Stefania Niccolini, Marco Canetta, Anne-Catherine Perrier et Dimitri Perrier
Illustrations : Christine Alcouffe

The Specialists



English rules

Video Rules
Coming soon !

OVERVIEW

Seven Heists to become a legendary gang… The challenge of a lifetime!

Prepare your plan and your equipment, watch the location that you want to rob, recruit skilled specialists and be ready for anything!

Use your specialists to make a fortune while staying one step ahead of the rival gangs, perform Heists all around the world, but don't forget the golden rule: never rob twice in the same city!

Now, it's time to roll the dice…

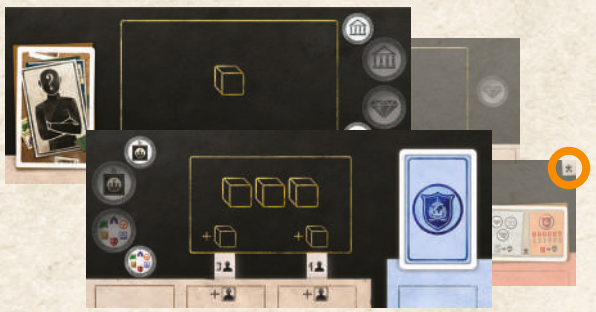
1 GOAL…

Gain **millions** and become a legend!

MATERIAL



3 double-sided Continent Boards
1 double-sided Las Vegas Board



2 Recruitment Boards
(double-sided: multiplayer/solo play))



4 Player Boards
(double-sided : multiplayer/solo play)



1 First Player Tile



8 Player Aids



21 Dice



28 Gang Signatures
(7 in each player color)



31x 1M$** **15x 5M$ **10x 10M$** **10x 20M$**
66 banknotes



72 Specialist Cards (12 for each Specialist)



4 Equipement Markers
(1 in each player color)



12 Informant Cards



6 Starting Specialist Cards
& 6 Starting Skill Tokens

Reward Tokens & Tiles

Recruitment Rewards



12 Expert Tiles
(2 for each type of specialist)



3 Full Team Tokens



3 Mastery Tokens

Heist Rewards



4 First Jewelry Tokens



4 First Bank Tokens



20 Prime Tokens
(5 in each board color)

Variants

Asymmetric Variant



6 Asymmetric Starting Tiles (advanced rules)



6 Skill Tokens



3 Wild Skill Tokens



5 Dice Tokens

Solo Variant



Front



Back

12 Corruption Cards



3 Solo Tokens

CRÉDITS

Un jeu de **Stefania Niccolini, Marco Canetta, Anne-Catherine Perrier, et Dimitri Perrier.**
Développement : **Dimitri Perrier**
Ilustrations : **Christine Alcouffe**
Graphisme : **Alexis Vanmeerbeeck**

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Translation: Antoine Prono (Transludis)

Special Thanks: *All our ambassadors that never left our side in these complicated times; the great team that came together around that project; all the prototype playtesters; and all those who support our work in France and all around the world. Cheers!*

SETTING UP T

1 **Place the Continent and Las Vegas Boards** in the middle of the table to form a letter combination **(A-B-C-D)** (4 possibilities). The order of the letters does not matter.

2 Sort the **Prime Tokens according** to their continent (5 per continent, matching the continent's color and letter). Set aside one random token per continent and place the 4 remaining Prime Tokens on the continent's post-it.

Put the tokens that you set aside back in the box.

3 Sort the **12 Expert Tiles** by Skill (color) and place them next to the Continent Boards.





4 Assemble **the two parts of the Recruitment Board** and place it next to the Continent Boards

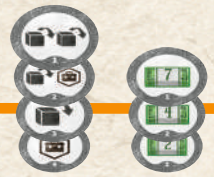
Dice Pool A
Dice area B
Display C



5 Shuffle the Specialist Cards to form a pile. Reveal the first **6 cards** to create the **display**.

(or 5 cards in a 3-player game, or 4 cards in a 2-player game)

6 Sort the **Reward Tokens** (Recruitment + Heist) by type. Form a stack in ascending order for each type (tile #1 on the top, then #2, and so on). Place each stack on the matching spot of the Recruitment Board.



7 Shuffle the **12 Informant Cards** and place them on the Recruitment Board.

Reveal the first Informant Card.

P THE GAME



8 **Roll 5 dice** (or 4 in a 3-player game, or 3 in a 2-player game) and place them on the Dice Area.

Place the remaining dice in the Dice Pool.

9 Choose your color and take **1 Player Board** (place it on its Multiplayer side), **7 Gang Tokens** and **1 Equipment Token** in this color.

10 Each player rolls **2 dice**. The highest roll gets the First Player Tile. **Keep your results** as they will be used on step 16.



11 Form 6 random sets of **1 Starting Specialist Card + 1 Starting Specialist Token** (they do not have to match).

Starting from the last player, and counter-clockwise, each player chooses a set and receives the die matching the Starting Specialist Card.



12 Place your **Starting Specialist Card** next to your Player Board, and the **Starting Specialist Token** in the Reward Tokens Area of your Player Board.

Place your **3 dice** (the two dice that you rolled on step 10 + your Starting Specialist die) on the three rightmost spots of your Player Board (Personal Dice Area), **in the order of your choice.**

2 players

- Remove the 3+ and 4 Specialist Cards from the game
- Remove the following Reward Tokens: #2 and #4
- Remove one Expert Tile in each type



3 players

- Remove the 4+ Specialist Cards from the game
- Remove the following Reward Token: #4
- Remove 3 random Expert Tiles (they must all be different)



OVERVIEW OF THE ROUND

The Specialists play in a succession of **rounds** (maximum 12), each **divided in 3 steps:**

A) Preparing the Round

1 - Roll the Dice

Roll 5 dice (or 4 in a 3-player game, or 3 in a 2-player game). Place the rolled dice on the Dice Area on the Recruitment Board. These dice are available for this round.

2 - New Specialist Cards

Reveal **6 new Specialist Cards** (or 5 in a 3-player game, or 4 in a 2-player game).

3 - Reveal an Informant Card

Place it above the previous informant Card.

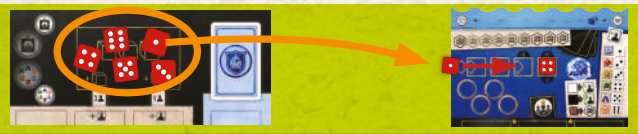


Starting from the first player, and going clockwise, each player plays a **full turn.**

B) A Player's Turn (see p.8 et p.9)

1 - CHOOSE 1 DIE

Choose 1 die among the available dice and slide that dice on your Player Board so that it occupies the **rightmost free space**.



2 - USE 1 SPECIALIST CARD

Spend your dice to use a Specialist Card from the display. You may either:

A/ **Recruit** a Specialist Card **in your team** (white die of this card), then **activate** their Ability (black die) if you want;
B/ **Fast-Play** a Specialist Card (activating them directly from the display (black die of this card), without taking the Specialist in your team)



USE A SPECIALIST CARD

OR



BECOME AN INFORMANT

or BECOME AN INFORMANT

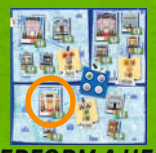
Receive the reward indicated on the Informant Card.

3 - PERFORM A HEIST

Perform a Heist in a town to gain millions and special rewards.

or BECOME AN INFORMANT

Receive the reward indicated on the Informant Card.



PERFORM A HEIST

OR



BECOME AN INFORMANT

At the end of a player's turn, their left neighbor plays their turn, and so on.
Once all players have played, resolve Step C: End of the Round.

C) End of the Round

Once all players have played, **discard the remaining Informant Card,** as well as **the remaining Specialist Cards**. Move the remaining die to the Dice Pool of the Recruitment Board.

The player that sits on the left of the first player receives the First player Tile and becomes the first player of the next round.



THE SPECIALISTS

CODENAME of the Specialist (and icon reminding their Skill).

SKILL of the Specialist (for heists)

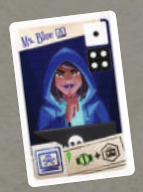


Recruitment Die: this indicates the die that you need to **recruit** that Specialist.
When you recruit a Specialist, it becomes a permanent member **of your team**, for the rest of the game.
Ex. : To recruit Ms. Red, you need to spend a "2".

Activation Die: this indicates the die that you need to activate that Specialist.
Activating a Specialist allows you **to use their Ability.** This die can also be used to **fast-play** a Specialist without recruiting it (see p.8).
Ex. : To activate Ms. Red, you need to spend a "5".

ABILITY
When this card is activated, you can use the Specialist's Ability to gain money, equipment, or dice.
Ex. : Earn 2 millions.

*Each Specialist is associated to **a specific die value:***

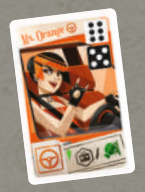

Ms. Blue Hacker


Ms. Red Actress


Mr. Yellow Safebreaker


Mr. Green Heavy


Mr. Purple Acrobat


Ms. Orange Pilote

ICONOGRAPHIE


Skills


Specialist


Recruit a Specialist


Activate a Specialist


Activate a Specialist once


1 Equipement


GAIN 1 Equipement **for each** matching skill icon in your team
Ex: Gain 1 Equipment for each Actress in your team


Gain 1 Million **for each** matching Heist
Gain 1 Million for each Robbed Bank


Jewelry


Bank


Casino


Robbed Jewelry


Robbed Bank


Robbed Casino


1 Million (M$)


1 Million (M$)


Die showing 5


Receive a die (choose its value)


Gain and roll a die


Discard a die



+1 or -1 modifier on the die



+1 modifier on the die


Starting SkillToken


Take a Starting Specialist Card


Asymmetric Skill Token


Asymmetric Dice Token


Wild Skill Token


Solo variant

1 CHOOSE A DIE

On your turn, you must **choose a die** among the available ones (from the Dice Area). **Slide** that die on the rightmost free spot of your Player Board (see below).



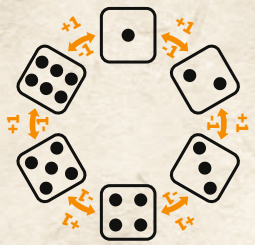
If your 4 dice spots are taken, the die that you chose remains near your Player Board. It can still be used normally on your turn.

You can use the rightmost die with a -1 or +1 modifier. This means that a 4 can be used as a 3 or a 5, for instance. You can use the second to last die with a +1 modifier.

Important :

A 6 becomes a 1 if you apply a +1 modifier,

and a 1 becomes a 6 if you apply a -1 modifier.



The dice of your Player Board will allow you to use a Specialist Card, or can be discarded to gain Equipment when you PERFORM A HEIST (see below).

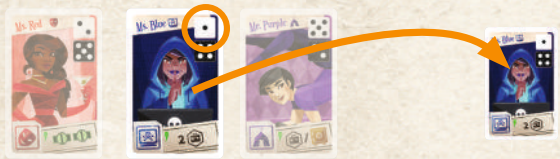
2 USE A SPECIALIST CARD

A/ RECRUIT A SPECIALIST

Choose a Specialist from **the display**.

That Specialist **joins your team** for the rest of the game.

When recruiting a Specialist, you must spend **a die matching the white die of the card.** Then, place the chosen Specialist Card in front of you, next to your Player Board. Place the used die back in the Dice Pool.



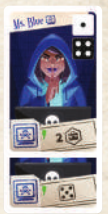
If you already have at least one Specialist Card of the same color in front of you, place your new Specialist Card above the previous one(s), so that it overlaps the previous card while still showing its Ability, forming a single column of cards for each color.

Then, you can **ACTIVATE THE SPECIALIST, if you want.**

Once you've recruited a Specialist, you may activate them during the same turn. Once the Specialist is in front of you, you may spend a die matching the black die of the card to activate it and trigger its Ability.



a/ If you have **no other Specialists** of this color (single card), **apply the Ability of that Specialist once.** *(Ex. : 2 equipments)*



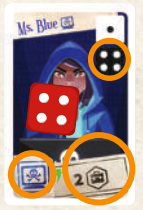
b/ If, however, you already have **other Specialists of the same color in your team**, you may either:

- activate the Ability of **each** card in this color once; (2 Equipments + 1d5)
- or activate the Ability of the Specialist that you **just placed**, **as many times** as you have cards of this color in your team (including that card). *(Ex. : 2 x 2 equipments)*

OU B/ FAST PLAY A SPECIALIST

Choose a Specialist from the display. That Specialist **does not join** your team.

To fast-play a Specialist, you must spend **a die matching the black die of the card.** Place that die directly on the Specialist Card and immediately use its Ability, without taking the card.



You can only use this Ability once, even if you have other cards of the same color in your team. Since the Specialist does not join your team, you cannot trigger your other Specialist's Abilities.*(Ex. : 2 équipements)*

You'll be able to use the Specialist's Skill during Step 3 (Perform a Heist) as if the Specialist were in your team.

Ex. : Ms Blue Skill

After the Heist, you must discard that Specialist Card and put the die that you spent back to the Dice Pool.

RECRUITMENT REWARDS (see p12)

Depending on your team, you may receive rewards when recruiting a Specialist.

FULL TEAM
Have the **6 different colors** in your team (6 Skills).

EXPERT TILE
Recruit **3 Specialist Cards** in a given color

MASTERY TILE
Have **3 Expert Tiles**.

OR BECOME AN INFORMANT

If you cannot use any Specialist Card on your turn, or if you don't want to, then you automatical become an Informant. Immediately receive the Informant Reward of this round.

S TURN *(3 successive actions)*

3 PERFORM A HEIST

First, CHOOSE A CITY.

Choose a city in which you haven't performed a Heist yet. You need to:

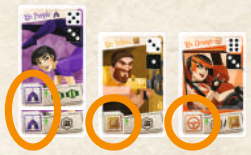
- have the **required Skills and Equipment** (check the required Specialist & Equipment Icons on the post-it of that city)
- **spend** the required Equipment: for each Equipment required, move your Equipment Marker by 1 step to the left.

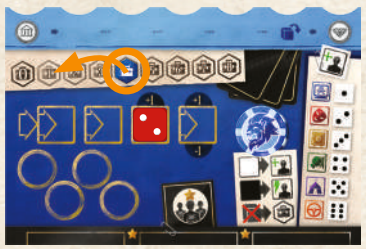
Optional Action: Use a die as a wild Equipment. You may spend any die instead of moving your Equipment Marker by 1 step, as many times as you wish.

Skills and Equipment may come from your team, from any Specialist that you fast-played on this turn (marked with you die), or from Prime Tokens (discard these Tokens after the Heist)

You may also use your Expert Tiles (see p.12) if needed.







THEN, CHOOSE THE BUILDING AND LEAVE YOUR SIGNATURE.

Choose the building that you want to rob (Casino, Bank or Jewelry) and **leave your signature** on the crime scene. Place your Signature Token on the appropriate spot.

Important: Once you've performed a Heist in a city, you cannot perform another Heist in the same city.



Last but not least, RUN WITH THE MONEY

Take as many millions as indicated on the board for this Heist. Some **Expert Tiles** may grant you extra millions. You may also receive Heist Rewards Tokens on this occasion (First Bank, First Jewelry and/or Prime Tokens).



At the end of your turn, slide all your remaining personal dice to the right to occupy the rightmost spaces of your Player Board. You can only keep **4 dice** from one turn to another.



Example:

Anne-Cat wants to perform a Heist in Buenos Aires.

She has the required Skills and Equipment.

She spends 3 Equipment (moving her Equipment Marker 3 spaces to the left) and places her Signature Token on the Casino.

She immediately takes 8 M$ and chooses a Prime Token among the available 4 from the post-it.





HEIST REWARDS (see p12)

You may receive rewards when performing a Heist.

PRIME TOKEN

Be the first one to perform a Heist in this city or **perform a Heist in Las Vegas.**

Choose a Prime Token among the available 4 from the post-it of this city.

FIRST BANK

On your first Bank Heist, take the First Bank Token from the top of the matching stack.

FISRT JEWELRY

On your first Jewelry Heist, take the First Jewelry Token from the top of the matching stack.

OR

BECOME AN INFORMANT

If you cannot perform a Heist on your turn, or if you don't want to, then you automatically become an Informant. Immediately receive the Informant Reward of this round.

Example - Stefania's Turn

1. Choose a die

1 *Stefania chooses 1 die from the Dice Area.*

2. Use a Specialist Card

2 *Stefania spends one «6» Die to recruit Ms. Orange; Then, she spends a "5" to activate Ms. Orange. Since she owns several Ms. Orange Cards, she may either*

- *activate the Ability of each card in this color once: (2 M$ + 1 d5 + 1 M$ and 1 Equipment);*
- *or activate the Ability of the Specialist that she just placed, as many times as she has cards of this color in her team (including that card). (3x 2M$)*

3 *Since Stefania now has 3 Ms. Orange, she claims the Ms. Orange Expert Tile which grants an extra effect until the end of the game.*

3. Perform a Heist

Stefania wants to perform a Heist. Her target is the Bank of Lima.

4 *She needs 2x Ms. Orange, 1x Mr. Green, 1x Ms. Blue and 3x Equipment. Since she has no Mr. Green, she decides to discard a « Mr. Green » Bonus Token instead.*

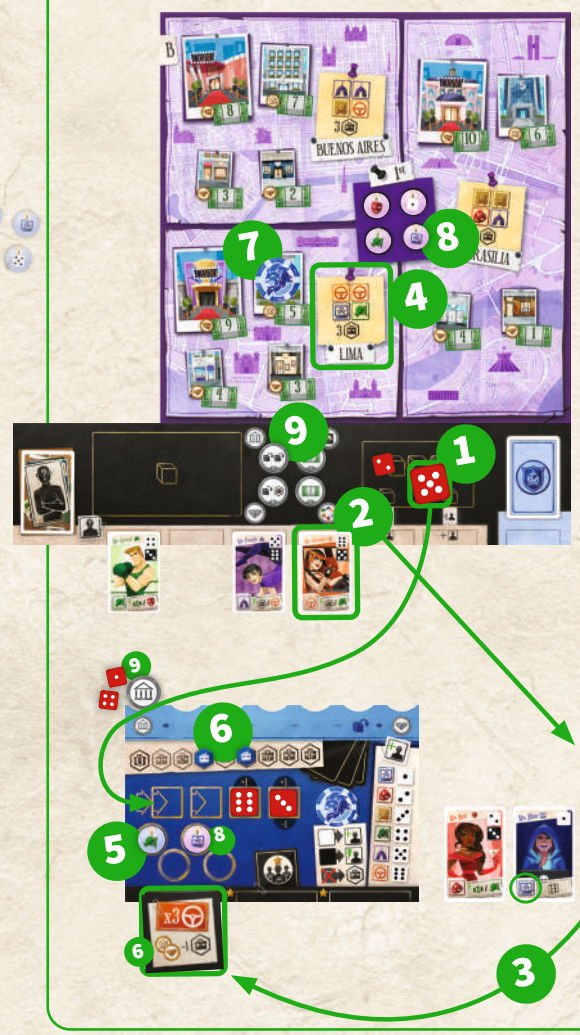
5 *• She spends 2 Equipment instead of 3 thanks to her Piloting Expert (Orange) x3. That tile allows her to spend 1 less Equipment for Jewelry and Bank Heists.*

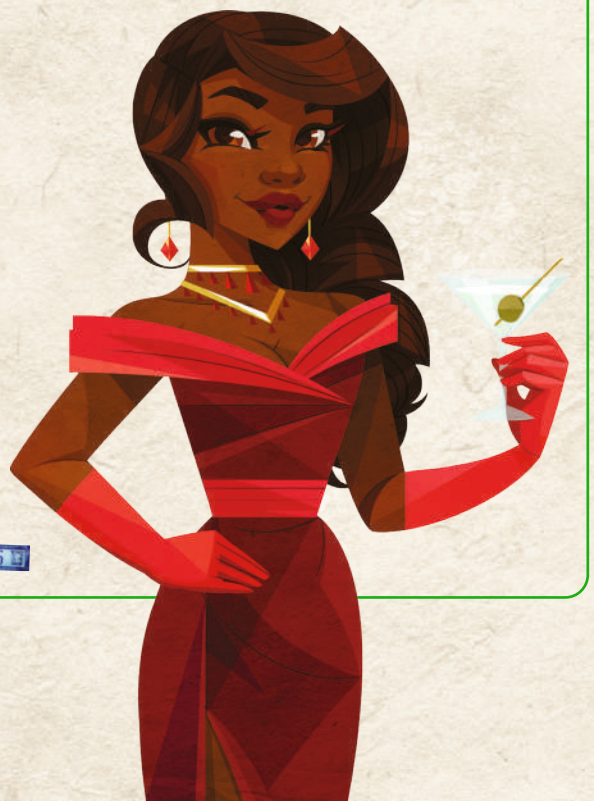
6 *• Having met the requirements, she places her Gang Token on the Bank and immediately receives 5 M$.*

7 *• Since she is the first player to perform a Heist in Lima, she chooses a Prime Token from the matching Continent Board, and decides to take a "Ms Blue" » Bonus Token. She places that token on her Player Board.*

8 *• Since it is her first Bank, she also takes the First Bank Token and immediately receives 2 dice that she rolls and slides on her Player Board. She also places the First Bank Token on the matching spot of her Player Board.*

9



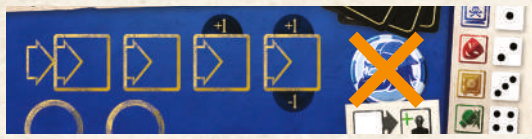


END OF THE GAME

The game ends when one of the following conditions is met:

1 - A player performed 7 Heists.

Complete the current round, then proceed to the final scoring.



2 - The 12th Informant Card is revealed at the beginning of the round.

Complete the round (each player plays once).



The richest player (in millions) wins.

If two or more players are tied, the player that performed the most Heists wins.

If there is still a tie, all tied players share the victory.

VARIANT

During step 11 of Setup, **replace the Starting Specialist Cards with the Asymmetric Starting Specialist Tiles.**

Place 1 Asymmetric Tile face down in front of each player. The player that reveals the tile with the weakest value receives the First Player Token.

Then, recover all tiles and place them in the middle of the table. Add 2 more Tiles. Place all the required items next to each tile (tokens/cards), face down, then reveal them.

Starting from the last player and proceeding counter-clockwise, all players now choose a tile and take it along with the associated items.



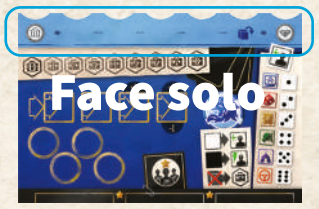
SOLO VARIANT

Setting Up the game

To play solo, set up the game as you would for a 2-player game, with the following adjustments:

• 1. Place your Player Board on its Solo side. (Icone)

You will gain these tokens as soon as you perform a Bank or Jewelry Heist.



• 2. Form a Token Supply with the 6 Dice Prime Tokens, all Asymmetric Tokens, and the 3 Solo Tokens. Place the other tokens back in the box. **Do not place any tokens on the Continent Boards.**

• 3. Place the Recruitment Board on its solo side and place 1 First Bank Token and 1 First Jewelry Token face down on it. They will only be used as trackers to earn Prime Tokens.



• 4. Replace the 12 Informant Cards with 12 Gang Cards.

Rivalry  Bribe

Preparation

Prepare the round as in a 2-player game. The end of the round plays like in a 2-player game.



The Game Turn

Important : You may never choose to become an Informant in this Solo Variant.

1. Choose 1 die, then trigger an effect

Choose 1 die among the available 3 and slide it on the rightmost free space on your Player Board.



Add up the two remaining dice from the Dice Pool and trigger the following effect:

a. if the result is 7 = no effect

b. from 2 to 6 = apply the effect given on the **left** of the Card (*Bribe or Rivalry*)

c. from 8 to 12 = apply the effect given on the **right** of the Card (*Bribe or Rivalry*)

If you did not roll a 7, **take the Corruption Card** and:

Bribe: Flip the card and place it in front of you so that it displays the **Bribe** part (red-tainted part of the card) face up. In future turns, if you roll a Bribe effect, place the new card face up on top of the previous card, keeping the Bribe part of the previous card visible.

Rivalry: Lock the indicated buildings with Gang Tokens from the matching icons – Your rivals have already robbed these buildings! Then flip the card and place it in front of you so that it displays the **Rivalry** part (grey-tainted part of the card) face up. In future turns, if you roll a Rivalry effect, place the new card face up on top of the previous card, keeping the Rivalry part of the previous card visible.

2. Use a Specialist Card

You can only use the action USE A CARD. It plays exactly like in a 2-,3-, or4-player game.

2. Perform a Heist

You can only use the action PERFORM A HEIST. It plays exactly like in a 2-,3-, or4-player game, but you do not gain any Prime Token from the Continent or Las Vegas Boards.

On your first Bank and Jewelry Heist, take the matching token from your Player Board, place it above the matching symbol, and score the associated reward (ie. the one from the spot where you placed your token, **not on the token itself**).

Move your token 1 step on each new Bank and Jewelry Heist. Each time you move the token to a new spot, score the matching reward.

End of the Game

You immediately **lose** the game if:

You place a 7th Corruption Card face down in front of you (Bribes side);

Or you place a 5th Corruption Card face down in front of you (Rival Gangs side).

You **win** the game and calculate your score if:

You place your 7th Gang Signature Token. Each remaining Gang Card in the deck is worth +5M$.

You reveal the last Corruption Card without triggering an immediate defeat (see above). In that case, play your final round.

Calculate your personal wealth and deduce all Bribes:

1	2	3	4	5	6
-1 M$	-3 M$	-6 M$	-10 M$	-15 M$	-21 M$

Hall of Fame

Now it's time to count your money! Were you better than your infamous predecessors?

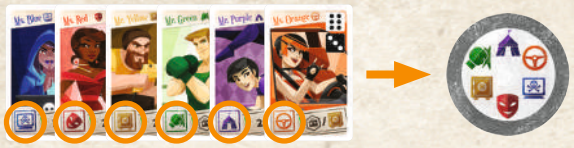
up to 29 M$: *Dalton*
30 M$: *Beagle boys*
35 M$: *Fantomas*
40 M$: *Robin Hood*
45 M$: *Cat's Eye*
50 M$: *Harley Quinn*
55 M$: *Arsène Lupin*
60 M$: *Bonnie & Clyde*
65 M$: Albert *Spaggiari*
80 M$: *Danny Ocean*

RECRUITEMENT REWARDS

FULL TEAM TOKEN

(max. 1 token per player)

As soon as you have **the 6 different colors in your team** (6 Skills), you immediately receive the Full Team Token **from the top of the matching stack** and score the reward (7M$, 4M$ or 2M$).



MASTERY TOKEN

(max. 1 token per player)

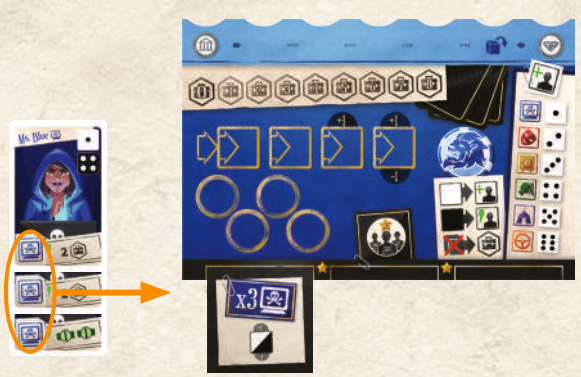
If you manage to collect **three Expert Tiles** (see below), then you immediately receive the Mastery Token **from the top of the matching stack** and score the reward (7M$, 4M$ or 2M$).



EXPERT TILE

As soon as you recruit the **third Specialist Card** in a given color, you immediately receive the matching Expert Tile (if it is still available). Place this tile next to your Player Board. The Expert Tile **provides you benefits that you can use immediately if needed.**

This Expert Tile grants its owner an extra Ability **until the end of the game.**



Hacking expert



Once per turn, during the "Use a Specialist" step, you may apply a **modifier of +1/-1 to any of your dice.**

Acting Expert



You may **discard 1 die** to replace 1 Skill with another on all future **Casino Heists**.

Acrobatics Expert



Gain +2M$ on all **future** Bank Heists.

Heavy Expert



Gain +4M$ on all **future** Jewelry Heists.

Safebreaking Expert



Spend 2 less Equipment on all **future** Bank Heists.

Piloting Expert

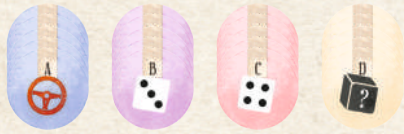


Spend 1 less Equipment on all **future** Bank and Jewelry Heists.

Important: You cannot have more than 3 Expertise Tiles in front of you. Once you've unlocked three Expertise Tiles, you may not unlock new Expertise Tiles. All Expertise Tiles' effects are cumulative.

HEIST REWARDS

PRIME TOKENS



If you're the **first player to perform a Heist in a given city,** choose a **Prime Token** from the tokens placed on the post-it of the matching Continent Board and place this token on the appropriate area of your Player Board (max. 4 tokens).

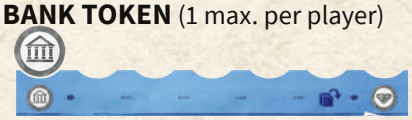
In Las Vegas, all players receive 1 Prime Token.

Prime Tokens can only be used once. Those that allow you to gain a die may be used anytime.



Important: Skill Tokens are not Specialists. They are not considered as a team member and do neither count for the Full Team Token, nor for the Expert Tokens.

FIRST BANK TOKEN (1 max. per player)



When you perform your **first Bank Heist,** take the First Bank Token from the top of the matching stack. Immediately receive the **reward indicated on the token.** Then, place the token face down on the appropriate spot above your Player Board (to the left) to remind you that you already performed a Heist in a Bank. The tokens also allow players to keep track of the number of Banks that have been robbed.

FIRST JEWELRY TOKEN (1 max. per player)



Play exactly the same as Firt bank token, when you perform your first Jewlry Heist.

SECOND JEWELRY



When you rob your **second Jewelry**, you immediately gain **1 die.**