THE BIG $CORE
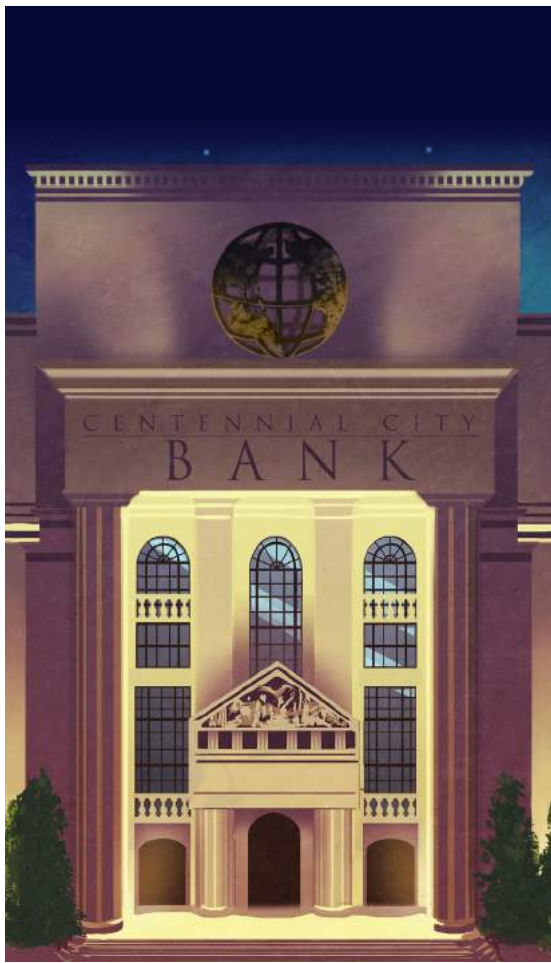## RULEBOOK

VAN
RYDER
GAMES

The vault at Centennial City Bank is currently rumored to be holding a record amount of cash, precious diamonds, ancient artifacts, and highly-sensitive digital information. As the boss of one of the city's most notorious crime organizations, robbing that vault for all it's worth is constantly on your mind. There's only one problem—this job is too big for just your crew alone. You're going to need help from some of your biggest rival crime bosses if you want to succeed. You'll need to join forces on a series of smaller jobs in order to acquire the skills and resources you'll need to pull off the biggest heist the city has ever seen—but watch your back! Once you and your new partners in crime are inside the bank vault, it'll be every boss for himself. If you manage to safely escape the scene with more loot than your rivals, you'll be revered as the city's most notorious crime boss. Hire your crew, plan the heist, and get ready for the big score!

The Big Score is a competitive game for 1-6 players that plays in 30-60 minutes. If playing the solitaire game, please see the separate solitaire rule book after you are familiar with this rulebook.

This rulebook will teach you how to play the **Standard Game**. For those who are playing with younger players or players who might prefer a slightly less complex gameplay experience, the **Simple Variant** may be used *(see section 'Simple Variant' at the end of this rulebook).*

The Big Score is played in two distinct halves known as **Act I: The Small Jobs** and **Act II: The Big Score**. The player with the most money at the end of Act II will win the game!

COMPONENTS

BOSS PLAYER BOARDS (6)

One boss board per player each with 2 different starting token options
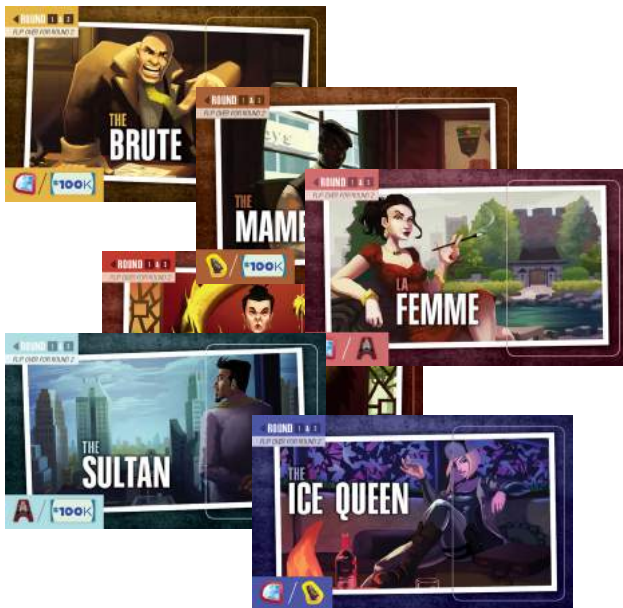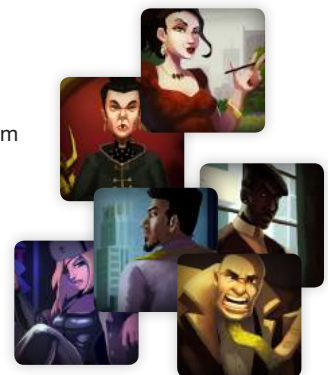

ASSIGNMENT TILES (48)

8 tiles per boss. These are placed on Crew Cards when assigning them during Act I

PLASTIC STANDEES (48)

A plastic standee (not pictured) for each Assignment Tile

PLAYER AID CARDS (6)

Large player aid reference cards

COP TRACK (1)

Used in Act II to track the number of Cop Tokens have been drawn from the Vault

JOB CARDS (24)

Small Jobs to which Crew Cards will be assigned in Act I

CREW CARDS (90)

8 regular and 7 Expert Crew of each Crew type

VAULT BAG / VAULT STRUCTURE (1)

Drawstring bag / cardboard structure from which circular Vault Tokens are drawn in Act II.

May be used interchangeably as you wish.

JOB NUMBER TOKENS (6)

Used to label each Job with a number in Act I (numbered 1-6)

PAYOUT TOKENS FOR ACT I (234)

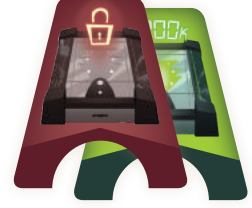**Cash - 10K (18), 20K (30), 30K (30), 50K (30), 100K (30), 1M (6)**
Cash tokens for starting money and Act I payouts

Diamond (30)
Worth depends on quantity (see page 14 for details)

Artifact (30)
Worth $30K each and the player with the most gains an additional $250K

Hard Drive (30)
Worth $200K when paired with a Digital Key from Act II

VAULT TOKENS FOR ACT II (62)

Cash - 20K (4), 30K (6), 50K (6), 100K (4)

Digital Key (6)
Worth $200K when paired with a Hard Drive from Act I

Cop (10)
Placed on the Cop Track when drawn

Silver Bar (5)
Worth $150K

Gold Bar (1)
Worth $200K

Artifact (10)

Diamond (10)

FIRST PLAYER / JOB MARKER (1)

Plastic Diamond used to track the Job being resolved in Act I and who trades first in Act II.

JACK OF ALL TRADES (JOAT) TOKENS (6)

Can be used as any Crew Type once in each round of Act I

Unused   Used

SETUP

1 Place the 6 Job Number Tokens in numerical order in a row in the middle of the table. Leave a bit of space between each of the tokens as shown.

2 Assemble the Vault structure as shown below (or use the bag as an alternative). Place all the **circular** Vault Tokens in the Vault (do NOT put the Jack of All Trades tokens in the Vault!).

3 Place the Vault, and the Cop Track aside. They will only be used in the 2nd half of the game.

4 Place all Cash Tokens in separate piles within reach of all players. These piles will be collectively referred to as the Cash Supply.

5 Place all Act I Payout Tokens (Artifacts, Diamonds, and Hard Drives) in separate piles within reach of all players.

6 Each player chooses one of the 6 Bosses that they will represent during the game and places the corresponding Boss Player Board in front of him with the side showing 'Round 1' **face-up**.

7 Each player starts the game with $200K in Cash Tokens from the Cash Supply. (It is recommended to take at least 5 $20K tokens.)

8 Each player chooses and takes **ONE** of the two starting items (Payout Token or Cash) shown in the lower left-hand corner of his Boss Player Board.

9 Each player takes the 8 Assignment Tiles associated with his chosen Boss. (If this is your first time playing, each Assignment Tile should first be put into a plastic standee).

10 Each player takes 1 Jack of All Trades Token and places it on the table near his Boss Player Board with its unused side **face-up**.

11 Shuffle the Jobs Deck and place the deck **face-down** on the table. Then do the same with the Crew Deck. Leave a space next to each for a discard pile.

You are now ready to begin Act I

ASSEMBLING THE BANK

1. Slot the one side of the base into one of the four walls.

2. Wrap the walls around the base, slotting each wall into another side of the base.

3. Close the magnetized flap and set the completed bank on the table.

CREW

JOBS

| 1 | 2 | 3 | 4 | 5 | 6 |
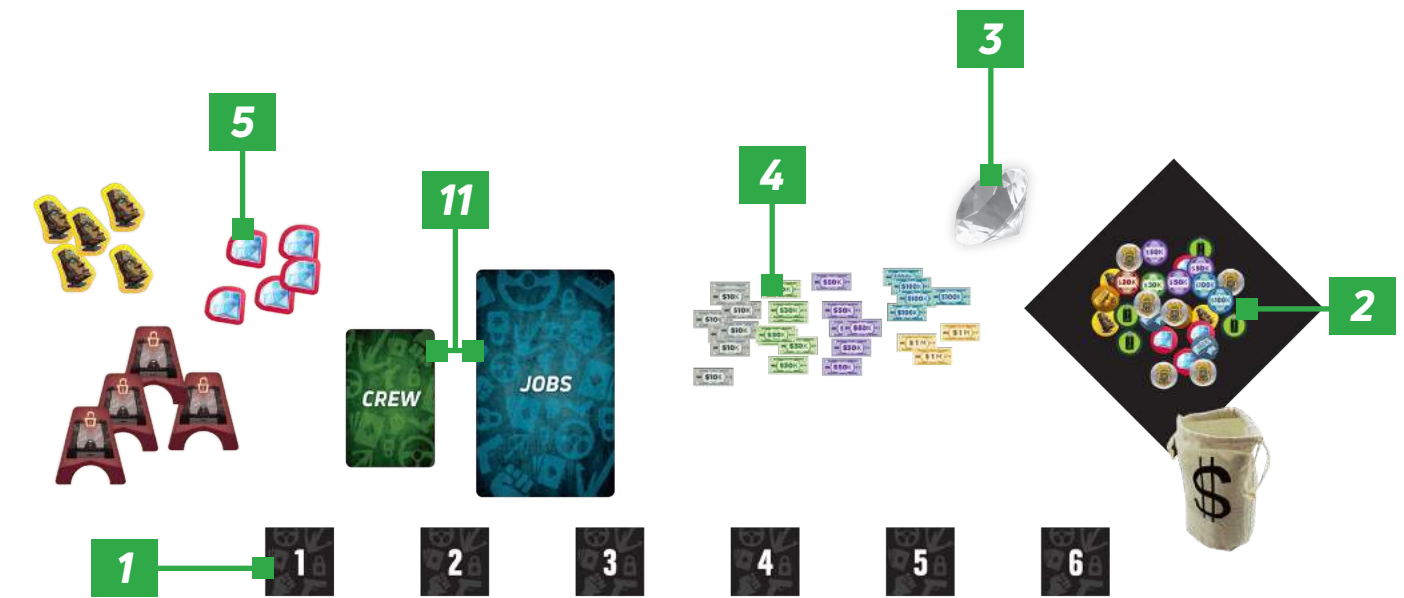
Jobs are dealt at the beginning of each Round in Act I (see next page)

THE BRUTE

THE SULTAN

THE COLLECTOR

THE MAMBA

LA FEMME

MAM

$100K
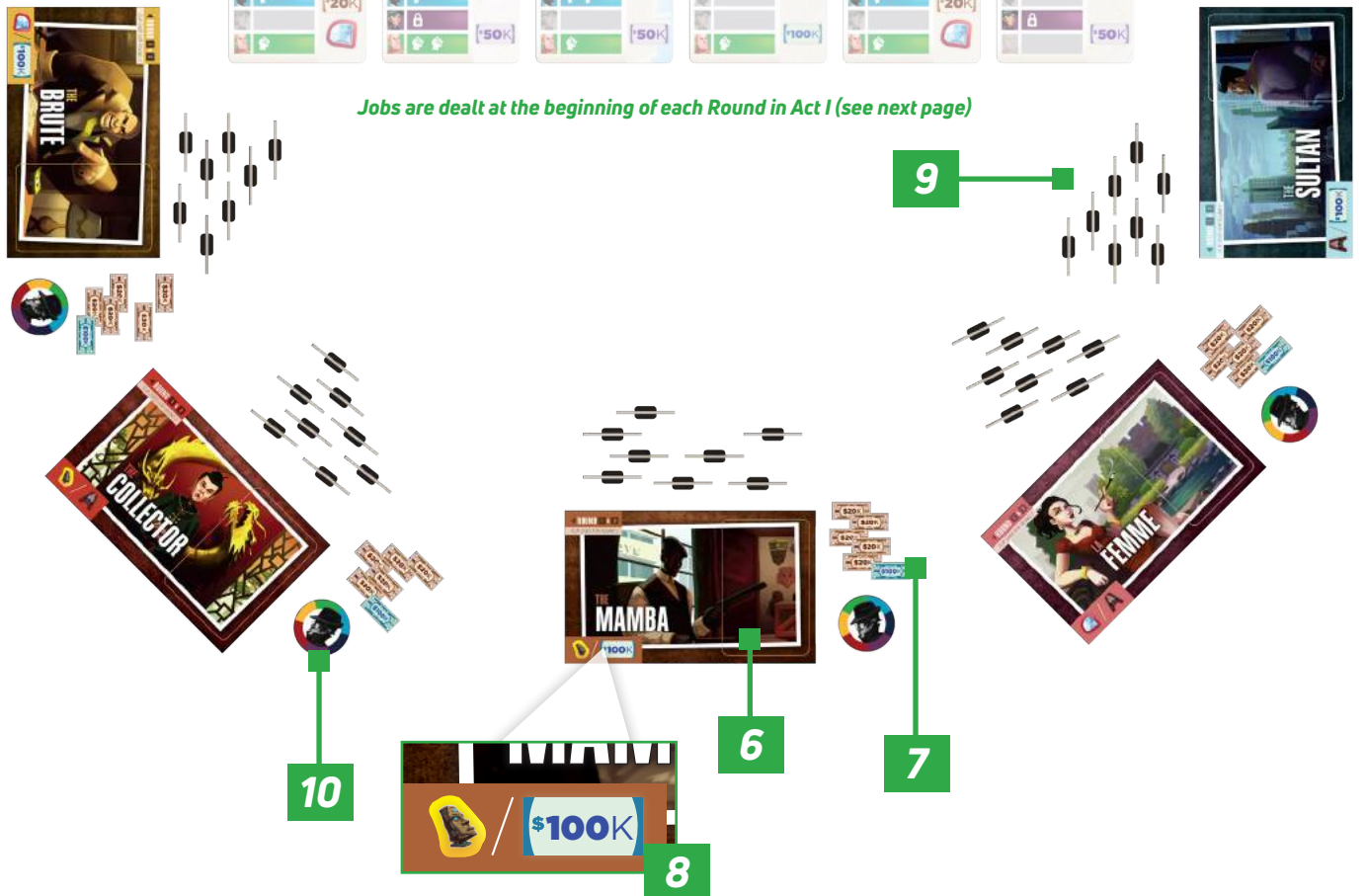
ACT I: THE SMALL JOBS

There are 3 Rounds in Act I. In each Round, players will draft Crew Cards then attempt to complete Small Jobs and earn the associated rewards. But careful, anyone sending Crew on a failed Job will pay for it!

ROUND SETUP

At the beginning of each Round, deal one Job Card **face-up** to the space below each of the 6 Job Number Tokens.

Then, deal cards from the Crew Deck **face-down** to each player as follows:

- *In a **2** player game, deal **9** cards to each player*
- *In a **3** player game, deal **8** cards to each player*
- *In a **4** player game, deal **7** cards to each player*
- *In a **5** player game, deal **6** cards to each player*
- *In a **6** player game, deal **5** cards to each player*

Each player may look at his hand of cards but should keep them secret from his opponents.

All players may also reset their Jack of All Trades Token to the 'unused' side.

PHASE 1 - HIRE CREW

Each player will be drafting Crew Cards during the Hire Crew Phase. This process is explained below.

At any time during this phase, a player is allowed to look at the cards he has chosen, but his cards must always be kept secret from his opponents.

Each player simultaneously chooses **one** Crew Card from his hand and places it **face-down** on the table in front of him (not on his Boss Player Board).

TIP!	*Review the information on the Job Cards that are in play before deciding which Crew Card to choose.*

Holding Space

CREW

Each player now passes the remaining cards in his hand to the player on his left by placing them on the Holding Space of the receiving player's board. If a player is ready to pass a set of remaining cards and the receiving player has not yet picked up the cards on his Holding Space, **no additional cards may be placed there until the Holding Space becomes empty again.**
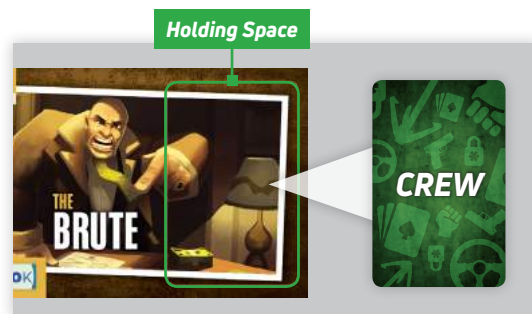
Repeat this process of choosing a card and passing the remaining cards until there are no cards left. When the last card is passed, the receiving player simply adds it to his other face-down cards and knows that is the last card he will receive this Round.

IMPORTANT!

After all players have finished hiring their Crew, each player should pick up any Expert Crew they assigned to Training in the previous Round (see Assigning Expert Crew on page 7) and add them to their hand. Phase 2 can now begin.

NOTE!

The direction in which Crew Cards are passed changes each Round. A reminder of the correct direction is shown at the top of each Boss Player Board:

- *Crew Cards are passed to the **left** in Round 1*
- *Crew Cards are passed to the **right** in Round 2*
- *Crew Cards are passed to the **left** in Round 3*

PHASE 2 - ASSIGN CREW

In Phase 2, each player secretly determines how he will assign his chosen Crew Cards. Each Crew Card is then assigned to a **Job**, assigned to **Training**, or left **Unassigned**. During this phase, there should be no discussion, and players should not look at how others are assigning their cards.

JOB CARDS AND THE CREW REQUIREMENT

There are 6 different jobs available as represented by the Job cards on the table under the #1 - #6 tokens. Each Job requires a very specific set of talented criminals in order for the location to be robbed successfully. This is known as the **Crew Requirement**. Each Crew icon matches one of the 6 Crew types: Con Man, Driver, Grease Man, Gun Man, Hacker, or Muscle.

For each icon shown on a given Job, one matching Crew Card must be assigned to that Job in order for the Crew Requirement to be met. These matching Crew Cards may be assigned by a single player or by any combination of players.

Crew Requirement

EXAMPLE

The Crew Requirement to rob the Night Club is 1 Con Man, 1 Driver, 2 Gun Man, and 1 Muscle. If at least 1 Con Man Crew Card, 1 Driver Crew Card, 2 Gun Man, and 1 Muscle Crew Cards are assigned to the Night Club by any player or combination of players, it is robbed successfully!
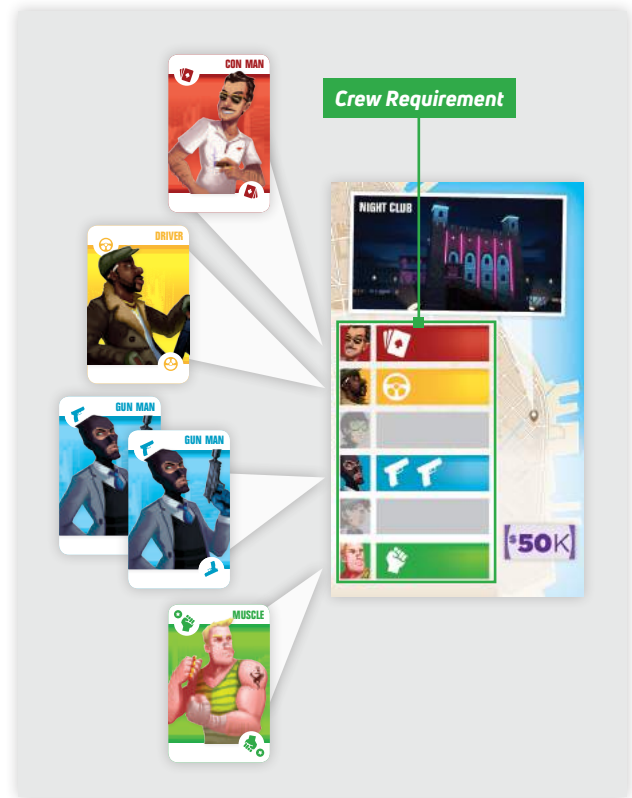
ASSIGNING CREW CARDS TO JOBS

Each player places all of the Crew Cards that he wishes to assign to a given Job in a **face-down** pile on the table in front of him. He then takes his Assignment Tile marked with the corresponding Job Number and places it on top of the selected Crew Cards making sure that the Job Number is not visible to any of his opponents. He repeats this process for each of the remaining Jobs to which he wishes to assign Crew Cards.

A player may choose to assign any number of eligible Crew Cards to a given Job (including zero). Each Crew Card may only be assigned to one job. A player may not assign a Crew Card to a Job if that Crew type's icon does not appear on the Job. If this occurs accidentally, treat the mismatched crew card as Unassigned.

ASSIGNING EXPERT CREW CARDS TO TRAINING

Some Crew Cards have an Expert Crew icon (star). You may choose to train with these Expert Crew in an attempt to gain a special Expert Ability in Act II.

To assign Expert Crew Cards to Training, a player places 1 to 3 cards of the **same Expert Crew type face-down** on the table in front of him and places his Training Assignment Tile (the tile with 3 stars) on top.

Expert Icon

Expert Icon

GAINING AN EXPERT ABILITY

If a player has successfully assigned **3** Expert Crew Cards **of the same Crew type** to Training at the end of Act I, he gains the Expert Ability of that Crew type for use in Act II. It is not possible for a player to gain more than one Expert Ability, and some players may not gain one at all.

There are 7 Expert Crew Cards of each Crew type. As a result, it is possible for 2 different players to each gain the same Expert Ability.

NOTE!

Any cards assigned to Training before the third Round will be added to the player's hand at the end of the next Hire Crew phase. This means that the player has the option to once again assign them to Training or change his mind and assign them to Jobs.

EXAMPLE

The Collector assigns 2 Expert Driver Crew Cards to Training in Round 1. She assigns a third Expert Driver Crew Card to Training in Round 2. Even though The Collector now has 3 Expert Driver Crew Cards assigned to Training, she will not gain the Driver's Expert Ability unless these 3 cards are still assigned to Training at the end of Round 3.

In Round 3, at the end of the Hire Crew Phase, the Collector picks up the cards she assigned to Training and adds them to her hand. Next, in the Assign Crew Phase, The Collector decides she'd rather assign her 3 Expert Driver Crew Cards to Jobs, especially since she was able to draft 3 Expert Muscle Crew Cards this Round and will still be able to gain a different Expert Ability. She assigns the Driver Crew Cards to Jobs along with a few of her other Crew Cards. She decides to assign the 3 Expert Muscle Crew Cards to Training and will gain the Muscle Expert Ability at the end of Round 3.

The Expert Abilities are beneficial in Act II. Therefore, they are explained later (*see section 'Expert Abilities'*) and may also be found on the included Player Aide cards for each player.

LEAVING CREW CARDS UNASSIGNED

If a player has any Crew Cards that he cannot or does not wish to assign to a Job or to Training, he places these in a separate **face-down** pile on the table and places his Assignment Tile marked with the Trash Can Icon on top. Crew Cards that are left Unassigned are discarded at the end of each Round and may not be carried over into the next Round.

NOTE!

Any Crew Cards that were mistakenly assigned illegally to a Job or Training should be treated as Unassigned for gameplay purposes.

PHASE 3 - RESOLVE JOBS

After all players have finished assigning their Crew Cards, each Job is resolved one at a time in numerical order according to the Job Number Tokens.

RESOLVING JOBS

To resolve a Job, all players that have assigned Crew Cards to that Job simultaneously reveal their cards and place them face-up in a **common pile** on the table. All players then check the common pile to see if the Crew Requirement of the Job has been met.

If the Crew Requirement has been met, the location has been robbed successfully, and the Crew Cards in the common pile are placed in the Crew Discard Pile. A **Job Payout** now begins (s*ee 'Job Payout' on page 10)*.

If the Crew Requirement has not been met, each player that has assigned at least one Crew Card to the Job now decides whether or not to use his Jack of All Trades Token.

> ### NOTE!
> **If the number of Icons needed exceeds the number of available JoAT tokens of the players that participated in the Job, it is not possible for JoAT tokens to make a difference and the Job has fails.**

JACK OF ALL TRADES

Not every heist goes smoothly. Sometimes a Boss may need to send in the most highly-skilled member of his crew to get the job done! Each player has a Jack of All Trades (JoAT) Token that may be used **once per round**. A JoAT Token satisfies any single icon in the Crew Requirement that has not been met. When a Job has a Crew Requirement that has not been met, each player that assigned at least one Crew Card to the Job now has the opportunity to use his JoAT Token in an attempt to make the robbery succeed. Players who did not assign at least one Crew Card to the Job, or those that have already used their JoAT Token this Round, may not participate.

Unused   *Used*
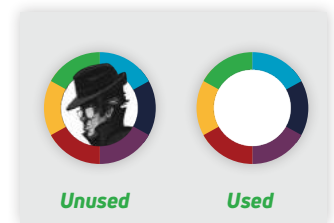
Each player involved now takes his JoAT Token in his hand and holds it under the table. Each of these players now secretly chooses whether or not to use his JoAT Token. If a player chooses to use his JoAT Token, he conceals it in his fist, then holds his **closed** fist out above the table. If he decides not to use his JoAT Token, he keeps it under the table in his other hand, then holds an **empty, but closed,** fist out above the table. Once all participating players have held out their fists, they simultaneously open their hands to reveal whether or not they have chosen to use their JoAT Token.

> ### NOTE!
> **When JoAT Tokens are revealed, it does not matter which side of the token is face-up, only whether or not the token is present.**

If the number of revealed JoAT Tokens **equals or exceeds** the number of icons still needed to meet the Crew Requirement, the robbery **succeeds,** and a Job Payout is made to each player who contributed at least one Crew Card to the Job (*see section 'Job Payout')*.

If the number of revealed JoAT Tokens is **less** than the number of icons still needed to meet the Crew Requirement, the Job fails (*see section 'Job Failure'*)**.**

> ### IMPORTANT!
> **Whether the robbery succeeds or fails, each player who revealed his JoAT Token places it back on the table in front of him with the blank 'used' side face-up. It may not be used again this Round.**

A player who did not choose to reveal his JoAT Token simply places it back on the table in front of him with the 'unused' side face-up. He may still choose to use it later this Round.
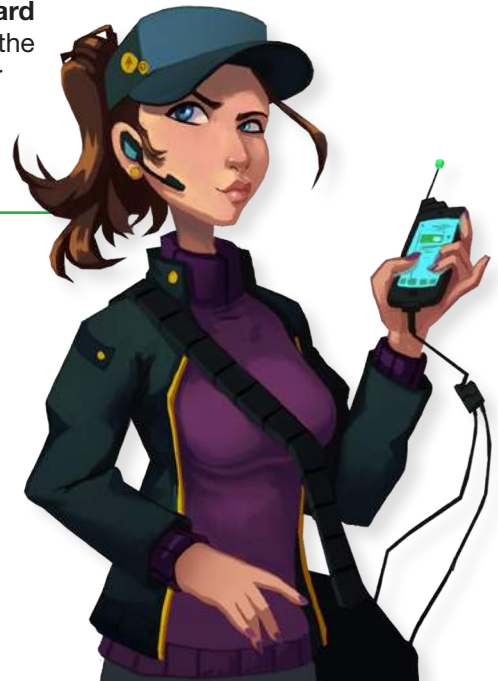
JOB PAYOUT

If a Job was successful, **each player** who assigned **at least one Crew Card** to the Job receives the Payout Token and Cash Token rewards shown on the Job Card. Each player's Payout Tokens and Cash Tokens are placed near his Boss Player Board. These tokens are not kept secret and must be visible to all players.

JOB FAILURE

When a Job fails, the Bosses who've attempted the robbery have not only sent insufficient crew, they've also lost valuable equipment and resources in the process. These tools of the trade need to be replaced!

VERY IMPORTANT!

If a Job fails, each player who assigned at least one Crew Card to the Job pays $20K to the Cash Supply. This cost must be paid with Cash Tokens and is never paid with Payout Tokens (Artifacts, Diamonds, or Hard Drives). If a player has less than $20K in Cash Tokens and is unable to pay, he may ignore this penalty.

END-OF-ROUND CLEANUP

Any Crew Cards left Unassigned must be discarded to the Crew Card discard pile.

All 6 face-up Job Cards on the table are discarded to the Job Card discard pile.

Any Expert Crew Cards assigned to Training should be revealed

If Round 3 just ended, the game proceeds to Act II. Otherwise, Act I continues, and each player flips over his Boss Player Board. Setup and begin a new Round.

ACT II: THE BIG SCORE

The Bosses have collaborated on a series of small jobs, acquired cash, artifacts, diamonds, and hard drives, and they will now break into the Centennial City Bank vault and try to rob it clean before the cops arrive! Act II is played over a series of rounds, each consisting of 2 Phases, and it begins with all players starting inside the Vault. Act II will end when all players have either fled or been busted by the cops.

ACT II SETUP:

If a player successfully completed Training (has 3 Expert Crew Cards under his Training tile), he keeps one of these cards face-up on the Holding Space of his Boss Player Board to show that he has gained that Crew type's Expert Ability.

Each player keeps one of his Assignment Tiles (it does not matter which one is kept). All remaining Assignment Tiles, Job Cards, Job Number Tokens, Crew Cards, and JoAT Tokens are set aside. They will not be used for the rest of the game.

The First Player Marker is given to the player with the fewest number (not value) of Payout Tokens - **do not include Cash Tokens when counting**. If there is a tie, the First Player Marker is given to the youngest among the tied players.

Place the Vault and Cop Track in the middle of the table.

Draw 5 random Vault Tokens from the Vault and place them on the table. These tokens will be referred to as the Vault Floor.
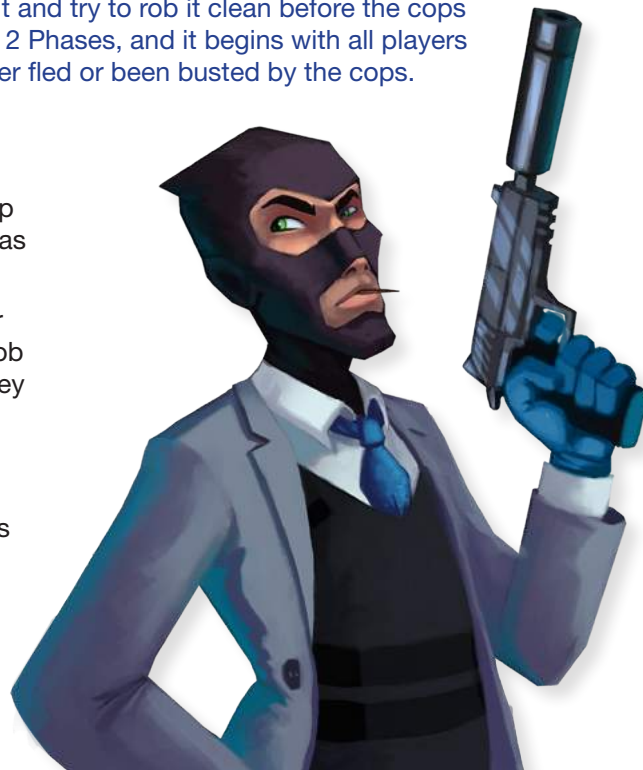
> ### IMPORTANT!
> If any Cop Tokens are drawn when setting up the Vault Floor, place them back in the Vault and draw again. Cop Tokens are never placed on the Vault Floor.

Each player now places his Assignment Tile in the middle of the table near the Vault. This tile represents the pictured Boss as being 'inside' the Centennial City Bank vault.

PHASE 1 - ROB OR FLEE THE VAULT

At the beginning of each Round, all players inside the Vault will individually and secretly choose to either: **Rob The Vault** or **Flee The Vault**. Player order does not matter in Phase 1 and only becomes important in Phase II.

If a player chooses to **Rob The Vault**, he reaches into the Vault and draws **one** Vault Token **making sure to conceal his drawn token in his fist**. He then pulls his hand out of the Vault and holds his fist out over the table.

If a player chooses to **Flee The Vault**, he **reaches into the Vault**, but he **does not draw** a Vault Token. Instead, he withdraws an **empty but closed fist**, then holds his fist out over the table.

> *TIP!* *When choosing to Flee The Vault, it is best to make the other players believe that you have chosen to draw a token. Therefore, it is wise to shuffle the Vault Tokens around and withdraw a fist that appears to have a token concealed inside.*

Once a player chooses to Rob or Flee The Vault and has pulled his fist out of the Vault, he may not change his mind.

Players take turns reaching into the Vault and deciding to Rob or Flee The Vault. Once all players are holding a fist out over the table, they simultaneously open their hands revealing their decisions.

THE REVEAL

When a player:

Opens his fist and reveals that he has drawn any token other than a Cop Token, he has managed to break into a lockbox containing valuable loot! He keeps this token in his hand to potentially Trade With The Vault Floor in Phase 2.

Opens his fist and reveals a Cop Token, it is immediately added to the Cop Track. The first Cop Token added to the Cop Track is **placed on the space that depicts the number of players in the game**. Each additional Cop Token is placed one space closer to the Busted Space. If more than one player draws a Cop Token in a round, **all** of the drawn Cop Tokens are immediately added to the Cop Track.

Opens his empty fist and reveals that he has chosen to Flee, his participation in Act II is over. If he has it, he should pass the First Player Marker to the left. He then removes his Assignment Tile and all of his Vault Tokens acquired in Act II from the center of the table and places them near his Boss Player Board. These Vault Tokens are now combined with the Payout Tokens and Cash Tokens that he acquired in Act I.

Number of players in the game
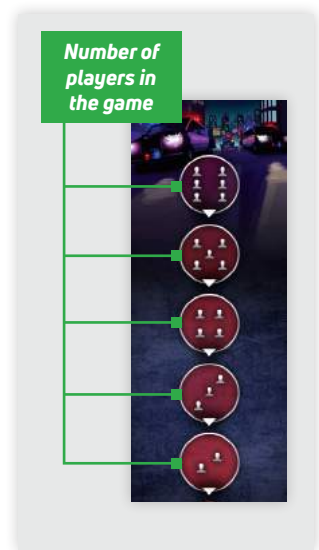
GETTING BUSTED

If a Cop Token is placed on the Busted Space, the cops have arrived, and **all players that drew a token this Round** are Busted! In other words, anyone who did not Flee The Vault is Busted, and Act II is over.

Each player who has been Busted immediately loses all of his Vault Tokens (including the token drawn this Round) **that he acquired in Act II**. These tokens are placed back in the Vault.

The Final Cop Token ends Act II
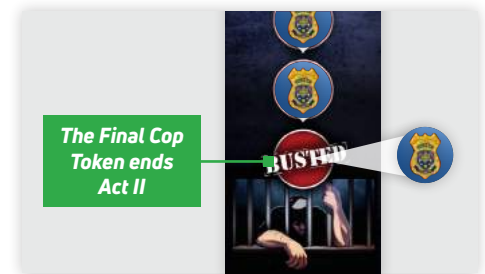
IMPORTANT!

If a player is Busted, he does not lose any of the Payout Tokens or Cash Tokens that he acquired in Act I.

IMPORTANT!

A player who has chosen to Flee The Vault may never be Busted! Even if a player chose to Flee The Vault in the same Round in which a Cop Token is placed on the Busted Space, he escapes and is not Busted.

TIP! *If there are no Cop Tokens on the Cop Track at the beginning of a Round, it is not possible for anyone to be Busted that Round. In other words, you should never Flee if there are no Cop Tokens on the Cop Track!*

PHASE 2 - TRADE WITH THE VAULT FLOOR

If a Cop Token was placed on the Busted Space, the game ends immediately, and there is no Trade With The Vault Floor Phase. Otherwise, each player remaining in the Vault **who did NOT draw a Cop Token** now has one opportunity to Trade With The Vault Floor.

Starting with the player who has the First Player Marker, each eligible player (in clockwise order) chooses whether or not to Trade With The Vault Floor. If a player chooses to Trade With The Vault Floor, he swaps the Vault Token that he has **just drawn** with any one token on the Vault Floor.

Each eligible player may only Trade With The Vault Floor **once** per Round.

He may not choose to swap one of his previously drawn Vault Tokens.

A player may pass and choose not to Trade With The Vault Floor. If he passes, he keeps the token he drew from the Vault and he will not have another opportunity to Trade With The Vault Floor again this Round.

Whenever the player with the First Player Marker makes a Trade With The Vault Floor, the First Player Marker is immediately passed to the player on his left (skipping any player who has chosen to Flee The Vault). It remains with that player until he chooses to Trade With The Vault Floor when it is again passed to the left and so on.

NOTE!

Cop Tokens may never be traded for a token on the Vault Floor as they are immediately placed on the Cop Track when revealed

All players that just revealed a Vault Token place it near their Boss Player Board. Each player's Tokens are not kept secret and must be visible to all players.

IMPORTANT!

Unless he has chosen to Flee The Vault, a player's Vault Tokens are at risk of being lost and must remain separate from his tokens acquired in Act I. If they do get mixed, Vault Tokens can be easily distinguished by their circular shape.

After all eligible players have Traded or Passed, a new Act II Round is ready to begin!

EXAMPLE

The Mamba, The Collector, La Femme, and The Brute are playing a 4-player game and are beginning a new Round of Act II. There are no Cop Tokens on the Cop Track so all 4 players choose to Rob The Vault this Round. Each player simultaneously reveals his drawn token. The Collector, La Femme, and The Brute have each drawn a Cop Token. The Collector places her Cop Token on the Cop Track on the space depicting 4 players. La Femme places her Cop Token one space closer to the Busted Space. The Brute places his Cop Token another space closer to the Busted Space. The Mamba has drawn a $50K Vault Token. The Mamba has the First Player Marker. Therefore, he has the first opportunity to Trade With The Vault Floor. He decides to swap his $50K token with an Artifact Token on the Vault Floor. He immediately passes the First Player Marker to the player on his left. Since the other 3 players drew Cop Tokens, they cannot make a trade with the Vault Floor.

A new Round begins, and all players take turns reaching in the Vault before putting a closed fist out over the table. The Mamba opens his empty fist to reveal that he has chosen to Flee The Vault. He removes his Assignment Tile and all Vault Tokens that he has acquired in Act II from the center of the table. He combines his Vault Tokens with his tokens acquired in Act I. The Collector, La Femme, and The Brute have once again each drawn a Cop Token. Placing the tokens result in a Cop Token being placed on the Busted space on the Cop Track. The Mamba has safely Fled the Vault, but The Collector, La Femme, and The Brute have all been Busted. Therefore, each of the Busted players returns all of the Vault Tokens that they acquired in Act II to the Vault. However, they do not lose any of their tokens acquired in Act I.

GAME END

Act II ends immediately when there are no players inside the Vault because they have all Fled or been Busted! The game is over, and the winner is now determined.

WINNING THE GAME

Each player now determines the total value of his Payout Tokens, Cash Tokens, and Vault Tokens acquired throughout the game. The player with the highest value is the winner!

TIE-BREAKER

If there is a tie, the player who has the highest value in **Cash Tokens from Act I** is the winner. However, a player that was Busted loses all ties with any player that was NOT Busted.

If there is still a tie, the player with the most Vault Tokens is the winner.

ADDITIONAL RULES

PAYOUT TOKENS

Throughout the game, players gain various Payout Tokens whose values vary depending on the situation as described below. Vault Tokens are circular and may only be acquired from the Vault during Act II.

Diamond – The more Diamonds a player acquires, the more money they are worth! This table shows the **total** value of the Diamonds based on the quantity shown.

Example: The Collector has 3 Diamonds. The total value of all 3 Diamonds is $100K. If she acquires a 4th Diamond the total value of her Diamonds will rise to $200K!

Quantity	Total Worth
1	$20K
2	$50K
3	$100K
4	$200K
5	$350K
Each Additional	+ $150K

Artifact – Artifacts are worth $30K each. Additionally, the player with the most Artifacts at the end of the game gains an additional $250K. If two or more players are tied for the most Artifacts, **nobody** gains the $250K bonus.

Hard Drive / Digital Key – When a player receives a Hard Drive Token, he places it on the table in front of him with the red 'locked' side face-up. As long as a Hard Drive is 'locked', it is worthless. If a player later manages to acquire a Digital Key from the Vault in Act II, the Hard Drive Token is flipped, the Digital Key is inserted, the Hard Drive is 'unlocked', and its sensitive digital information is now worth $200K!

Silver Bar – worth $150K as indicated.

Gold Bar – worth $200K as indicated

EXPERT ABILITIES

At the end of Act I, if a player has successfully assigned **3 matching** Expert Crew Cards to Training, he gains that Expert Crew type's ability. **Each Expert Ability may only be used once per game** with the exception of the Hacker's ability which simply affects the player's end game scoring.

CON MAN - when a Con Man trades with the Vault Floor, he may trade any one of his previously drawn Vault Tokens instead of the token just drawn from the Vault.

GUN MAN - when a Gun Man trades with the Vault Floor, he also immediately steals one token from the Vault Floor. For the rest of the game, the Vault Floor now has one less Vault Token.

GREASE MAN - after choosing to Flee The Vault, a Grease Man immediately steals one token from the Vault Floor before the Trade With The Vault Floor Phase begins. For the rest of the game, the Vault Floor now has one less Vault Token.

DRIVER - after choosing to Flee The Vault, a Driver immediately draws and keeps two tokens from the Vault. He may not make a trade with the Vault Floor. If any Cop Tokens are drawn, they are not added to the Cop Track. They must be returned to the Vault, and no additional Vault Tokens are drawn.

MUSCLE - At any time in Act II, a Muscle may steal the First Player Marker. Once that Muscle makes a trade with the Vault Floor, the First Player Marker is immediately passed to the player on his left as normal.

HACKER - A Hacker's unpaired Hard Drives or Digital Keys are worth $50K each at the end of the game.

If multiple players with an Expert Ability wish to use their ability at the same time, the player who is seated closest to the First Player Marker (in clockwise order) gets to act first.

SIMPLE VARIANT

When playing *The Big Score* with younger players or players who might prefer a slightly less complex gameplay experience, the Simple Variant may be used. When playing with this variant, simply ignore all Expert Crew icons. Each Expert Crew Card functions as a regular Crew Card, no Expert Crew Cards may be assigned to Training, and no Expert Abilities may be gained. Each player's Assignment Tile marked 'Training' may be left in the box.

2-PLAYER RULES

When playing The Big Score with 2 players, each player takes **2** Jack of All Trades Tokens during setup.

The JoAT tokens work the same, but a player may choose to reveal 0, 1, or both tokens when resolving a Job.

THE INSIDE MAN (2-PLAYER GAMES ONLY)

The Bosses have a man planted 'on the inside' who is ready to help pull off the robbery.

When resolving a Job in Act I, if the participating players' Crew Cards did not meet the Crew Requirements on their own, draw the top card off of the Crew Deck and add it face-up to the common pile. If the Crew type that is drawn is in the Job's Crew Requirement, it satisfies one of that Crew type's icons, otherwise it has no effect and may be discarded. If the Job's Crew Requirement has been met, a Job Payout now takes place.

If the Job's Crew Requirement still has not been met, each player now decides whether or not to use his available Jack of All Trades Tokens as normal.

1-PLAYER RULES

If you are looking for the solitaire rules, they can be found in the separate solitaire rule book included in the box.

CREDITS

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GAMEPLAY SUMMARY

ACT I: THE SMALL JOBS - SUMMARY

Act I is played over 3 rounds.

SETUP - AT THE BEGINNING OF EACH ROUND:

- Set JoAT Tokens to unused side
- Deal 6 new face-up Jobs Cards
- Deal Crew Cards to each player

# of Players	Crew Cards
2	9
3	8
4	7
5	6
6	5

PHASE 1 - HIRE CREW

Each player drafts Crew Cards by taking a card and passing the remainder to the next player. Repeat this process until all cards have been drafted.

PHASE 2 - ASSIGN CREW

Each player secretly and without discussion assign his Crew Cards to Jobs, Training, or Unassigned.

PHASE 3 - RESOLVE JOBS

Players collectively resolve Jobs one at a time starting with #1 and ending with #6. Take Payout Tokens (successful) or pay $20K (failed).

END OF ROUND CLEANUP

Reveal cards assigned to Training and discard all other cards. If Round 3 just ended, proceed to Act II, otherwise set up a new round.

JOB CARDS DISTRIBUTION

Only 18 of the 24 cards will be used in each game.

Rewards		Jobs with this payout	Total Crew Required
Cash	Token	#	#
$20K	A	2	3
$20K	(artifact)	2	3
$20K	(diamond)	2	3
$30K	A	2	4
$30K	(artifact)	2	4
$30K	(diamond)	2	4
$50K	-	6	5
$100K	-	6	6

ACT II: THE BIG SCORE - SUMMARY

Act II is played over a series of Rounds.

SETUP - AT THE BEGINNING OF ACT II

- Players who gained an Expert Ability place 1 Expert card on their board
- Give the First Player Marker to the player with the fewest number of Payout Tokens (Diamonds, Artifacts, and Hard Drives)
  - If tied, give it to the youngest among the tied players
- Place the Vault and Cop Track in the middle of the table
- Draw 5 tokens to make up the Vault Floor (return Cop tokens to the Vault and redraw)
- Each player places one of his Assignment Tiles in the middle of the table

PHASE 1 - ROB OR FLEE THE VAULT

Each player reaches in the Vault and chooses to Rob (take a token) or Flee (take nothing), but he keeps his fist closed until everyone has drawn.

All players then reveal what is in their hand:

- No token - the player has Fled the Vault and escapes with all previously acquired Vault Tokens
- Cop token - the player adds the Cop token to the Cop track
  - If placed on Busted, the game ends, and all players still in the Vault lose must return all Vault tokens. Otherwise, play continues
- Other token - the player keeps the token and will have the option to Trade with The Vault Floor in Phase 2

PHASE 2 - TRADE WITH THE VAULT FLOOR

- Starting with the player who has the First Player Marker, each player may choose to keep his Token or trade it with the Vault Floor
- When a player with the First Player Marker trades with the Vault Floor, he passes the Marker to the next active player (still in the Vault)

Continue Act II until all players have either Fled or been Busted.

VAULT CONTENTS (62 TOKENS)

Vault Token	#	Vault Token	#
$20K	4	(gold)	1
$30K	6	(battery)	6
$50K	6	(artifact)	10
$100K	4	(diamond)	10
(hard drive)	5	(cop badge)	10