

RULE BOOK



Dark Heists

A deck-building game of daring heists with
crooked monsters & monstrous crooks



Recruit the best scoundrels into your crew, do spooky
heists and prove you're the most notorious in the city.

SET UP



- | | |
|-------------------|---------------------|
| ① Heat Deck | ⑥ Valet Deck |
| ② Specter Deck | ⑦ Graveyard |
| ③ Basic Heists | ⑧ Scoundrel Streets |
| ④ Advanced Heists | ⑨ Larceny Cards |
| ⑤ Goon Deck | ⑩ Coin Supply |

SCOUNDREL CARDS



- | |
|-------------------|
| ① Sway |
| ② Recruit Costs |
| ③ Suit |
| ④ Scoundrel Name |
| ⑤ Special Ability |
| ⑥ Notoriety |
| ⑦ Crime |

STARTER DECK

Each player starts with the same set of cards known as a starter deck.



1 Specter Card

1 Medium Card

1 Bribe Card

1 Payroll Cop Card

2 Theives Cards

2 Bullies Cards

2 Ambassadors Cards

DECK BUILDING

During Dark Heists, the main action of the game is

- ✧ Draw 5 scoundrel cards into your hand
- ✧ Activate special effects
- ✧ Use each card for crime OR sway
- ✧ Place hand and recruited cards into your discard
- ✧ Refill the Streets (If needed)
- ✧ Announce the end of your turn.
- ✧ Draw 5 new cards.



There's no need to hide your hand in Dark Heists. In early games, other players may help you with combos or effects you might not notice.

Players can only activate cards on their turn.

HOW TO PLAY DARK HEISTS

OBJECTIVE

In Dark Heists, the first player to complete three heists triggers the final round. Finish the round and the player with the most notoriety wins.



On a player's turn, draw five scoundrel cards from your deck and decide if you're going to Recruit & Larceny or do a heist. During Recruit & Larceny, use each card for crime or sway.

CRIME OR SWAY?

Each card or scoundrel in your hand can be used for crime or sway.

The amount of sway is noted in the upper left hand corner of the card.

Sway is used to recruit new scoundrels into your gang. Don't forget Goons, Valets and Specters. Heat can't be recruited.

The amount of crime is noted in the lower right hand corner of the card.

Crime can be used:
For larceny to get coins and
if there are larceny cards,
you'll get bonus effects too.



RECRUITING EXCEPTIONS

FREE SCOUNDRELS?

Some scoundrels don't cost sway to recruit, but will have an upkeep cost when they come up in your hand.



Other scoundrels require you take a Heat when you recruit them and a couple you need to pay coins to recruit.



LARCENY CARDS

Early in the game of Dark Heists, when you do larceny, you get a larceny card. Players turn that card over, and reveal a one time effect they can use on this turn or a later turn. Keep this card on the side, DON'T put it in your discard.

Larceny cards are a surprise, DON'T PEEK!

When Larceny cards run out, players get two coins for three crime and no bonus.



SPECIAL ABILITIES

Some scoundrels have special abilities. When they come into your hand, you can do the special ability and you **MUST** pay the red framed costs.

Many special abilities create combos with other cards in your hand. If you have matching suits, big things can happen.

Combos can make certain cards awesome, even the bad ones! Players can only activate cards on their turn.



Take a coin from the reserve



Spend a coin for crime or sway up to Max



Draw an extra card this turn.



Bury a card from your hand or discard sway up to Max



+1 Crime or Sway per Cop in hand



Ignore negative Specter effect



Ignore negative heat effect Cop in hand



-1 Crime or Sway from your hand.



Pay a coin or take a heat Cop in hand



Spend 2 coins to give a player heat



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SUITS & STRATEGY

STARTING HAND COMBOS

Each player starts with possible combos in their first hand!
For example: If the Medium and the Specter are in the same hand, the Medium gets more powerful (+1 Sway or Crime) and ignores the Specter negative Effect!



SUITS

There are five suits in Dark Heists. Each has an advantage. Mix and match to find awesome combos.



BRUTAL - Brutal cards work great with heat.



COPS - Cops combo great with other Cops and have effective attacks.



CROOKED - Crooked often help you draw extra scoundrels.



GHOST - Ghost combo great with other Ghosts, and ignore Specter effects.



NOBLES - Nobles are great at getting coins.

FIRST TIMER STRATEGY

First time playing Dark Heists? A lot of info at one time? Recruit scoundrels from a particular suit and you'll have a fun game.

Another option for first play? ignore the Cop's Street effects and the game plays easier. If you play without Cop effects after you understand the game it'll be too easy.

HEAT, SPECTERS & COP EFFECTS

HEAT & SPECTERS

Heat and Specters give players -1 crime or sway when drawn from players decks. This must be paid from what scoundrels are doing. Remember, Each scoundrel can be used for crime OR sway.



Heat is a Cop suit card, and Specters are Ghost suit cards.

COP EFFECTS

When Cops come out into the Streets, they have an effect on all players. Players only suffer the first Cop effect between turns.



HEAT

All players put a Heat card in their discard.



PAY OR HEAT

Allows each player to pay two coins to the supply, or add a Heat card to their discard. Each player must resolve this immediately.



SWEEP THE STREETS

Puts every scoundrel except for the Cop in the graveyard.



PAY OR SWEEP

Allows players to pay 1 coin per person - paid by one or more players - or put every scoundrel except for the Cop into the graveyard.

HEISTS

STARTING A HEIST

To start a heist, draw five cards into your hand, review the top two basic or advanced heists. Choose one, put the other at the bottom of the deck.

Each players can only do one basic heist per game.

HEIST CHALLENGES

Heists have challenges marked by a number of crime or sway. To succeed at a heist do the following.

- ✦ Activate Scoundrel special effects
- ✦ Exceed crime or sway challenge
- ✦ Redeem the challenge bonus
- ✦ Discard your hand
- ✦ If there is another challenge, draw five more cards and repeat

Challenge bonus effects include:

- ✦ Stealing two coins
- ✦ Collecting some coins
- ✦ Recruiting a free scoundrel
- ✦ Ransoming a player or
- ✦ Burying a card from your hand or discard.

The bonus effect is optional.

HEIST PERMENANT EFFECTS

When players complete heists, they unlock a permanent effect that lasts the rest of the game. Players do not have access to these effects for incomplete heists. Permanent effects are optional, and can be used once per player turn.

Effects with astrix (*) can be used multiple times per turn. "+1 Notoriety per Heat" is for end game scoring.

BASIC HEIST



ADVANCED HEIST



- | | |
|-------------------|---------------------|
| ① Heist Name | ⑥ Heist Bonus |
| ② Heist Challenge | ④ Notoriety |
| ③ Challenge Name | ⑤ Permanent Effects |

SOLO MODE

The Dark Heists solo mode plays just like the multiplayer mode except Auto player simulates the other players in the game. Solo player goes first.

AUTO PLAYER OBJECTIVE

Auto-player wins if it completes three heists done before you do. After the second heist, three larcenies count as the third heist, ending the game. Don't track larcenies until Auto Player has completed a second heist.

SOLO MODE SET UP

Separate the Auto Player Control card and shuffle the rest of the Auto Player deck.

Each turn, the auto player draws from their deck and gets two moves every turn. Auto-Player loses its first move if the Solo Player 'attacks' it.

Attacks include:

- ✂ Steal Coins
- ✂ Inflict Heat
- ✂ Inflict Specter
- ✂ Ransom
- ✂ Heat from Cop effects.

The Auto Player always gets a second move.

Solo Player can recruit and larceny, or do a heist for their turn, just like a normal game.

When the solo player steals a coin from Auto Player, just take it from the supply. Auto Player doesn't keep coins.

When Auto Player finishes a heist or larceny, bury the top card from the Advanced Heists or Larceny deck.





- Does not include the card itself.

BURY - Bury a card means put it in the Graveyard on the main board.

CARD EFFECTS - Card effects are optional if they do not have a red frame. Red framed effects are not optional.

COP EFFECTS - When Cops come onto the Streets, all players deal with Cop effects. There are no Cop effects when Cops are recruited.

HEAT - Heat cannot be recruited, it can only be inflicted.

HEIST ADVANCED - Heist with 4 challenges.

HEIST BASIC - Heist with 3 challenges.

IGNORE HEAT/ SPECTER - Ignore Heat or Spector effects only count for one card. If a player has two Heat cards, and one card that allows them to ignore Heat, it ignores only one Heat effect.

INFLICT HEAT / SPECTER - Players can inflict Heat and spectors on themselves.

+1 NOTORIETY PER HEAT - Some Scoundrel cards have +1 Notoriety per Heat. This is for end of game scoring. These effects are cumulative.

SCOUNDREL - A card that has Crime or Sway ability or a special power. This includes Specters and Heat.

STEAL - You can't steal coins from a player that doesn't have coins. There is no 'debt' in Dark Hesits.



Heists Bonus'

- ✦ # Coins - Take the number of coins from the supply
- ✦ Bury 1 - Bury a scoundrel card from your hand or discard.
- ✦ Not your deck
- ✦ Draw +1 - Draw one more card on your next challenge
- ✦ Ransom - Demand 2 coins from another player. If that player chooses not to pay, bury a card at random from their discard.
- ✦ Recruit a card from the Streets, a Goon, a Valet or a Specter for free.

DARK HEISTS



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Dark Heists was designed by Moe Poplar and illustrated by Guilherme Clerch. Artem Yatsunov is the Lore Master And editor.

Dark Heists was inspired by gothic horror, the video game Dishonored, films like League of Extraordinary Gentlemen, and TV shows like Penny Dreadful A lot of inspiration came from the tabletop role playing game, Blades in the Dark.

Thanks to all the playtesters who gave feedback in frowns, smiles and notes that made Dark Heists a great game.

An extra special thanks to all the friends and family that contributed photos to be 'scoundrels' in the game. That Includes Russel Effects for the horror monsters,- zombies blades and severed limbs.

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+1 Crime or
Sway per Cop
in your hand



+1 Crime or
Sway per Noble
in your hand



+1 Crime or Sway
per Crooked
in your hand



+1 Crime or
Sway per Brutal
in your hand



+1 Crime or
Sway per Ghost
in your hand



+1 Crime or
Sway per Coin
you spend



Earn 1
Coin



Earn 2
Coins



Earn 1 Coin
per Noble



Steal 1 coin
from a player



vSpend 2 Coin
to bury a card



Spend a coin to
Draw 1 more card



Draw 1
more card



Bury 1 card
from hand or
Discard



Ransom a player.
2 coin or random
bury from discard.



Draw 1 card
per Crooked in
your hand



Draw 1 card per
Ghost in your
hand



Draw 1 card
per Heat in your
hand



Ignore negative
Specter effects



Ignore negative
Heat effects



Pay 1 Crime
or Sway



Spend a coin
or take a Heat



Spend 2 coins
to give a player
a Heat



Spend 2 coins
to give a player
a Specter



Draw 1 or
bury a card