



3-5



13+



30m

THE SCORE: VAULT HEIST

RULES FOR GAMEPLAY

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GAMEPLAY RULES

You are protégés of the world's greatest thief, **Pierre St. Claire**, a.k.a **The Nightingale**. The Master Thief is about to retire, and each of you believes you will be named his successor. On the night of the naming, you are given the chance to regale him with tales of your exploits and accomplishments - each story is more outlandish than the last. After some quiet contemplation, he declares that you are all thieves of equal skill and renown. Thus, he has devised one last test. Whoever steals the Nightingale's Mask from his vault will become his successor.

There is a catch, though - the contest begins right now. Good luck, and may the best thief win!

CONTENTS:

5 Reference cards

16 Level cards

- 1 Vault
- 5 Level 1
- 5 Level 2
- 5 Level 3

34 Equipment cards

- 30 Support & Opposition
- 4 Double Support & Opposition (X2)

24 Action cards

- 4 Firewall
- 4 Distract
- 4 Pickpocket
- 4 Disable
- 4 Scavenge
- 4 Steal

10 Reaction cards

- 4 Counter
- 6 Deny

GOAL

Be the first thief to unlock all three levels of security codes to open the vault.

SETUP

1. Give each player a reference card.
2. Place the vault within reach of all players.
3. Place a level 1, 2, and 3 card face-down in front of each player.
4. Shuffle the equipment, action, and reaction cards into a single deck.
5. Deal each player 7 cards, then place the deck face-down next to the vault.
6. The player who is the sneakiest starts.

GAMEPLAY

On your turn, draw until you have 7 cards in your hand. Then, do the following steps in any order:

- Infiltrate - attempt to unlock a level.
- Exploit - play 2 action cards to hinder other players or benefit yourself.

After you've completed both steps, the player to your left begins their turn.

UNLOCKING A LEVEL

You may attempt to unlock a level by flipping the card face-up and playing an equipment card from your hand, support side up. In response, the other players may play 1 equipment card each, opposition side up. You must overcome these obstacles by playing additional support cards. This exchange continues until all players have played a card or decided not to.

Double Support & Opposition cards function the same as Support & Opposition cards, but they're worth twice as much. To counter a Double Support or Opposition, play another Double Support & Opposition card or 2 Support & Opposition cards.

If there are more supports than oppositions, the level card remains face-up - it is now unlocked. Otherwise, the level card is turned face-down. In either case, all played cards are discarded face-up next to the deck.

***Example:** Sam plays a support. Chris plays an opposition against him. Sam then plays another support. Chris has already played a card and can no longer oppose, so Leslie plays a double opposition. Sam must now play 2 additional support cards or a Double Support & Opposition to stay in the game.*

ACTION CARDS

You may use the effects of an action card by playing it in front of you and declaring its target. In response, other players may play reaction cards or discard active Firewalls. In any case, all played cards are discarded face-up next to the deck.

Pickpocket

Draw 3 random cards from another player's hand, keep 1 and give the remaining 2 cards back to the player.

Scavenge

Look through the discard pile and take a card.

Distract

Choose a player to skip their **Infiltrate** and **Exploit** steps on their next turn. Place this card in front of them as a reminder, discarding it afterward.

Disable

Turn an unlocked level card face-down.

Steal

Swap one of your level cards with another player's card of the same level.

Firewall

Place the Firewall card in front of your level cards to activate. A Deny card can only stop a Firewall in the placement stage. When another player plays an action or reaction card targeting you, you may discard your Firewall to cancel the effect. Note: A player can not have multiple Firewalls active at the same time.

GAMEPLAY RULES

REACTION CARDS

You may play a reaction card anytime. Reaction cards can only affect cards with the same symbol in the upper right-hand corner as them.

Counter

Apply the effect of a card targeting you to the player who played it instead.

***Example:** Sam plays Distract on Chris. Chris plays a Counter to reflect the Distract back at Sam. Sam then plays another Counter, reflecting Chris' Counter (and thus, the Distract effect) back towards her.*

Deny

Cancel the target player's action card.

***Example:** Chris has all three levels unlocked and will win the game on her next turn. To stop Chris from winning, Leslie plays a Steal and targets Chris's level 3. Chris then plays a Deny against Leslie's Steal. Leslie does not have a Deny to stop Chris, but Sam does and plays it. Chris does not have another Deny, so Leslie steals the level.*

ENDING THE GAME

When a player begins their turn with all three levels unlocked, they take the Vault card and win!