

THE PLAN

Ah, the local museums are chock full of wonderful priceless collections. Of course, they would be far better as part of YOUR collections! THE PLAN is to send a team of experts in to abscond with the items you desire. In this set-collection game, you are pitted against other light fingered collectors. Pick the right team at the right time to get the best loot. Choose a small but fast team to try and snatch the best pieces. Or choose a more balanced team and you could win a bunch of pieces all at once. High value items are your best targets, but completed sets are worth even more points.

OBJECT:
Devise Plans, organize your teams, and amass the most valuable collection of items.

For solitary or head-to-head, see the Variants on the other side.

for three to six players.

3 - 4 - 2

SS

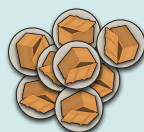
京青利セムレ
フヨス波府か
13-8

賣家方家閉討
日庁載社転線
15-17

Shuffle the Plan cards into a stack and deal six cards to each player.



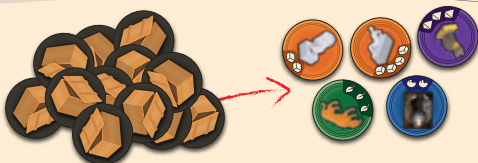
Scramble the Treasures into a face-down pile.



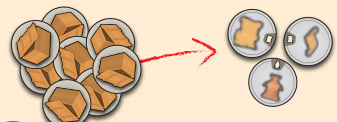
Scramble the Trinkets into a face-down pile.

If piles aren't your thing, please feel free to stack them. Maybe you wanna put them in a bag? Look, no one is going to judge you. You're robbing a museum here. The only requirement is that you can't see the fronts.

EVERY TURN



1 Turn over five new Treasures.



2 Turn over three new Trinkets.

These are added to any Treasures or Trinkets that may already be face up.

3 Players choose a Plan from their hands and place it face down.



4 Reveal everyone's Plans at the same time.

5 Teams of the same size enter and exit the museum together to Execute* their Plans, starting with the smallest and working up.



do these first
then these...
and so on...
and so forth...
with these last

*See Executing Plans below

6 After discarding all used Plans, each player now passes 2 of their remaining Plan cards to the person on their left.



THIS ENDS A TURN!
4 turns per round

When players have only 2 cards left, discard them and deal 6 new cards to each player. This ends a round. In the 2nd round, switch to passing to the right. Switch back to passing to the left in the 3rd round.

Re-shuffle the discarded Plans if you run out of cards.

GAME END

THE GAME IS OVER IMMEDIATELY WHEN YOU CANNOT REVEAL FIVE NEW TREASURES AT THE BEGINNING OF A TURN.

EXECUTING PLANS

As the teams enter the museum, the Specialists immediately snatch up all Treasures that match their Expertise except...

Teams of the same size will fail to collect Treasures for any Specialists that match.

Those treasures stay where they are and can still be claimed by Plans later in that round.

If any Plan receives no Treasure during its execution, the player immediately claims any Trinket from either the face-up ones or the pile.

If more than one player has to take a Trinket at the same time, the player with the lower number of Treasures picks first. If still tied, whoever has the least Trinkets picks first, otherwise both must take blindly from the pile.

THE SMASH & GRABS GO FIRST.

A solo Smash & Grab gets all Treasures of 1 color.

Two players here played Smash & Grabs creating a tie. Neither player can claim a Treasure. But each gets away with one Trinket instead.

Successful Smash & Grabs claim all Treasures of any one color.

SINCE THERE WERE NO LONE SPECIALISTS, THE TEAMS OF TWO GO NEXT.

The Yellow Specialists are tied so neither gets to steal a yellow Treasure. But the red and blue Treasures are successfully stolen.

AND THEN, THE TEAM OF THREE

There were no Treasures left for these Specialists to claim. But they did get to snag a Trinket on the way out.

AFTER ALL PLANS ARE FULLY EXECUTED, ANY LEFTOVER FACE-UP TREASURES REMAIN THERE FOR THE NEXT TURN.

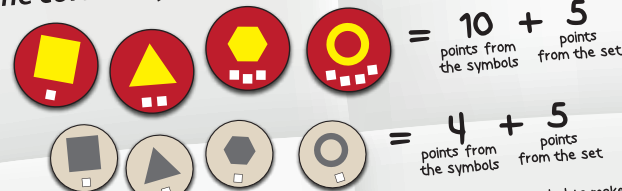
SCORING

All Treasures and Trinkets are worth the number of symbols pictured below the treasure.



Sure... a dinosaur skull is worth a bunch, but a whole skeleton? Now THAT'S a valuable set of bones.

A complete set of 4 unique Treasures or Trinkets of the same color or type is worth 5 bonus points.



Even though there are five trinkets of each type, only four unique Trinkets are needed to make a set.

Ties are broken by the most full collections followed by the highest number of Treasures followed by the highest number of Trinkets.

CONTENTS

72 Plans
Among five Types:



56 Treasures
Seven kinds with two sets of four unique Treasures.



30 Trinkets
Three kinds with two sets of five unique Trinkets.



VARIANTS

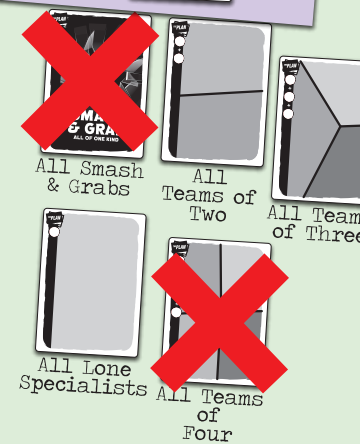
Head-to-Head

Remove any two types of Plans from the deck. We recommend removing all the Smash & Grabs and the Teams of Four. (But you can experiment removing any two sets you like.) Then play the game as you normally would.



Solitaire

Remove any 2 types of Plans from the deck. Deal two cards to a Ghost player and 2 cards to yourself. Choose your card and flip up any one of the Ghost's cards. Refill each hand to 2 after executing the Plans. For more of a challenge, play against two or more Ghosts.



Tie-Breaking Bribes Variant

If a tie occurs while executing Plan cards, you can use your Trinkets as a bribe for the Specialists to break the tie!

If there are multiple ties per Plan card, the person with the least Treasures can choose which color to resolve first.

Players place the number of Trinkets they are willing to give up in their hand and all bidders reveal simultaneously.

The player bidding the highest places their Trinkets face up near the pile of Trinkets and collects the objects that they were bidding on.

Players who tie or do not win a bid, keep their Trinkets.

There are ties for both Yellow and Orange Treasures.

Since there's no tie for Jewels, this player takes them all.



Since this player has fewer Treasures, they'll decide which color is bid on first.

If a player wins none of the bids and ends up taking no Treasure after their Plan is executed, they would still swipe a Trinket as compensation.

THE SPECIALISTS



HŌSEKI LADRŌNA
Underground Peruvian jewel thief. She knows everyone has their price. Above ground she's a fencing contractor.



MOJO BONOBO
Angry ape. Much rage. Sacrificed much. No recognition.



TOBI VAN LUL
Nearsighted and eager to learn from the masters but he has to get REALLY close to the originals.



SETHY MARIBRE
A reanimated and devoted family man. He'll spring his wives and pets any way he can!



KAYLEE ORNAUL
Museum stiffed her when they acquired the exhibits. That money was supposed to be for education!



JANICE SCHUEMAKER
Student loan debt and a burning desire to stay out of the sun has lead her to follow a life of crime.



"FIONN" PADDY MACCOOL
"Ahm a ledj un dur-e skul'puh barn un bred an uh hee
What?"

CREDITS

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