

## Burgle Bros - Office Job (beginners) - Rules Summary (v1)

### Setup:

1. Set aside 4 tiles: 2 SAFE and 2 STAIRS (remove other two).
2. Remove room tiles with black circle numbers in bottom right. Shuffle remaining room tiles into 2 piles of 14 each.
  - Option: shuffle a Walkway tile into each floor's pile.
3. Shuffle into each pile 1 SAFE and 1 STAIRS.
4. Deal each deck face down in a 4x4 grid (for the 2 floors).
5. Place 8 wooden walls on each grid (see rulebook pg 11).
6. Separate Patrol cards by floor (circle number bottom right). Remove Lost Visual & blank Patrol cards. Shuffle each deck (16 cards). Place it below the 4x4 grid for its floor.
  - 3 player game remove 3 cards from each floor's deck
  - 2 player game remove 6 cards from each floor's deck
  - 1 player game remove 9 cards from each floor's deck
7. Place a Guard token by the Patrol deck for each floor.
8. Place a **Guard die** by the Guard token with the number of the floor +1 showing (2 for 1st floor, 3 for 2nd, 4 for 3rd).
9. Separate out and shuffle the Events, Tools and Loot decks.
  - Solo play: remove the Gold Bar cards
10. Players select a character, matching meeple and special abilities card ("advanced skill" side is not for beginners).
11. Give each player 3 stealth tokens and a reference card.
12. Reveal the top card on the 1st floor's Patrol deck. Place the Guard token on that grid square.
13. Flip over any square on the 1st floor as your entry square. Put a stairway token on it. Players begin their first turn there (no alarms are triggered on a first turn).
14. Reveal the next card in the 1st floor Patrol deck. Place the first floor **Guard die** on that tile (value 2 showing).
15. Choose a starting player (most recently been to the bank).

### Gameplay (clockwise, each player taking up to 4 actions):

#### 1) Actions (may do an action more than once):

##### • Peek at a tile (safer than just moving there):

- Reveal a tile in an adjacent room (not diagonally or through a wall)

##### • Move to a tile (might wish to peek first):

- Cannot move diagonally or through a wall.
- If a room tile is not yet revealed, reveal it
- Do what the room's tile says when entering a room.
- If you set off an alarm, move the Guard die to your room plus place an alarm token on the square.
- If a guard is in the room, discard 1 stealth token (if you have none, everyone loses) but do not trigger an alarm. Further actions in the room don't require stealth tokens.
- When someone moves onto a floor the first time, set up the guard for that floor.
  - Reveal the floor's top card in the Patrol deck
  - Place the floor's guard on that square.
  - Reveal the next card. Place the Guard die on that square.

##### • Hack a computer:

- When on a computer tile, add one hack token to the tile (can hold up to 6 tokens).

- When anyone triggers an alarm on any floor, they can use a matching hack token to cancel the alarm.

##### • Add a die to a safe (costs 2 Actions):

- When on a Safe tile, add one **green die** (holds up to 6 dice)
- Unlimited dice (if you run out, use other dice or markers)

##### • Crack a safe:

- Before you can crack a safe you must discover the combination. Use peek or move to reveal all tiles in its row and column. You can START cracking the safe before revealing all the tiles needed.
- When on a Safe tile, roll all the **dice** on the tile. Place a cracked token on any combination tile with the same number. One die can match multiple tiles.
- If you do not crack the safe, cracked tokens remain on tiles. Dice are returned to the Safe tile for future attempts.
- If you reveal a combination tile later, you must roll the number on that tile even if it had been rolled previously.
- Once all six combination tiles have cracked tokens on them the safe is cracked!
  - Draw a Tool card (they are beneficial)
  - Draw a Loot card (valuable, but can get in your way)
  - Increase the number on the **Guard die** by one on this floor and all floors below it (Guards move quicker)

### 2) Check for Events

Draw an event card if you used less than 3 actions on your turn. You can't simply move back and forth between tiles to avoid it.

### 3) Move the Guard (on your floor):

Only the guard on your floor moves! The **Guard die** for that floor specifies how many tiles the guard will move (increased by 1 for each alarm that is active). The guard moves towards the tile with the **Guard die** on it taking the shortest possible path ignoring special movement rules (going clockwise if two paths are equivalent). When the guard arrives at the destination:

- If it was for an alarm, remove the alarm token.
- If there are active alarms, move the **Guard die** to the closest.
- If not moving towards an alarm, draw a Patrol card and place the **Guard die** on that location. If the guard has not yet used all its moves, it continues moving towards that destination.
  - Empty Patrol deck? If there are no cards left, take all the cards in its discard pile (together with any cards removed if less than 4 players), shuffle (and if less than 4 players, remove the appropriate number of cards), and draw a card.

### End Game Conditions:

Break open the safe on each floor and escape with the loot to the rooftop before any one is caught.

### Notes:

- Solo game: remove the Gold Bar loot cards
- Must carry all loot out with you
- Guards do not move diagonally or through walls
- **Guard dice** might be orange or red (not green)
- Keypad: counts as one action to roll the die/dice. Moving in by rolling a 6 does not count as an additional action.