

Rare Jewel Exhibit
at City Museum



Daily News JEWEL HEIST!

CONTENTS:

- 1 museum vault (base & cover)
- 15 jewels
- 2 marbles
- 14 warrant tokens
- 2 location markers
 - 1 Police Station
 - 1 Hideout
- 8 role cards
- 1 Evidence Envelope

HERE'S THE PLAN...

You are playing in teams with secret roles. You will either be a **ROBBER** or **DETECTIVE**. Robbers want to steal jewels and deflect suspicion by lying. Detectives want to find the Robbers and recover the jewels.

HOW WILL IT GO DOWN?



EVERYONE CLOSSES THEIR EYES & COUNTS DOWN



ROBBERS OPEN THEIR EYES & STEAL JEWELS



EVERYONE OPENS THEIR EYES TO DISCUSS & ACCUSE



REPEAT PHASES UNTIL A PLAYER HAS 2 WARRANTS.

THE TEAM WITH THE MOST JEWELS AT THE END OF THE GAME WINS!

SETUP



Set the vault in between all players, where everyone can easily reach it. Set the Hideout and Police Station location markers on the table next to it.

PLAYERS	DETECTIVES	ROBBERS	JEWELS
5	3	2	9
6	4	2	9
7	4	3	13
8	5	3	13

Reference this chart for how many role cards and jewels to use.

Shuffle the role cards and pass them out face-down to each player. All players should look at their cards without letting any other players know their role.



Place the jewels on the vault base. Then, carefully place the clear vault cover over the base and jewels. **Set one marble onto each side of the museum vault cover**, making sure they stay in the grooves.

GAMEPLAY

Night and Day Game phases are repeated until there is an arrest. The team with the most jewels at the end of the game wins.

NIGHT PHASE – THE HEIST

All players close their eyes and count down 15 seconds **OUT LOUD**: 15...14...13...12... During this time, the Robbers quickly open their eyes and attempt to steal jewels. Detectives **MUST** keep their eyes **CLOSED** during the countdown, no matter what they hear.

• HOW TO STEAL JEWELS

1. OPEN

- Remove the vault cover.
- Marbles **CANNOT BE TOUCHED** unless they fall off the vault cover.

2. STEAL

- Each Robber can steal **only 1 jewel**.
- The Robbers must hide each jewel they stole somewhere on their body. It can be placed in their pocket or in a shoe. They can even sit on it.
- **PRO TIP**: A Robber can give their stolen jewels to another Robber at any point during a night phase. This is especially helpful if there is too much heat on one of the Robbers.

3. CLOSE

- Replace the vault cover before the countdown ends.
- If a marble dropped from the vault cover, the Robbers **may** replace it before the countdown is over.
- The Robbers should **close their eyes again** before the countdown ends to avoid detection.

If the Robbers fail to steal any jewels during the Heist Phase, place a warrant token on the Hideout location marker. If a second warrant is ever placed in the Hideout, the Robbers immediately lose the game.



DAY PHASE – INVESTIGATION

After the countdown reaches “1”, everyone opens their eyes and inspects the vault.

DO NOT REVEAL YOUR ROLES UNTIL A PLAYER IS ARRESTED.

• WAS THE ALARM TRIPPED?



If there are any jewels or marbles out of place, (a jewel outside the vault or marble off the cover) a player must put **one jewel** on the Police Station location marker. Use a jewel left behind by the robbers or remove one from the vault. Place any extra jewels back in the vault.

If there are no jewels on the table and both marbles are on the vault cover, the alarm was not triggered, and no jewels are moved.

• DELIBERATION

The group now discusses what they did or didn’t hear during the robbery.

ROBBERS SHOULD...

- **Lie** and deflect suspicion onto other players.
- Make accusations.

DETECTIVES SHOULD...

- **Talk** about what they heard during the heist.
- Announce their suspicions and make accusations.

NO ONE SHOULD...

- Show their role card to any players.
- Physically search for the jewel on another player.

• VOTING / ACCUSATION

When everyone is ready, all players lift one finger into the air. After a 3-2-1 countdown, point to the player you want to accuse of being a Robber.

The warrant goes to the player with the **MOST FINGERS** pointed at them.

If there is a tie between players with 2 or more votes each, each of those players receives a warrant.

If there is one accusation for each player, no one receives a warrant.

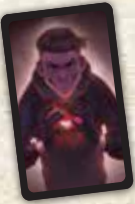
REPEAT PHASES

Reset for another Night Phase, replacing marbles on the vault cover. Continue alternating between Night and Day Phases, with the same roles, until one or more players have 2 warrants.

MAKING AN ARREST!

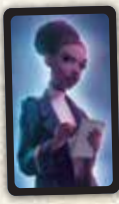
The game ends when at least one player has received 2 warrants. All players reveal their roles.

IF THE ARRESTED PLAYER IS A ROBBER...



- **All jewels left in the vault** are placed in the Police Station.
- The arrested player places the **jewels they stole** in the Police Station.
- All Robbers who have NOT been arrested, place their jewels in the Hideout.

IF THE ARRESTED PLAYER IS A DETECTIVE...



- All Robbers place the jewels they stole in the Hideout.
- In this case, no jewels are transferred to the police station.

If a Robber and a Detective are both arrested, any Robbers who are not arrested put their jewels in the Hideout. The arrested Robber places their jewels in the Police Station. No jewels are removed from the vault.

If there are no jewels remaining in the vault after the heist, the game will end after this final vote, whether there is an arrest or not. If there is not an arrest, all Robbers add their jewels to the Hideout.

WINNING

Which team has the most jewels?

If there are more jewels in the Hideout, the Robbers win!

If there are more jewels in the Police Station, the Detectives win!

In the case of a tie, both teams win.

RECORD EPIC HEISTS USING THE GAME BOX!

Remove the box lid. Phone camera* should either nest in the groove or just above it and face the outside of the box. Start recording before the first heist begins. NOTE: make sure the box location is not in the way of any players reaching the museum vault.

*Phone not included.