

# CROOKS OF A FEATHER

## SETUP

You've all agreed to take part in a museum heist. The objective of the game is to collect the most museum **Artifacts** and **Eliminated Hazards**. Collecting Artifacts is more reliable than Eliminating Hazards.

The player with the highest collective number of **Artifacts** and **Eliminated Hazards** at the end of the game wins.

The end of the game is determined by the **Heat Meter**. The heat meter determines how close the police are to arriving and forcing your group to escape.



As soon as the **Heat Meter** reaches its maximum value of 25, the game ends.

Certain player actions during the game will increase or decrease the Heat Meter depending on their level of risk.

### In Other Words:

Players who are ahead (those who have acquired more **Artifacts**) should attempt to finish the game while they're ahead by increasing the **Heat Meter**.

### However, there is a catch:

Raising the Heat Meter in any way leaves you vulnerable to being stolen from

Players who are behind should attempt to either reduce the **Heat Meter** to buy themselves extra time to catch up or attempt to sabotage other players.

Each player chooses a character!



Each player must get a **Character Card** that corresponds to the character they chose.

Position all four **Player Tokens** in the center of the board.

Place two hazard cards **per room** (there are two rooms per wing), not counting the **Control Room** and the **Gift Shop**.

All hazard cards must be placed face down.

Distribute 2 artifacts **per room**.

**Make sure you place the Artifacts in their corresponding wing!**



Each room should have two **Hazards** and two **Artifacts**.

Place all four (4) Cameras on the board

Place the **Heat Meter Indicator** on top of the **Heat Meter** at the starting value of "1"

Shuffle and Place the **Fixer Van Deck** on top of the **Fixer Van**

Place the Fixer Van outside the museum's northern exit (by the **Control Room**).

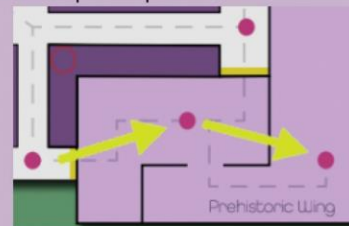
Shuffle and place the **Gift Shop Deck** on top of the **Gift Shop** face down.

Take the top three (3) cards and place them face up in front of the **Gift Shop**.

**During the first turn** each player may pick two rooms and see which hazards they contain

## TAKING YOUR TURN

**MOVEMENT:** A player may move up to TWO (2) connected spaces per turn



**ACTION:** A player may also perform any ONE of the following Actions per turn

- **Move OR Eliminate** a single **Hazard** in the room that the player is in, discarding any items used.
- Acquire a **Fixer Card** from the **Fixer Van** (If next to the Fixer Van)
- Acquire a **Gift Shop Card** from the **Gift Shop** (If in the Gift Shop space)
- **Steal** from another player (If in the same space)
- Interact with the **Control Room** (If inside the Control room)

A player may also use as many Fixer Cards as they wish within their turn in spite of having performed any of the above actions

Finally, players are limited to **grabbing ONE (1) Artifact per turn** if the room no longer contains any hazards (or contains a single **Bypassed Hazard**)

**ALL PLAYER ACTIONS, INCLUDING EACH MOVEMENT ACTION, CAN BE DONE IN ANY ORDER THE PLAYER CHOOSES**

**ALL PLAYER ACTIONS ARE OPTIONAL**

## Dealing With Hazards

If a player happens to be inside a room within one of the wings, they may look at any or all the face-down hazards in that room at any point during their turn



Every Hazard Card has two (2) Requirements (A Stat Check and a Gift Shop item) and one (1) Character Bypass

If the player meets one (1) of the Requirements, they may Move the Hazard to an adjacent room or adjacent wing rooms. You'll always have five (5) rooms to choose from! Discard any items used.



If the player meets the two (2) Requirements, they can Eliminate the Hazard for good and keep it for themselves. Eliminated Hazards have the same value as collected Artifacts

If a player is the character that Bypasses the Hazard, they are able to ignore it. In this case the Hazard remains in the room but it does not affect the player with the Bypass.

## Rolling the Dice

If a player does not meet the Stat Requirement but they are determined to move the hazard, there is a risky alternative: The player may roll the D4 Dice:

1. Automatic failure
2. +2 to selected stat
3. +3 to selected stat
4. +4 to selected stat

If the player meets or surpasses the Stat Requirement after the roll, they may move the Hazard to an adjacent room or an adjacent wing.

If they fail by either getting a 1 or by not meeting the Stat Requirement after adding the number, they lose the next turn.

Choosing to Roll the Dice will automatically increase the Heat Meter by +1 regardless of whether or not it ends in success.

### Collecting Artifacts

Artifacts may be collected BY ANY PLAYER if the room they're in no longer contains any Hazards. This means another player may swoop in and grab one for themselves in a room that you cleared.

Artifacts may also be collected if the room only contains Bypassed Hazards, but only by the character that Bypasses them. This is a safer way of collecting Artifacts because the player who Bypasses is the only player who is unaffected, and therefore the only one who can collect Artifacts as long as the Hazard stays there.

Players are limited to collecting one Artifact per turn. This includes the turn in which they get rid of the last Hazard that affects them.

This means as soon as they get rid of the last Hazard that affects them, they may collect one (1) Artifact, but they will have to wait for their next turn in order to collect the second one.

This does not count as an Action.

## Item Cards

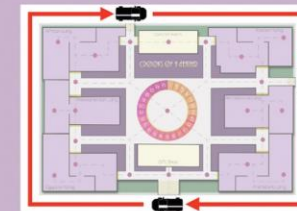
Since it counts as an Action, only one (1) Item Card can be obtained per turn.

There are two types of Item Cards: Gift Shop and Fixer

These be obtained from either the Gift Shop or the Fixer Van respectively if they are standing on their respective spaces.

If a player draws a card from the three (3) visible Gift Shop cards on the board, they should take the card at the top of the Deck and place it in the now empty slot, face up. This way, there's always three (3) visible Gift Shop cards on the Gift Shop

If a player draws a card from the Fixer Van Deck, the Fixer Van moves in a clockwise motion to the next Museum Exit.



A PLAYER MAY ONLY HAVE UP TO FOUR (4) CARDS AT A TIME, NOT COUNTING ELIMINATED HAZARDS OR THE PLAYER'S CHARACTER CARD

Using Fixer Cards does not count as an Action.

Players may use as many as they choose during their turn. Once used, they should be placed in the discard pile.

Gift Shop Cards may be used to deal with Hazards. This spends the card, at which point it should be placed in the discard pile.

## Control Room

If a player is in the **Control Room** they may spend their **Action** that turn to either:

- Turn as many **Cameras** they want and reduce the **Heat Meter** by **-3** (Refer to the Cameras Section of the Rules)

**OR**

- Reposition the **Fixer Van** to any of the three locations and reduce the **Heat Meter** by **-3**

Additionally, ending your turn in the Control room will reduce the **Heat Meter** by **-1** regardless of whether or not you performed one of these actions

### Heat Meter

The Heat Meter has 25 possible values.

The starting value is 1, and 25 marks the end of the game.

Certain actions will **increase or decrease** the **Heat Meter**

#### Increase:

Ending your turn in front of a camera **(+1)**

Ending your turn in a room with Hazards **(+ number of Hazards, not counting Bypassed Hazards)**

Turning a Camera(s) to face a player **(+ number of Cameras facing a player)**

Rolling the Dice **(+1)**

#### Decrease:

Ending your turn in the **Control Room** **(-1)**

Turning a Camera(s) from the **Control Room** **(-3)**

Repositioning the Fixer Van from the **Control Room** **(-3)**

Certain **Fixer Cards** marked by this icon also **increase or decrease** the **Heat Meter**.



## Cameras

There are four (4) **Cameras** in the museum.



Each **Camera** will always be facing one (1) out of the three (3) spots around it



Ending your turn in a space faced by a **Camera** will raise the **Heat Meter** by **+1**

Turning a **Camera** to face another player either through the Control Room or with a specific Fixer Card will make the affected player instantly raise the **Heat Meter** by **+1**

## Ending the Game

The game will instantly end the moment the **Heat Meter** reaches or surpasses its maximum value of **25**.

The player with the highest collective number of **Artifact** and **Eliminated Hazards** wins.

#### Tiebreakers

- If two or more players have the same collective number of **Artifact** and **Eliminated Hazards** then the player with the highest number of Item Cards is the winner.
- If the Tie persists, then the player with the Highest combined **Stats + Buffs from Gift Shop Cards** is the winner.

## Stealing

**RAISING THE HEAT IN ANY WAY LEAVES YOU VULNERABLE TO BEING STOLEN FROM UNTIL YOUR NEXT TURN.**

#### Conditions for Stealing:

- Are you in the same spot as the player you are trying to steal from?
- Has the player you are trying to steal from raised the **Heat Meter** in any way during their last turn **OR** has a camera being turned to face them?

If both of these conditions are met then you may **Steal** from the target player.

When **Stealing** the Stealer may take a random **Item Card** (Fixer or Gift Shop Cards) from the victim's hand. If the victim does not have any **Item Cards**, the Stealer may take a single **Artifact** or **Eliminated Hazards**

Since there is a limit of four (4) to how many **Item Cards** a player can hold, a player with a full hand of **Item Cards** will have to discard one of their choosing if they **Steal** one from another player. It is therefore recommended to keep a free slot if Stealing.

# Board Setup

