a Token OR Pick Up a Money Bag Token

ROBBER FREE ACTIONS (You may choose one on your turn)

-  Move the Getaway Car 1 Space
-  Throw a Money Bag Token into the Getaway Car
-  Pass a Money Bag Token
-  Pull the Alarm

TO REVIVE UNCONSCIOUS MOVERS

On your turn, play your card, but **DO NOT** perform any Actions. You are “burning” the card. Stand your Robber or Guard(s) upright to show that they are now conscious and may be used on your next turn.



GLOBAL RULES ON TOKENS

A Robber **may not** perform any Action involving a token if a conscious Guard is in the same room. This includes:

-  Pick Up a Money Bag Token
-  Pass a Money Bag Token
-  Throw a Money Bag Token into the Getaway Car
-  Unlock a Token
-  Pull the Alarm

If a Guard is present but unconscious, these Actions are allowed.

If a Robber carrying a Money Bag Token is tackled, they lose possession of the token. The token stays in the room where the Robber was tackled, and is available to be locked or picked up.

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Game and instructions: © 2017 Forrest-Pruzan Creative, LLC.