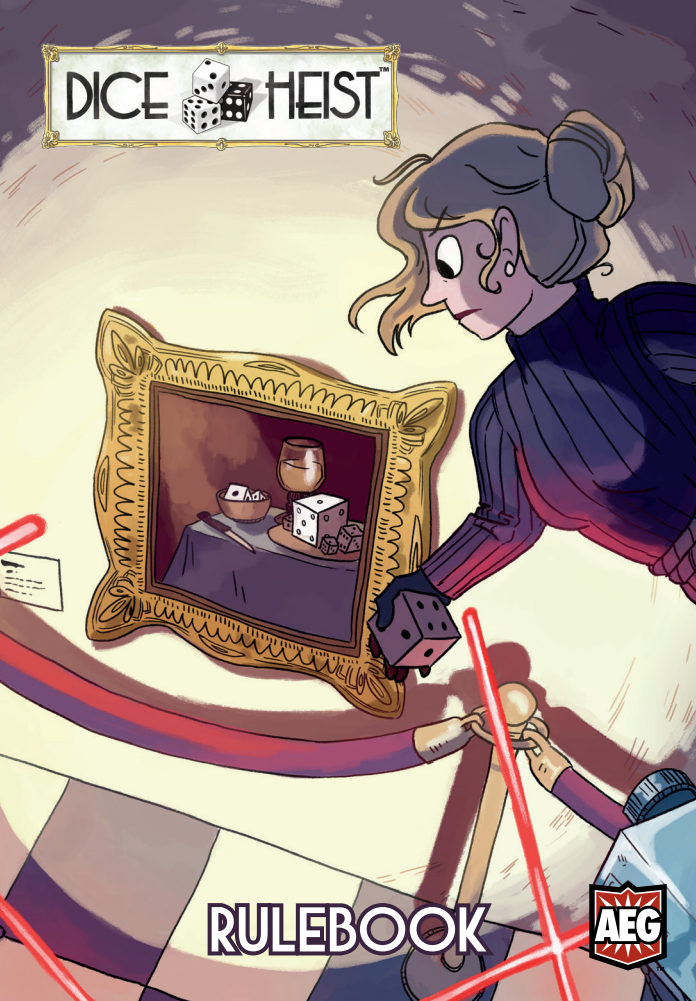
DICE HEIST™



RULEBOOK

AEG

DICE HEIST

A Game by Trevor Benjamin & Brett J. Gilbert.

For 2-5 players, ages 14 and up.

INTRODUCTION

Take on the role of an international thief, and attempt a series of daring heists to steal the most valuable artifacts, gems and paintings from four of the world's most famous museums.

Recruit sidekicks to help you, or go it alone. Will you beat the security systems at the Louvre in Paris and make your escape with the Mona Lisa, or will one of the other thieves get there first?

Whoever can impress his fellow criminals with the most valuable collection of stolen goods will be the winner!

COMPONENTS

5 thief dice

10 sidekick dice

4 museum cards

11 painting cards: with a combined value of **$250m**.

20 artifact cards: each showing 1 or 2 individual artifacts.

21 gem cards: 7 cards of each of 3 gem colors.



5 thief dice



10 sidekick dice



4 museums



11 paintings



20 artifacts



21 gems

SETUP

Lay the 4 museum cards in a line in the middle of the play area in order of their 'security level', shown by the dice symbol on the card. Shuffle the 52 exhibit cards and place them face down to form the exhibit deck.

Give each player one black thief dice. Put any unused thief dice back in the box. Place the white sidekick dice beside the play area as a common supply.

HOW TO PLAY

All players roll their thief dice once. The player with the highest roll goes first. Players then take turns clockwise. On your turn, do the following:

Reveal exhibit: First, flip a card from the deck face up and place it in the matching museum.

You must then take **one** of the following actions:

Recruit sidekick: Take a sidekick dice from the supply and keep it with your thief dice.

or

Attempt heist: Roll one or more of your dice to try and steal exhibits from one of the museums.

REVEAL EXHIBIT

When the exhibit deck has been used up, skip this step.

Flip the top card from the exhibit deck and place it in the matching museum. The flag icon in the corner of the card tells you in which museum it belongs. Arrange the exhibits in each museum so that their type and value are clearly visible to all players.



This exhibit has an American flag, so must be placed in the Metropolitan Museum in New York.

A card with one artifact on it is a 'minor exhibit' and has '+' symbols in the corners. If you reveal a minor exhibit, immediately reveal another card and place it in its matching museum. If the second card you reveal is a minor exhibit, reveal an additional card, and so on.



RECRUIT SIDEKICK

If you choose to recruit a sidekick, take one sidekick dice from the supply and keep it front of you. Then your turn ends.

If the sidekick supply is empty, instead take a sidekick dice from the player with the most sidekick dice in front of them. If there is a tie, you may choose from which of the tied players you take a dice.

ATTEMPT HEIST

If you choose to attempt a heist, do the following:

Name a museum: Tell the other players which museum you are targeting.

Choose how many dice to roll: Pick up your thief dice, plus as many of your sidekick dice as you wish. If you have sidekick dice, you do not have to roll them. If you choose to roll any sidekick dice, you do not have to roll all of the sidekick dice you have.

Now roll your thief dice and any sidekick dice you chose **once**. Compare the values on these dice with the security level of the museum you targeted to find out if your heist succeeds or fails:

Success!: If at least one of the dice you rolled has a value that is ***higher*** than the security level, your heist is successful!

Failure!: If none of the dice you rolled are higher than the security level, your heist has failed!

Important: Do not add up the values on your dice. Compare the individual value on each dice to the museum's security level.

SUCCESS!

You steal all of the exhibits currently in the museum you targeted. Take all the cards and keep them in front of you:

- Keep **artifacts** face down in a pile.
- Keep **gems** and **paintings** face up, with their type or value clearly visible to all players.

Place any sidekicks you rolled this turn **back in the supply** and take back your thief dice. Your thief dice always returns to you.

Important: After a successful heist, you must return to the supply all sidekicks you chose to roll, regardless of what you rolled.





This player chose to roll one sidekick dice along with his thief dice. One of his dice (his thief dice) is higher than museum's security level, so the heist is successful. Afterwards, the player takes back his thief dice, but must return the sidekick dice he rolled to the supply.

FAILURE!

You do not steal any exhibits this turn. Instead, take back all of the dice you rolled— including any sidekicks you rolled — and keep them to roll on a later turn.

END OF THE GAME

After the last exhibit has been revealed, continue to take turns until all the exhibits have been stolen by the players. Then the game ends.

Each player now score points for the collection of exhibits they stole during the game:

- **Artifacts:** Score 1 point for each artifact shown on your artifact cards. Each cards show 1 or 2 artifacts, so is worth 1 or 2 points.
- **Gems:** Sort your gem cards by color. The first gem of each color is worth 1 point, the second 2 points, the third 3 points, and so on.
- **Paintings:** Add up the total value of all of your paintings, and compare this with the total value stolen by each of the other players.

  — The player with the highest total scores **8 points.**

  — The player with the lowest total ***loses*** **4 points.**

  If players are tied with either the highest or lowest total, each tied player scores the full positive or negative points.

The player with the most total points is the winner.



Example gem scoring: *This player collected 2 red gems, 3 green gems and 1 blue gem. The red gems were worth 3 points, the green gems 6 points, and the blue gem 1 point.*

VARIANT: TARGETED RAID

More experienced players may enjoy this variant, which gives them a new choice on their turn.

On your turn, instead of either recruiting a sidekick or attempting a heist, you may now name a **single** card in one museum and attempt a 'targeted raid'. Make sure everyone knows which card you are targeting and then roll your dice. You may choose, as normal, to add sidekick dice to your roll, if you have them.

A targeted raid is easier: you succeed if at least one of the dice you roll is higher than or **equal to** the museum's security level. If you succeed, take the card you named and return any sidekicks to the supply as normal; if not, take back all dice rolled. Important: If you make a targeted raid and roll higher than the security level, you may still only take the named card!



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Printed in China.

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REFERENCE

TURN ORDER

REVEAL EXHIBIT

then

RECRUIT SIDEKICK

or

ATTEMPT HEIST

SUCCESS Roll higher than security level with at least one dice. Steal all exhibits. Place any sidekicks rolled back in supply.

FAILURE Do not steal exhibits. Take back all dice rolled, including sidekicks.

SCORING

ARTIFACTS Score 1 point for each artifact. Each card shows 1 or 2 artifacts.

GEMS First gem of each color scores 1 point, second gem scores 2 points, third gem scores 3 points, and so on.

PAINTINGS Add total value. Highest total scores 8 points. Lowest total **loses 4** points. Tied players score full points.