

BEUTEZUG

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8 and up

2–5 players

about 20 minutes

THE IDEA OF THE GAME

It's the year 1897, and you're going on a burglary spree through the well-secured villas in town. Take turns picking the targets for your burglaries. If someone else picks the same target as you, you must keep your nerve: The last player to pick the target goes first and tries to overcome all the obstacles. The more valuable the loot, the better it is secured. Will you collect the greatest haul after seven rounds?

CONTENTS



55 loot cards
(19 x 0, 9 each of numbers 2, 3, 4, and 5)



5 character cards

15 dice
(3 each in the colors blue, green, orange, pink, and black)

16 tokens

5 character tokens

5 loot tokens

5 turn order tokens

1 reroll token

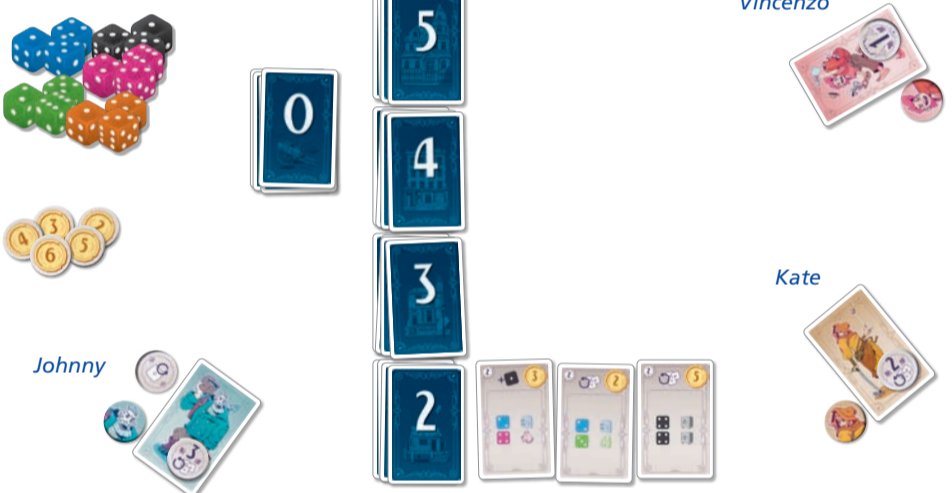


SETUP

Pick a character card each and take the corresponding token. Separate the loot cards into face-down decks with the numbers 0, 2, 3, 4, and 5, then shuffle each deck separately. Place them in the middle of the table as shown below. Then reveal the top three cards of the number-2 deck and put them next to that deck, face up. Get the number-0 deck, the dice, and the loot tokens ready next to the other decks.

Take one turn order token per player and give one to each player randomly. They determine your turn order, which is going to change over the course of the game. The player who ended up in last place also gets the reroll token.

3-Player Setup:



PLAYING THE GAME

You'll play seven rounds and receive one loot card each in every round. At the start of each round, going in the current turn order, each player picks **one** of the face-up loot cards on display by placing their token on it. You may pick a card that already has a token on it.

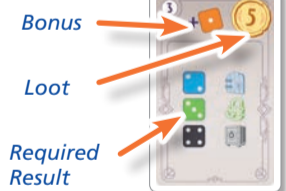
Then you roll the dice to try to win the cards you've chosen. Dice are rolled in **reverse** turn order: The last player to pick a card rolls first.

If your roll is successful, you win the card. If there are any other tokens on that card, they move to another card.

PICKING A LOOT CARD

On your turn, you pick a face-up loot card and place your character token on it. It doesn't matter if there is already another token on that card.

The card's lower area shows you the minimum result you'll need to roll on the dice to win the card. If you manage to win the card, it earns you the loot points shown at the top of the card. In addition, the card will give you the pictured bonus for later rounds.



ROLLING THE DICE

Once you've each picked a card, roll the dice in **reverse turn order**: The last player to pick a loot card rolls first.

Take the dice pictured in the lower area of the card and roll them **once**.



Johnny takes one blue, one green, and one black die and rolls them once.

Next, check if **all** the dice show at **least** the number of spots required for their color.

FAILED BURGLARY

If one or more of your dice show a **lower** number of spots, you can use your bonuses:

Using a Bonus

The turn order tokens 2, 3, 4, and 5, the reroll token, and many loot cards offer bonuses. You may use the bonuses on your tokens and **each** of the cards you've won **once** per round.

Add 1 per corresponding bonus to the number of spots on **every** die of this color.

Reroll **all** dice.

Reroll **one** die.

Choose for yourself if you want to use your bonuses and in which order to use them.

You've used your bonuses, but your dice still don't show the required number of spots? In this case, your burglary has failed and you take your character token back. Draw two number-0 loot cards and pick one of them. The other one goes back under the deck. Place the card you chose next to your character card, face up.



Johnny has rolled 2, 4 and 3. The blue die and the green die show a high enough result, but the black die doesn't.

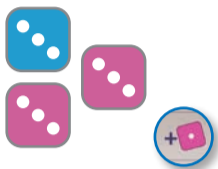
He uses his turn order token and rerolls all dice: 5, 3 and 2. The black die's result is still too low.

Johnny uses his reroll token and rerolls the black die: 3. Better, but still not good enough. Johnny's burglary has failed.

Johnny takes his character token back and draws two number-0 cards. He picks one of them and puts the other one back under the deck.

SUCCESSFUL BURGLARY

If all dice show at least the required number of spots, your burglary was successful and you win the card. It doesn't matter if you've used any of your bonuses or not. Take your character token and the card you've won and put them with your character card.



Kate takes one blue die and two pink dice. She rolls 3's on all three dice. Because she already has a loot card with +6, all of her pink dice get a bonus of +1 each. That's enough! She takes the card and her character token.

LOOT TOKENS

These tokens earn you loot points. If you have **at least** four loot cards showing the bonuses +6, +5, +4, +3, +2, and +1 at the end of your turn, take the **highest** loot token still available. You can only have **one** loot token.

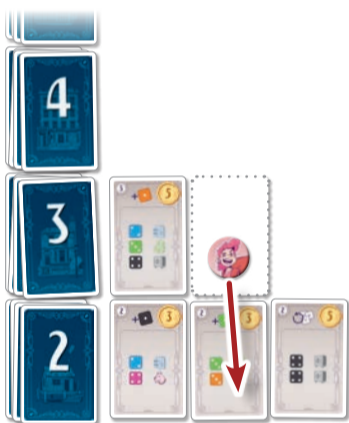
OTHER CHARACTER TOKENS + REFILLING

If there are any other character tokens on a card you've won, put them on the card directly **below** it in the next-lower row, e.g., from the second card in row 3 to the second card in row 2.

Refill the vacant space with a loot card from the corresponding deck. If the row **above** this row has fewer than three loot cards in it, reveal a card in that row, too.

If the card you've won is a number-2 card, place any other character tokens there on the newly revealed number-2 card.

If a deck is empty, refill the row with a card from the next-higher deck.



After Kate wins the card, she takes Vincenzo's character token and places it on the number-2 card directly below it. Then, she reveals a new number-3 card and an additional number-4 card, as that row doesn't have three cards in it yet.

After your burglary, the player with the next turn order token is up: e.g., token 2 follows token 3 and so on.

THE END OF A ROUND

Once you've all rolled the dice and taken a loot card, adjust the turn order for the next round: Count the points on your loot cards and loot tokens. The player with the most points takes turn order token 1, the player with the second most points takes the 2, and so on.

If there is a tie, assign the appropriate turn order tokens randomly.

The player in last place also gets the reroll token.

The next round starts when the first player places their character token on a loot card on display, then the second player picks a card, and so on.

THE END OF THE GAME

The game ends after the **7th round**. The player with the most loot points wins. If there is a tie, the player involved who has the single highest-value loot card wins. If there is still a tie, compare the second highest loot card, and so on. In the unlikely event that comparing all cards still doesn't break the tie, toss a coin to see who wins.



After 7 burglaries, Vincenzo has collected a total of $3+5+5+6+1+13+5 = 38$ loot points.

Florian Nadler would like to thank all play testers, especially Alexander Pfister and the White Castle Stammtisch, for their contributions to the development of this game.

