

Masterminds:
HEIST 
SOCIETY 

RULES OF PLAY //

COMPONENTS & OVERVIEW

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!

COMPONENTS

164	Game Cards
35	Gems
1	Gem Bag
30	12mm Dice
6	Markers
1	Rulebook



TALENT cards become the Recruits that you use to complete Heists and win the game. Each card has their five stats, name, and special ability.

PREP cards the gear and actions that you will use to give your team the edge.



The dual sided HEIST cards make the jobs that the teams will attempt. Use two cards to make a complete heist.

FAILURE cards are what you get when thing go wrong. Avoid these.



SETUP

For the basic setup, separate the cards, then shuffle each deck. Note: the Heist cards have unique backs and should be placed A-side down. Next, follow the countdown timer below:



- :05** Each player takes a **Mastermind Color** card and places the **FIVE** gems of their color into the bag, then add 10 clear gems to the bag.
- :04** Layout the **FOUR** draw decks as shown above (A,B,C,D) and deal each player **4** **PREP** cards.
- :03** Layout the top **THREE** Talent cards to make the **TALENT POOL**.
- :02** Layout **TWO** HEIST card sets as shown (3 Heists for 5+ player game), afterwards give each player **2** **Starter Cash** cards.
- :01** Each player draws **ONE** TALENT card as their first Recruit, then roll 1 Dice to see who goes first.
- GO** **YOU ARE READY TO PLAY !**

Welcome Mastermind. There are a few rules that we play by and they are presented here. Otherwise, be good, or be good at it...

--GOOD LUCK

HOW-TO-PLAY THE GAME



WINNING the GAME

Victory is earned by **completing HEISTS** & collecting **Gems**, but gem value is determined at the end of the game. Players must complete a total number of Heists equal to the number of players plus one. The game also ends when the last gem is taken from the bag, whichever comes first.

(Ex. In a three players game, once the fourth Heist is completed the game end is triggered.)

GAMEPLAY DETAILED

At the beginning of each player's turn, they must choose to prepare their team "PREP" (see page 4), or to attempt a heist step "HEIST" (see page 5). The player will then follow the steps for their choice; -but first, card icons:

 **ACTION Card Icon**  **GEAR Card Icon**

ACTION and GEAR cards are primarily played during Planning.

 **INTERRUPT Card Icon**
Interrupts can be played at any time, even when it is not your turn.

 **Pay-A-Gem Icon**
 To use this option on a card, you must return a gem to the bag or flip a Starting Cash card.

 **One-Use Icon**
 Cards with this icon must be discarded after using.



PREP TURN:

A prep turn allows you to recruit and equip team members. This is also when you play action cards to gain an advantage on the competition.



1. RECRUIT PHASE: Choose option A, B or C

- A** Recruit one of the face-up Talent cards in the Talent Pool by placing it in front of you. The chosen Talent card is now a member of your Team -a Recruit. Each player may have up to four.

Note: When your team is full (4), you may replace an existing Talent card in your team when performing this action.

- B** Burn (discard) the entire Talent Pool and then draw the top card from the Talent deck. You may recruit that card or put it into the Talent Pool. If you choose to, you may replace an existing Talent card in your team, as described above.
- C** Choose to not recruit from the Talent Pool, and draw a single PREP card instead.

2. PLAN PHASE: Plan A "Alpha" and B "Beta"

From the list below, choose two actions to perform. Players may perform the same action twice.

- 1** Draw one Prep card. Most cards will go directly into your hand, but a few are **PLAY IMMEDIATELY**.

2 Play one Action card.

Perform the specified action in the white area. Some cards have a yellow **AND/OR** section. If a **Gem-Pay** icon is present, you must spend a gem by returning one to the bag or flipping a **Starter Cash** card. **AND** grants both sections, **OR** grants only the yellow.



GAMEPLAY CONTD.

GEAR cards are placed next to a Talent card on your Team. The gear card's bonus applies only to that Talent card and they can only have one at a time.



3 Play two Gear cards.

4 Trade Gear cards that your Team already has in play.

Reminder: Interrupts can be played at any time!



6. UPKEEP PHASE: // Do these steps in order

- 1 Perform all **UPKEEP** actions that cards in play require or allow.
- 2 Un-turn your activated Team members (unless a card prohibits.)
- 3 Refresh the Talent Pool and Heists.
- 4 Check your hand size (limit of six cards), discard any extras.

Check for End Game conditions. If neither are met, play then proceeds to the next player in clockwise order.

HEIST PHASE

Instead of doing the PREP TURN described above, you can attempt a **HEIST**.

Each Heist is broken down into four Heist Steps that must be completed in order, A through D. Each **HEIST STEP** has a challenge type and number next to it.



1. ATTEMPT A HEIST



Look at the Heists that are on the board and choose one that you want your Team to attempt. Your Team must attempt the Heist Steps in order, A through D, but this can be done over multiple turns. When two skills are shown, you must choose one to attempt. The value in the target symbol is the number to Beat in order to be successful on that particular step of the Heist. The skill challenges correspond to the skills on each Talent card.

2. SELECT AND ACTIVATE

The Talent cards on your team are your Recruits. Select and **Activate** up to three (3) of your Recruits to attempt the selected Heist Step skill challenge by turning the card(s) 45 degrees. When activating multiple recruits, you add their skill values together. **You may not change Activations after this step.** Remember to add any **GEAR** and/or **Special Abilities** to the skill total as needed.



3. ATTEMPT TO INTERRUPT

During the interrupt phase, Interrupt cards and **Special Abilities** that alter the die roll total can be played.

Note: For all interrupts, the acting player must allow a few seconds for other players to react and play interrupts.

#sportmanship

4. TALLY UP

If the activated recruit's total skill number value is...:

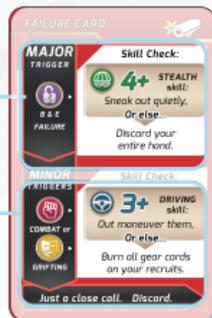
- A** *Already Greater* than the challenge number before rolling any dice, then a **Perfection** result is reached. Take a die, choose a number and place the die in the box next to that **Heist Step!** (More on this later) ★
➤➤ Proceed to **Step 5**.
- B** *Equal to or Lower* than the challenge number before rolling any dice, then you must roll a die and add the result to your activated recruit's total skill number. This will give you one of the following outcomes:
- ✓ **SUCCESS** occurs when the new total value is **greater than** the challenge value. Place the die into the Heist box **without changing the number**.
➤➤ Proceed to **Step 5**.
 - ! **PUSH** occurs when the new total value is **equal to** the challenge value. Your plan didn't succeed, but it didn't fail either. Your Heist run is over... for now.
➤➤ Proceed to **UPKEEP Step 6**.

✗ **FAILURE** occurs when the new total value is **less than** the challenge value. 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, reveal the top card of the Failure card deck. If the failed challenge is in either **TRIGGER** area on the card, the recruit must pass the adjacent skill test (equal to or higher) or suffer the consequence below.

If the failed challenge is not in either **TRIGGER** area, then it was just a close call.

➤➤ Proceed to **UPKEEP Step 6**.



5. HOLD, CONTINUE, or COMPLETE

So you succeeded..!!

“Love it when a plan comes together”

When a player's team has just completed a Heist Step, the player must then perform one of the following three actions: **Hold, Continue, or Complete**

HOLD: The player may stop here keeping all progress on the Heist Steps completed.

➤➤ Proceed to the **UPKEEP Step 6.**

CONTINUE: The player may continue to attempt another Heist Step.

➤➤ If this option is chosen, return to **Step 1.**

Note: Recruits may only be Activated ONCE PER TURN.

If the player **completes Heist Step D**, do the following **in order**:

1 Collect the **TAKE** number of **Gems** from the bag.

2 If your Team has **3 or less Recruits**, you may draw a PREP card.

★ 3 Remove all markers from that Heist. If you have **3 matching dice numbers**, gain 1 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 **Discard all Gear** cards your team has in play. Lastly, **choose one Recruit to stay**. The rest

6 **fence the loot and retire** (discard them).

➤➤ Proceed to the **UPKEEP Step 6.**

6. UPKEEP PHASE: Do these steps in order

1 Perform all **UPKEEP** actions that cards in play require or allow.

2 Un-turn your activated Team members (unless a card prohibits.)

3 Refresh the Talent Pool and Heists.

4 Check your hand size (limit of six cards), discard any extras.



Check for End Game conditions. If neither are met, play then proceeds to the next player in clockwise order.

SCORING

The game ends when either the last gem is taken from the bag, or when the number of heists completed is equal to the number of players plus one.

At this point, each player rolls one of their dice to determine the value of their color of gems in the game, while all diamonds are worth 2 points each. Each Mastermind then totals up their score using these values. Highest total is the ultimate Mastermind of the Heist Society.

SCORING EXAMPLE

Sapphire, Emerald and Ruby are playing a 3-player game which ends because the 4th HEIST has been completed.
(# of players + 1) $3+1=4$

Now each rolls a single die. **Sapphire** rolls a **3**, **Emerald** rolls a **1** and **Ruby** rolls a **6**. These are the values for the gems that the players pulled during the game.

Remember: Diamonds (clear gems) are always worth 2 points!

So: Blue gems = 3 points each
Green gems = 1 point each
Red gems = 6 points each

Sapphire has 3 green gems (3x 1pt= 3 points), 2 red gems (2x 6pts= 12 points), and 2 clear gems (2x 2pts= 4 points);
for a total of **19 points**.



Emerald has 4 blue gems (4x 3pts= 12 points), and 1 green gem (1x 1pt= 1 point);
for a total of **13 points**.



Ruby has 1 blue gem (3 points), 1 green gem (1 point), 1 red gem (6 points), and 4 clear gems (4x 2pt= 8 points);
for a total of $6+3+1+8 = 18$ points.



With a score of 19, Sapphire has narrowly squeaked out a victory and is the winner.

CREDITS

Designer: *James Henderson*
Publisher: *Battle Haven Games*
Development,
Art, and Graphic
Design: *James Henderson*
Rulebook Writer: *James Henderson*
Rulebook Designer: *Brandon W. Ohmie & James Henderson*



ALPHA LEVEL OPERATORS

First Name, Last Name
First Name, Last Name



ON YOUR TURN CHOOSE EITHER:

A) 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

B) 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



How-to-Play Video