

Heist Hustle

Heist points cheat sheet per player

Armored Truck

Location value	40	40	40	40	40	40	40	40	40
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	20 pts	20 pts	20 pts	20 pts	20 pts	20 pts	20 pts	20 pts	20 pts
Points for rest of players	20 pts each	10 pts each	7 pts each	5 pts each	4 pts each	3 pts each	3 pts each	3 pts each	2 pts each

Art Gallery

Location value	280	280	280	280	280	280	280	280	280
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	140 pts	140 pts	140 pts	140 pts	140 pts	140 pts	140 pts	140 pts	140 pts
Points for rest of players	140 pts each	70 pts each	47 pts each	35 pts each	28 pts each	23 pts each	20 pts each	18 pts each	16 pts each

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Bank

Location value	180	180	180	180	180	180	180	180	180
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	90 pts	90 pts	90 pts	90 pts	90 pts	90 pts	90 pts	90 pts	90 pts
Points for rest of players	90 pts each	45 pts each	30 pts each	23 pts each	18 pts each	15 pts each	13 pts each	11 pts each	10 pts each

Casino

Location value	200	200	200	200	200	200	200	200	200
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	100 pts	100 pts	100 pts	100 pts	100 pts	100 pts	100 pts	100 pts	100 pts
Points for rest of players	100 pts each	50 pts each	33 pts each	25 pts each	20 pts each	17 pts each	14 pts each	13 pts each	11 pts each

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Check Cashing

Location value	20	20	20	20	20	20	20	20	20
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	10 pts	10 pts	10 pts	10 pts	10 pts	10 pts	10 pts	10 pts	10 pts
Points for rest of players	10 pts each	5 pts each	3 pts each	3 pts each	2 pts each	2 pts each	1 pts each	1 pts each	1 pts each

Corporate Building

Location value	80	80	80	80	80	80	80	80	80
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	40 pts	40 pts	40 pts	40 pts	40 pts	40 pts	40 pts	40 pts	40 pts
Points for rest of players	40 pts each	20 pts each	13 pts each	10 pts each	8 pts each	7 pts each	6 pts each	5 pts each	4 pts each

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Government Facility

Location value	100	100	100	100	100	100	100	100	100
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	50 pts	50 pts	50 pts	50 pts	50 pts	50 pts	50 pts	50 pts	50 pts
Points for rest of players	50 pts each	25 pts each	17 pts each	13 pts each	10 pts each	8 pts each	7 pts each	6 pts each	6 pts each

Jewelry Store

Location value	140	140	140	140	140	140	140	140	140
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	70 pts	70 pts	70 pts	70 pts	70 pts	70 pts	70 pts	70 pts	70 pts
Points for rest of players	70 pts each	35 pts each	23 pts each	18 pts each	14 pts each	12 pts each	10 pts each	9 pts each	8 pts each

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Mansion

Location value	60	60	60	60	60	60	60	60	60
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	30 pts	30 pts	30 pts	30 pts	30 pts	30 pts	30 pts	30 pts	30 pts
Points for rest of players	30 pts each	15 pts each	10 pts each	8 pts each	6 pts each	5 pts each	4 pts each	4 pts each	3 pts each

Museum

Location value	240	240	240	240	240	240	240	240	240
# of players	2	3	4	5	6	7	8	9	10
Mastermind's points	120 pts	120 pts	120 pts	120 pts	120 pts	120 pts	120 pts	120 pts	120 pts
Points for rest of players	120 pts each	60 pts each	40 pts each	30 pts each	24 pts each	20 pts each	17 pts each	15 pts each	13 pts each

Spinner Points:

Spinner points range from -1 to -6 if the heist is unsuccessful, or 1 to 6 if the heist is successful.

Wild Card Points:

If the heist is successful and the spinner lands on a weapon chosen by a wild card holder, the player receives extra points 10 times the number on the die.

If the heist is unsuccessful and the spinner lands on a weapon chosen by a wild card holder, the player must deduct points 5 times the number on the die.

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Please be advised that the "extra" points a player gains or loses at each location from the spinner and the wild card must be added to or subtracted from their respective heist points above.