

WARNING:

CHOKING HAZARD
Small parts



Not for children under 3 yrs.

HEIST HUSTLE

Develeoped by
GamezNYC

www.gameznyc.com

Contents:

2 - 10 players
Ages: 10+
10 heist location cards
10 weapons cards
1 Wild card
1 spinner
1 die

Setting up:

Shuffle the location and weapon cards. Lay the location card deck face down on the table. Lay the wild card face up next to the location card deck. Place the weapon cards face up around the location card deck and the wild card in the following layout: 3 weapon cards on each side and 2 weapon cards on the top and bottom. Place the spinner next to the cards. Distribute one points sheet to each player. Finally, take out the die.



How to play:

Players roll a die to determine the starting player. If someone rolls a "3," they go first. If multiple players roll a "3," the first to do so goes first. If no "3" is rolled, the first player with an even-numbered roll goes first and becomes the "mastermind" for the heist location, revealing the first location card. Each player selects a weapon card. The mastermind can draw extra weapon cards based on the player count (see Mastermind's extra weapon cards option below). A player may also choose to use the "wild card" (see wild card below) alongside their chosen weapon.

Mastermind's extra weapon card playing option depending on number of players:

With 2 to 8 players, the mastermind can choose up to 2 extra weapon cards in addition to their original weapon. The mastermind can play one or all three weapon cards.

In games with 9 players, the mastermind can choose only one additional weapon card from the deck and can decide to play one or both weapons.

When there are 10 players, there will be no additional weapon cards for the mastermind to use.

Wild Card

At the start of each round, players (except the mastermind unless there are ten players) roll the die. Rolling a "4" or "6" grants the privilege of using the "wild card." If multiple players desire it, the first to roll a "4" or "6" gets it. If no one rolls the required number, the wild card remains in its position. The player with the wild card can use it as a weapon at the heist location, even if someone else has chosen that weapon. They announce their choice before the mastermind rolls the die and place the wild card face up next to the location card deck after the round.

Once all players have their weapon cards, they place them face up in front of them. Players with multiple weapon cards can choose to play one or all of their weapons simultaneously. The mastermind then rolls the die, aiming for a successful outcome with a roll of 2, 4, or 6. In such cases, the mastermind receives half of the points from the location card's top left corner, while the remaining points are evenly divided among the other players.

How to play continued:

These points are known as “heist points.” Note that players may have points with decimals (see "points with a decimal" on the reverse side). Rolling a 1, 3, or 5 on the die results in an unsuccessful heist, and no heist points are awarded to the players.

Spinner points:

The mastermind spins the mystery weapon spinner. If it matches a player's weapon in a successful heist, that player(s) earns extra points equal to the die roll. For instance, if it lands on "crowbar" and the die shows 4, the crowbar player(s) gain 4 extra points in addition to the heist points.

If the heist fails and the spinner matches a player's weapon, that player subtracts spinner points equal to the die value by marking a negative number on their score sheet for that location. For example, if the spinner shows "disguise" and the die displays 3, the disguise player marks -3. If the spinner lands on an unused weapon, no one gains or loses spinner points. If the spinner lands on a black line between weapons, the mastermind can spin again. Regarding wild card points (see [extra points below](#)), all players must keep track of their points on their score sheet.

Extra points:

Wild card users can earn extra points like this: If their wild card matches the spinner and the heist succeeds, they receive 10 times the die value. In case of a failed heist, they lose 5 times the die value. If a player uses the wild card for a weapon they already have and the spinner matches it, they can potentially gain both the spinner points and the extra points upon a successful heist. However, if the heist fails, they must deduct those points. No wild card points are granted if the spinner doesn't land on a wild card weapon. In a successful heist, a player can potentially earn all three points if all three elements align.

After recording their points at the heist location, all players return their weapon cards to the table around the location card deck and wild card. The weapon cards can be placed in any order, as long as the initial layout is maintained. The location card is set aside.

The next player in clockwise order becomes the new mastermind for the next heist location card. They draw the next location card and acquire weapon cards following the player rules (see paragraphs 2-3 on the reverse side). This cycle continues until all heist location cards are used.

Points with a decimal

Players should round up to the nearest whole number if they receive heist points with a decimal. For instance, if a player earns 15.568 points, they should round it up to 16. If you prefer not to calculate the player's points manually, you can consult the location point cheat sheet at the following link: <https://www.gameznyc.com/files/HeistHustle-pointscheatsheet-2.pdf>

Winning the game:

When all the heist location cards have been played, the game concludes. Each player adds up their total points earned throughout the game, considering any extra points gained or lost due to the weapon spinner. The player with the highest total points is declared the winner of the game.