

PLAYER TURN

Choose **PREP** or **HEIST**

QUICK RULES


PREP

1. Recruit Phase (Choose only ONE)
 - ♦ **Recruit** one of the faceup Talent cards
 - ♦ **Burn** entire Talent Pool & draw top Talent card
 - ♦ **Draw** a Prep Card
2. Plan Phase [A & B] Pick two times from the following:
 - ♦ **Draw** one PREP card.
 - ♦ **Play** ONE ACTION card or TWO GEAR cards.
 - ♦ **Trade** GEAR that your TEAM already has in play
3. UPKEEP and check your hand size

HEIST

1. **Choose** the **Heist Step** to attempt
2. **Activate Recruits** that will attempt the Heist Step
3. **Play Interrupts** that alter the roll
4. **Tally Up** (determine Fail / Push / Success)
 - ♦ Success = Press On or End Heist run
 - ♦ Push = End of Heist run
 - ♦ Fail = Draw Failure card and End of Heist run
5. **Hold, Continue, or Complete....**
6. Then **UPKEEP** and check your hand size

HEIST COMPLETION CHECKLIST (p.9)

- 1) **Collect the TAKE** 
- 2) If team **less than 4**, draw 1 PREP card.
- 3) **Remove all markers;**
[bonus gem if 3 match]
- 4) **Add +1** to the **Heist** completed **tracker**.
- 5) **Discard all gear** cards on your team.
- 6) **Choose a Recruit** to retire (**discard**).

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Masterminds - Heist Society

05.11.2021 | 2-5 Players | Ages 10+ | 20 minutes **per** player

—Rules Review—

A game by James Henderson

Battlehaven.Net Games

<http://www.battlehaven.net>

In Masterminds HEIST Society, you are the Mastermind of a heist crew. Assemble your team and compete against the other players to see who is the preeminent Mastermind!

Masterminds HEIST Society uses drafting and dice rolling with a strategic press-your-luck style of objective completion. Plan, execute, and score the perfect heist!

Overview: Note to Reviewer

Below you will find examples and descriptions of cards. Following that will be the rule's page disassembled with photo and then in text. At the end is the actual rule sheet to be printed. I'm looking to get the rules reviewed mainly, but any critiques on layout are ok too.

Review Goals

1. Are the rules understandable (do they read well)?
2. Are any parts of the rules difficult to understand?
3. Are there any other concerns?

Card Examples and Layout:

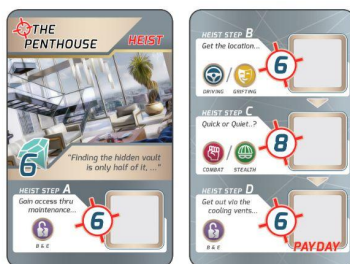
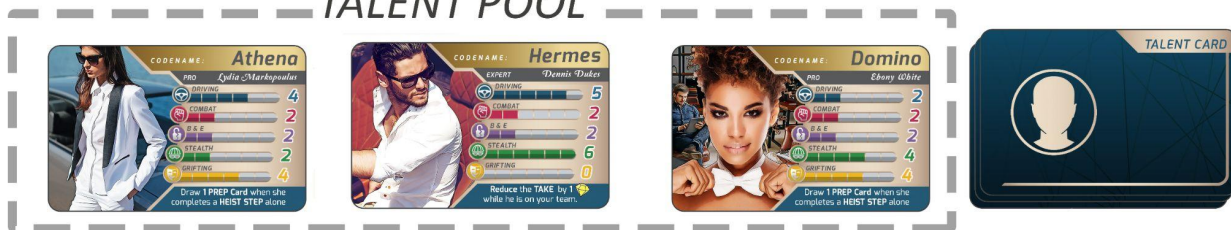
FAILURE CARDS



PREP CARDS



TALENT POOL



HEIST ONE



HEIST TWO



HEIST DECK

RULES:

The SETUP: EACH PLAYER must take or draw one of the mastermind color cards. Then...

- :05** – Give each player the **FIVE** markers (dice) of their mastermind color and put their color gems in the bag. After each player has done this, put 10 colorless Gems in the bag as well.
- :04** – Layout the **FOUR** decks as shown and deal each player 4 PREP cards.
- :03** – Layout the top **THREE** Talent Cards to create a Talent Pool.
- :02** – Layout **TWO** Heist card sets by flipping the top card to show the Step-A side, then slide the next card to its right.
- :01** – Give each player **ONE** Colorless Gem and then have them roll one die. (Highest goes first !!)
- GO** – You're ready to play!



SCORING and Winning the Game

Victory is measured by Gems, but Gem value is determined at the end of the game. Gems are earned by completing the Heists. Players must complete a total number of HEISTS equal to the number of players plus one.

(ex. 3 Players = 4th completed Heist ends the game) The game also ends when the last gem is taken from the bag.

Scoring

Once the last Heist is completed or the last gem is taken from the bag, each player rolls a die to determine the point value of the gems of their mastermind color. Colorless gems (aka-Diamonds) are always worth 2 points. Each player then totals up the value of the Gems that they scored during the game. (Each point is worth a \$10,000 cut.) The player with the most points **WINS** and has proven themselves to be the true **Mastermind**.

Setup and Scoring

The SETUP: EACH PLAYER must take or draw one of the mastermind color cards. Then...

- 5 – Give each player the FIVE markers (dice) of their mastermind color and put their color gems in the bag. After each player has done this, put 10 colorless Gems in the bag as well.
- 4 – Layout the FOUR decks as shown and deal each player 4 PREP cards.
- 3 – Layout the top THREE Talent Cards to create a Talent Pool.
- 2 – Layout TWO Heist card sets by flipping the top card to show the Step-A side, then slide the next card to its right.
- 1 – Give each player ONE Colorless Gem and then have them roll one die. (Highest goes first !!)
- 0 – You're ready to play!

SCORING and Winning the Game

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Each player then totals up the value of the Gems that they scored during the game. (Each point is worth a \$10,000 cut.)

The player with the most points WINS and has proven themselves to be the true Mastermind.

Gameplay Overview

QUICK RULES



Choose **PREP** or **HEIST**

HEIST

1. Choose the **Heist Step** to attempt
2. **Activate Recruits** that will attempt the Heist Step
3. **Play Interrupts** that alter the roll
4. **Tally Up** (determine Fail / Push / Success)
 - ♦Success = Press On or End Heist run
 - ♦Push = End of Heist run
 - ♦Fail = Draw Failure card and End of Heist run
5. **Hold, Continue, or Complete....**
6. Then **UPKEEP** and check your hand size

QUICK RULES



Choose **PREP** or **HEIST**

PREP

- A) **Recruit Phase** (Choose only ONE)
 - ♦**Recruit** one of the faceup Talent cards
 - ♦**Burn** entire Talent Pool & draw top Talent card
 - ♦**Draw** a Prep Card
- B) **Plan Phase** (Pick two times from the following)
 - ♦**Draw** one PREP card.
 - ♦**Play** ONE ACTION card or TWO GEAR cards.
 - ♦**Trade** GEAR that your TEAM already has in play
- C) **UPKEEP** and check your hand size

Playing the Game:

Each turn a player may choose to prepare their team for a job (PREP) or attempt to complete a job (HEIST).

Declare PREP or HEIST, then follow those steps below:

PREP Phrase : (Recruit, Plan-A and Plan-B)

1. RECRUIT PHASE – Choose ONE

- +Recruit one of the face-up Talent cards in the Talent Pool by placing it in front of you, they are now on your TEAM.



You may have up to 4 Recruits on your TEAM.

****You may replace (discard) a Recruit when doing this.****

- +Burn (Discard) the entire Talent Pool and draw the top card from the Talent deck. You may recruit that card or put it in the pool. You may replace, as above.
- +Do not recruit and draw a single PREP card Instead.

2. PLAN PHASE (PLAN-A “alpha” and PLAN-B “beta”)

You get to perform two actions during this phase from the below list. You can perform the same action twice.

- +Draw one PREP card. Some you must play Immediately, the rest go into your hand.
- +Play ONE ACTION card -OR- TWO GEAR cards.

For Action cards follow the text on the card. If it has a GEM on it, you may spend a gem you have by returning it to the bag to get the additional effect. If it starts with “Instead” you only get the effect next to the GEM.

For each Gear card, simply place one card next to one of your Recruits. The card’s bonus applies ONLY to that Recruit. Max of ONE Gear card per Recruit.

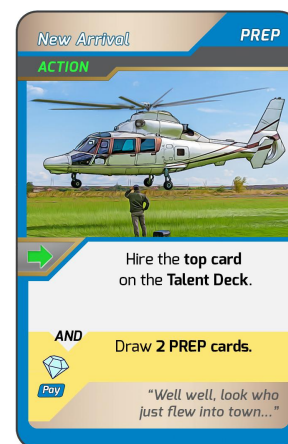
- +Trade GEAR that your TEAM already has in play.

(Remember: Interrupts can be played at any time.)

3. UPKEEP PHASE

- +Do all Upkeep actions that cards in play require/allow.
- +Un-tap your activated Recruits (unless a card prohibits).
- +Refresh the Talent Pool and Heists
- +Check your hand size (limit of 6 cards), discard extras.

Play then continues clockwise to the next player.



HEIST Phase

Instead of doing the PREP phase above, you can attempt a HEIST. Each HEIST is broken down into 4 Heist Steps that must be completed in order, A through D. Each Heist Step has a challenge type and number next to it.

1. Choose the Heist Step to attempt

Look at the HEISTS that are on the board and choose a Heist Step that you want your TEAM to attempt. Each Heist Step has a skill and a number. When two skills are shown, you must choose one. This is the number to BEAT in order to be successful on that particular step of the heist. The skill challenge corresponds to the skills on each Recruit's card.

2. Select which Recruit(s) will attempt the Heist Step

Activate the Recruits of your TEAM that are attempting the Heist Step by turning the Talent cards sideways. You may Activate up to 3 team members to tackle a particular Heist Step, adding their values together. Total the corresponding skill number(s) together. You may not change Activations after this step. Be sure to add any equipment and/or special abilities as needed.

3. Play Interrupts that affect the roll

At this point, Interrupt cards that alter the die roll total can be played. For all interrupts, the acting player must allow a few seconds for other players to react and play interrupts.

#Sportsmanship



4. Tally Up

If the total of skill(s) and modifiers is:

A. Already Greater than the challenge number (before you roll) = PERFECTION. Take a die, choose the number and place it in the box next to that Step! (important later)

>>GO to Step 5: Hold, Continue or Complete

B. Equal to or lower than the challenge number – you must roll one die and add the result to the total. Compare it to the challenge number. If the total with roll is:

+Greater than = SUCCESS - place the die into the Heist

Step box without changing the number. >>GO to Step 5.

+Equal to = PUSH – you didn't fail, but you didn't succeed either. Your Heist run is over. >>GO to Step 6: Upkeep.

+Less than = FAILURE – Your TEAM has let you down.

You must declare ONE of the recruits that attempted that Heist Step to suffer a Failure card. Once chosen, flip the top Failure card. If the failed challenge is not in either TRIGGER Area on the card, the recruit is safe.

If the failed challenge is listed, then that Recruit must roll a skill test and MUST SCORE HIGHER than the Failure skill test or suffer the consequence !



After the Failure card is resolved your Heist run is over.

>>GO to Step 6: UPKEEP

5. Hold, Continue, or Complete...

So you succeeded...!!

- You may Hold your Heist run. >>Go to Step 6: UPKEEP
- You may Continue to the next Heist Step on the card.

Go back to step 1, but remember that your activated team members may not be used again this turn.

- If you Complete Heist Step D, do the following in order:
 - 1) Collect the TAKE number of GEMS from the bag.
 - 2) If your team has less than 4 members, draw a PREP card.
 - 3) Remove all markers from that Heist. If you have THREE matching dice numbers, you get a bonus GEM!
 - 4) Keep the Heist name card (with Step-A) as a memento.
Place the other (B,C,D) at the bottom of the Heist deck.
 - 5) Burn (discard) all gear cards your team has in play.
 - 6) Lastly, choose and discard one of your Recruits (they fence the loot and retire). >>Go to Step 6: UPKEEP

6. Upkeep Phase

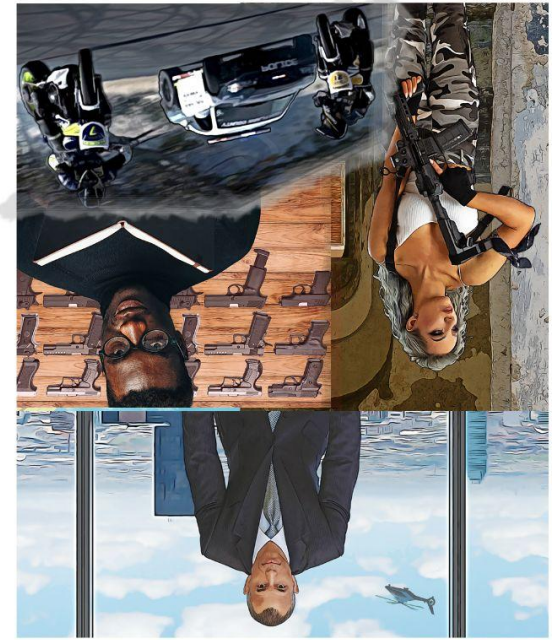
- +Do all Upkeep actions that cards in play require/allow.
 - +Un-turn your activated Recruits (unless a card prohibits).
 - +Refresh the Talent Pool and Heists
 - +Check your hand size (limit of 6 cards), discard extras.
- Play then continues clockwise to the next player.

_____END_____END_____

Actual Rule Sheet (BETA)

I. Rules Front & Back

The rule sheet is made so that it can be folded long-ways in half, and then tri-folded to fit in the game box.



Scoring

Once the last Heist is completed or the last gem is taken from the bag, each non-colorless players rolls a die to determine the point value of the gems of their mastermind color. Colorless gems (aka-Diamonds) are always worth 2 points. Each player then totals up the value of the Gems that they scored during the game. (Each point is worth a \$10,000 cut.) The player with the most points WINS and has proven themselves to be the true *Mastermind*.

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Choose to **PREP** or **HEIST**

PREP

- Recruit Phase (Choose only ONE)
 - Recruit one of the faceup Talent cards
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 - Draw a Prep Card
- Plan Phase (Pick two times from the following)
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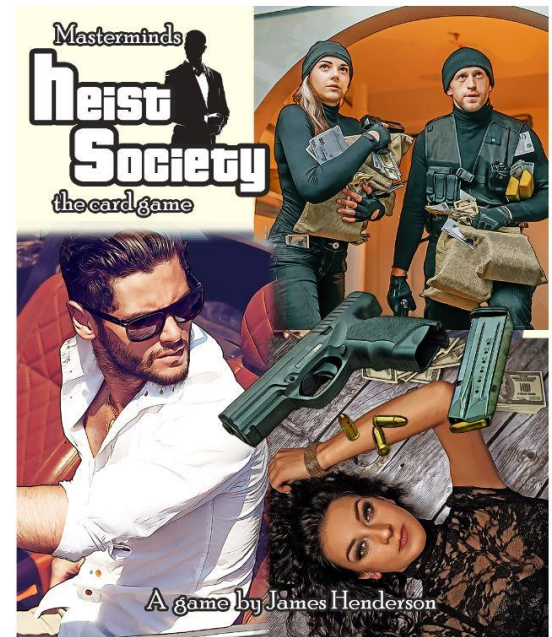
- Choose the Heist Step to attempt
- Select which Recruit(s) will attempt the next Step
- Play Interrupts that alter the roll, then roll
- Tally Up (determine Fail / Push / Success)
 - Fail = Draw Failure card and End of Heist run
 - Push = End of Heist run
 - Success = Press On or End Heist run
- Hold, Continue, or Complete....
- Then UPKEEP and check your hand size

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Website: www.battlehaven.net



CARD TYPES

TALENT Cards become the Recruits that you use to complete Heists & win the game. Each card lists the five stats and special ability of each Recruit.



PREP cards are the gear and actions that you will use to give your team the help it needs to come out on top. The icons are:

LEGEND FOR ICONS TO GO HERE



HEIST cards are dual sided. The "A"-side shows the 1st Heist step and the "B"-side shows B-C-D Heist steps. A full Heist is made up of two cards; 1-front & 1-back placed next to each other.



FAILURE cards are used when your team fails a challenge from a Heist Step. See Heist: Phase - 4.Tally Up for details.

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- Do not recruit and draw a single PREP card instead.

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GEM on it, you may spend a gem you have by returning it to the bag to get the additional effect. If it starts with "Instead" you only get the effect next to the GEM.

For each **Gear** card, simply place one card next to one of your Recruits. The card's bonus applies ONLY to that Recruit. Max of one Gear card per Recruit.

- **Trade GEAR that your TEAM already has in play.** (Remember: Interrupts can be played at any time.)

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- Do all Upkeep actions that cards in play require/allow.
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- Refresh the Talent Pool and Heists
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- B. **Equal to or lower** than the challenge number – you must roll one die and add the result to the total. Compare it to the challenge number. If the total with roll is:
 - **Greater than** = SUCCESS - place the die into the Heist Step box without changing the number. ++GO to Step 5.
 - **Equal to** = PUSH – you didn't fail, but you didn't succeed either. Your Heist run is over. ++GO to Step 6: Upkeep.
 - **Less than** = FAILURE – Your TEAM has let you down. You must declare ONE of the recruits that attempted that Heist Step to suffer a Failure card. Once chosen, flip the top Failure card. If the failed challenge is not in either TRIGGER Area on the card, the recruit is safe. If the failed challenge is listed, then that Recruit must roll a skill test and MUST SCORE HIGHER than the Failure skill test or suffer the consequence ! After the Failure card is resolved your Heist run is over. ++GO to Step 6: UPKEEP

5. Hold, Continue, or Complete...

So you succeeded...!!

- You may **Hold** your Heist run. ++Go to Step 6: UPKEEP
- You may **Continue** to the next Heist Step on the card. Go back to step 1, but remember that your activated team members may not be used again this turn.
- If you **Complete** Heist Step D, do the following in order:
 - 1) Collect the TAKE number of GEMS from the bag.
 - 2) If your team has less than 4 members, draw a PREP card.
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