

Rules

You embody a thief penetrating, oh irony, the International Crime Bank. This bank is divided into two sectors. On the one hand, an exhibition of the most sophisticated tools for robbery of all kinds locked in secure display cases. On the other, a succession of fortified chambers containing gold ingots and at the end of which stands the only emergency exit.

Your goal: to accumulate as many ingots as possible before escaping from the bank.

Preparation of the heist

Take two dice and place them on the first fortified chamber at the bottom of the central arrow. Each dice must display the six side on top. Put on a soundtrack suitable for a high-level robbery. Take a pencil and an eraser and you're ready to go.

Principle of the heist

Your two dice represent your fetish robbery tools. Instead of casting them, you will start each heist with each of the dice showing side six. At the end of each round, you will then decrease the value of one of the two dice of your choice by 1 (6 6->6 5->6 4->5 4 ...). **You must not throw the dice under any circumstances.** The game ends when you can no longer decrease the value of either of the two dice. In short, at this point, all your tools will be broken, it will be time to get out of here.

Each round, you will have to use both dice to calculate values that allow you to open secure devices. The necessary values are displayed on each of these devices. To calculate these values, you must use one of the four basic operations: + - x ÷. For example, the values you can get with your two starting dice are: 12 (6+6), 36 (6x6), 1 (6÷6) or 0 (6-6).

Course of a round

1. Choose the secure device to be robbed: the next fortified chambers (containing five gold bars), OR a display case containing a rare burglary tool.
2. Unlock the chosen device by calculating the desired value with your dice (+, -, *, /) and with the help of the rare tools stolen during the robbery.
3. If you have broken into a fortified chamber, place your dice on it. Otherwise, do not move them.
4. Decrease the displayed value of the dice of your choice by 1 (6 6 becomes 6 5, and so on).

The **heist ends** when :

1. You are in the last chamber and decide to escape through the exit, or when
2. You can no longer decrease the value of either of your two dice.

When the game is over, you will finally be able to calculate your final score and enter your name in the thieves' Hall of Fame. Your loot may even give you access to the very restricted Velvet Fingers circle.

Rare Tools

You will find all sorts of additional tools in the display cases to help you break into vaults during your jaunt. Once you have obtained tools, you will be able to use each of them at most once per calculation. Checkboxes show you for each one the number of possible uses.

Some of these showcases being in the VIP area, it will however be mandatory to first prove your value to the very closed circle of the Velvet Fingers in order to access them.

Hall of Fame

Bandit nickname	Gold ingots nbr

You find 5 gold ingots in each fortified chamber.
Lose half if you didn't finish on the exit.

+
x

The Heist

-
÷

Rare tools exhibition

Fortified chambers

EXIT

-3

0

? = ?

20

• •

•

≥50

36

• • •

• • •

START

Or start back again, if you dare !

☐ Check if unlocked

Uses ☐ ☐

≥24

Thorhammer v3

x2

to the value of one dice OR to the result

☐ Check if unlocked

Uses ☐ ☐

1

Nail Gun x63C

±1

to the value of one dice OR to the result

☐ Check if unlocked

Use ☐

40

Dynamate X

Gain 20 gold ingots. This tool is used immediately.

☐ Check if unlocked

Uses ☐ ☐

≥35

Maxhammer 45 [limited]

$\frac{+}{x} = \frac{-}{\div} 3$

to the value of one dice OR to the result

☐ Check if unlocked

Uses ☐ ☐

?

Screwdriller 40

±2

to the value of one dice OR to the result

☐ Check if unlocked

Uses ☐ ☐

?

Max IronCutter

Use the value on the opposite face of one dice

☐ Check if unlocked

Use ☐

X

TNT-Rex 3600

Gain X gold ingots. This tool is used immediately.

VIP Zone

☐ Check if unlocked

Use ☐

-2

WD-50 and Tape

Flip one dice on its opposite side (and let it that way)