Objective:
Be the player to steal the most money. You can play for a set amount of time (e.g. 1 hour) and the winner is the Robber with the most cash in their stash at the end, or play until one player reaches a set amount. i.e.:

2 players = $1,000,000
3 Players = $700,000
4-6 Players = $500,000

Beginning Play:
Each player is dealt 5 robber cards. Randomly select the first player to start the game by drawing a loot card. The highest loot card starts, if it is a tie those two players re-draw cards until a winner is found. Play clockwise from the starting player. Return the cards and shuffle.

The Discard pile:
Whenever a card has finished its use place it into the discard pile adjacent to it's relevant deck.

The turn:
Each player selects one of the following three actions in their turn.

Loot   **Stash**   **Lie Low**

Lying low:
If you wish to you may Lie Low. This means that you do not Loot but you get to draw 2 cards from the Robber Deck. You can now play as many cards you wish to that can be played during the looting or lying low phases. This is when you can enhance your getaway car, steal from others and so on.

Looting:
Looting is how you get your cash. When you decide to Loot you take the top card from the loot deck (also known as **The Bank**) Don't show others the card and put it face down in front of you. This is your **Loot Pile**. Also take 1 Robber card, this will take you over the 5 card limit for now. You can now play as many cards you wish to that can be played during the looting or lying low phases. This is when you can enhance your getaway car, steal from others and so on.If the Loot or Robber deck is depleted, reshuffle the decks and start them again.The more cards you loot the more Cops you will have on your tail when it comes to getting away.

Stashing:
When you decide you have enough in your **Loot Pile** you can attempt to stash your Loot. At the start of your turn declare you are going to **Stash**. You may not play any cards to enhance your getaway car (see **the Getaway Car**). When you declare you are Stashing you must begin a Getaway sequence immediately (see **The Getaway**). This means you must have your Getaway car prepared in your previous turns.

Jail:

If you are sent to jail, either by failing a getaway or being caught in a booby trap, you lose all your unstashed loot and all your in play enhancements (labelled getaway) you must also miss a turn. While you are out of play you may not play any cards from your hand on other players until you have come back into play.

Ending the Turn:

Your turn is over after a getaway sequence when you are stashing or after you have played all the cards you wish to (which may be none) when looting or laying low. You may discard as many cards as you like but may not end your turn with more than 5 cards. If you have less than 5 cards you may top up to 5 cards.

Cards with a icon are used to enhance your car. These are played during your turn.

Cards with a icon are used during a getaway sequence.

Cards with a icon may only be used once.

Cop Cards:

These cards represent how many cops you have chasing you during a Getaway. Draw one card per loot card you have when attempting a getaway.

Once the Cop deck gets down to 2 cards, reshuffle these into the discard pile and start anew.

Alternate gameplay:

During a player's turn, Instead or Looting or Lying Low, they may perform up to two actions or attempt a getaway (as per previous rules) The 2 actions may be to either draw a card (Robber or Loot), play a card or discard any cards they wish. So discarding multiple cards is still only one action.

Players can have as many cards in their hand as they wish but start the game with 5 cards.

The game is played until all the cards in the Loot Pile are depleted. Once this happens the game is over the player with the most Loot wins.

The Getaway Car:

In your Robber hand you may have some cards that are used to enhance your getaway car, collectively known as enhancements. These cards are multiple use so can be used for multiple getaways. Each person's getaway car can be kitted out with 1 car type, 1 driver type and 2 upgrades even if the upgrades are the same.

These cards are labelled GE and are placed face up in front of you in your turn if you are **looting** or **lying low**. You do not have to have a Car to attempt a getaway. Nor do you need a Car to play Driver or Upgrade cards. If you play a new enhancement this will take the place of the card already out in front of you. Discard the previous enhancement.

The Getaway:

Each player may use Robber cards to help improve their chance of getting away or spoil the chances of their opponents. Some of these cards are multi-use labelled GE (as previously stated these are for the Getaway Car) while others are one use only U. Each card will have a number on it. This may say +1, +2, -1 etc. This represents the effect this card has on you getting away. + cards will help you, - cards will hinder. During a getaway sequence you may only play U cards. The GE cards must be played in a previous turn.

To start the getaway you must draw as many cop cards as you have loot cards in your loot pile. The cop cards will show a score that you must beat.

You may play + One Off cards to help you beat this score while others will play - cards to stop you getting away, the only other cards that can be played in this phase are the ejector seat and dump loot card (which would be played to counter the caught card). Play around in a clockwise fashion starting with the player trying to get away. If they are already beating the Cop Score start with the next player clockwise. During a getaway if any player passes on playing One Off cards they may not join in to this get away again. Players may play as many cards during their turn as they want. Once it becomes your turn again compare the score against the cop cards. If you equal or beat the Cop Cards then you have safely gotten away, put your Loot Pile to the side. This is your Stash which shows how much money you have stolen. If you have not then you must play some more cards to try and get away then carry on around clockwise. If you cannot beat this score then you go to jail (See Jail)

Cops = 5 (2+0+3=5)
Getaway Enhancements = 4 (3+1=4)
One Use positive cards = +3
One Use negative cards = -2
4 + 3 - 2 = 5
This equals the Cops cards, getaway successful.

Robber Cards

Pick lock: If you draw a pick lock card this means that you can randomly steal a card from an opposition's stash pile and place it in your stash. Used when looting or Lying Low.

Booby Trap: Counters the pick lock card. Anyone trying to pick your stash's lock will be caught, tied up, and left outside the nearest police station and immediately thrown in jail. Used in retaliation to a pick lock.

Ejector seat: Instead of being thrown in jail from a failed getaway you only lose your loot and Getaway Car. You may select one loot to keep from your loot pile, this does not go into your stash but remains in your loot pile. Used in a getaway sequence.

Snitch: Nark on another Robber during your turn and tell the cops where they are. Force another Robber into an automatic getaway out of turn sequence. After the getaway it remains your turn. Used when looting or Lying Low.

Car Jack, Up on Blocks, Feed the Driver: Steal any other player's enhancement. Add it automatically to your own Getaway Enhancements (not your hand) and discard the enhancement you had in that slot. e.g. Car, Upgrade, Driver. Used when looting or Lying Low.

Crazy Crime Spree: You can select between 1 and 4 loot cards and must make an immediate getaway. Follow the getaway rules as usual. This is the only way you may enter a getaway without declaring it at the beginning of your turn first. This card ends your turn. Used when looting or Lying Low.

Look out!, Tip off, Banana!: All of these cards are played during a getaway sequence making it harder for the Robber to get away. subtract the number shown from a Robber's Getaway score. Used in a getaway sequence.

Thumb Tacks, Strike, Bribe Cop, Leave 'em Boys: These one off cards are played during a getaway sequence to make it easier for a Robber to get away in a Getaway Sequence. Add the number shown to the Getaway Score. Used in a getaway sequence.

Dump Loot: When you draw a Caught Cop Card this allows you to get rid of all of your unstashed loot and avoid going to jail. You also keep your getaway car. Used in a getaway sequence.