# The Score

* Ages: 13+
* Play Time: 18min
* Players: 1-6

Tin Star Games

## ONE CREW. ONE TARGET. ONE CHANCE.

**The Score** is a storytelling card game about pulling off the heist of the century in order to bag the score of a lifetime. You win by telling a cool story together. The cards tell you who is in the spotlight, and if they fail or succeed.

## CONTENTS:

* 18 × Talent Cards
* 5 × Act Cards
* Crew Sheets Pad
* 6 × Play Guide Cards
* Back For More Expansion (9 × Talent Cards, 1 × Blank Card, 1 × Play Guide)

## THE CARDS:

The deck comes with 18 Talent Cards and 5 Act Cards. The mini expansion adds 9 more Talent Cards; you can identify these by the logo in the bottom corner: expansion cards have a building rather than a globe. You can use these immediately in your game, but you will choose only 18 of the Talent cards each time you play.

Talent Cards show a bad-ass talent or skill that you can use to pull off heists – or that might be used against you! Act Cards are labelled Act 1 to Act 5.

For the standard game, use the 18 core Talent cards with the globe symbol in the bottom right.

## PLANNING YOUR HEIST

Set the five Act Cards aside. Shuffle the Talent cards and deal out three. The words on the top line of the cards provide ideas of what you're going to steal. The bottom line provides ideas of where you need to steal it from. As a group choose one goal and one location: that's the target of your heist. Make up a title for your job or your movie if you wish. **Put these cards back in the Talent Card deck.**

*Example: Ari draws A BILLION DOLLARS and a LABORATORY The players decide that the Lab is actually a secret printing lab that has* made money coated in a contact poison that will kill millions.

## BUILDING YOUR CREW:

Give everyone a Play Guide card and a Crew Member sheet from the pad. Shuffle the Talent Cards and deal out 12 cards as evenly as possible amongst the players. In the case of 5 players, two players will get 3 cards and the rest 2 – think of the characters with more cards as the major characters in the heist and the others as the supporting cast who don't have to be so damn sexy all the time. Each player should write down their Talents on their Crew Sheet. If they like, they can come up with a cool name, picture and maybe some idea of a backstory or an explanation of why they have that set of skills. **When you're done, shuffle all the Talent Cards back into the deck again.**

*Example: Ari is dealt B&E, STEALTH and CONTACTS. Ari decides they are playing Kid Phantom, the son of the world's most famous jewel thief, who inherited all of their father's criminal contacts.*

## STACKING THE DECK:

Shuffle the deck. Deal out four cards face down and put them aside without looking at them. Now take the Act 2, 3, 4 and 5 cards. Keeping the deck and cards face down, place the Act 2 card face down after four cards from the top (so it becomes the fifth card). Put the Act 3 card after two more cards (becoming the eighth card), Act 4 after four more cards and Act 5 after two more. This leaves two more cards at the bottom of the deck.

For a more unpredictable game, you can simply insert the cards at approximately one fifth, two fifths, three fifths and four fifths through the deck, but we recommend using the above spacing (4/2/4/2/2) for your first games. Finally, put the Act 1 card out on the table and give each player a Player Guide card. Now you're ready to begin. The player who most recently watched a heist movie goes first.

## INTO THE ACTION:

Players take turns narrating and describing scenes. Like any heist narrative, this will shift between describing the action before it happens, as it happens and after the fact, however it best makes sense for the scene.

Each scene begins by flipping over a card from the deck. The person who takes over the narrative is the person who has the Talent on the card, or if nobody has it, the person with the fewest cards in front of them takes over. If two or more people have the fewest, choose the player who hasn't spoken for the longest (If it is the first card and no-one has cards in front of them, it goes to the first player).

Either way, this speaker places the card in front of them and begins. Nobody can interrupt or correct the speaker, but the speaker can ask others for ideas. They can talk for a few minutes or a few seconds – whatever feels right to set the scene. They can even bring in the other players and improvise some dialogue between characters.

The content of the scene depends on the Talent Card drawn and the current Act. At first, things are going ALL TO PLAN, but when the Act 2 card is drawn, there will be a twist in the tale and things will go OFF THE RAILS. What appeared to be to the players' advantage may be otherwise. Of course, soon things will switch back and we'll see how things have been ALL TO PLAN all along. Acts 1, 3 and 5 are ALL TO PLAN and Acts 2 and 4 are OFF THE RAILS. Acts change when the Act cards are drawn from the deck. Nobody describes a scene when these cards are drawn (leave them in the middle of the table) but if you like it is a good time to take stock of the state of the story.

## ALL TO PLAN:

When things are going ALL TO PLAN, interpret the Talent Card drawn as follows:

If the Talent shown is one possessed by a player, they take over describing the scene and explain how their Talent is on show in this step of the heist, getting them ever- closer to snagging the score.

* If the Talent shown is not one possessed by a player, the card goes to the player with the fewest cards (breaking ties as discussed above). They describe how this Talent
* is of no use in this heist because of the incredible security surrounding the target or the necessary conditions of the heist. This is usually not done as a scene itself but a statement of the facts in play.

*Example: The first card drawn is DISGUISE and Megan describes how she sneaks into the mansion disguised as a wealthy actress. The next card is B&E, and Peter says "Now even though you're inside, we can't crack their safe, it is controlled entirely off-site and only opens on a timer." Hopefully the next card will provide a different solution...*

## Textbox: WHERE AM I?

The first few scenes can be a little disorienting trying to figure out what is going on. Players can talk amongst themselves before they start to lock down some details, or take time during the first few turns to add more background. But don't do too much – the unpredictability is part of the fun!

**End of Textbox**

## OFF THE RAILS:

When things are going OFF THE RAILS, interpret the Talent Card drawn as follows:

* If the Talent shown is one possessed by a player, they describe the scene, explaining how their Talent almost works, or would have worked but is being countermanded or prevented from working in some way, due to something unexpected or unforeseen, or due to the bad guys being one step ahead. Even with their skills, things go awry.
* If the Talent shown is one not possessed by a player, then the card goes to the player with the fewest cards in front of them (breaking ties as before). They describe how the Talent in question is used by the bad guys to directly hurt, delay, divert, disadvantage or capture the crew, with them having no way to stop it.

*Example: Jinlee draws HACKING and explains that Megan the actress has plugged his device into a local line and he is downloading specs of the safe, but because things are now OFF THE RAILS, he finds his hacks shut out at every turn, by a hacker he knows called Cha0s. Guess they hired the best. The next card is TRAVERSING, which nobody has, and Megan says that even though she was on the roof waiting for extraction, the bad guy's head goon is some kind of ninja and climbs effortlessly up the walls and points a gun at her head. Game over – or is it?*

When an Act card is drawn, place it in the middle of the table , covering up any previous Act cards, so everyone knows which Act the story is in, and whether things are ALL TO PLAN or OFF THE RAILS.

## Textbox: RETHINKING FAILURE

With four random cards gone from the deck, some heists can feel like everything is going wrong. Remember you're experts though, and if you're being outplayed it means this is one of those heist films that's gritty and hard boiled because the opposition is as smart as you are. Also remember that failure can always be rewritten as intentional. Get out hacked in Act 2? Then the Coercion card in Act 3 can easily reveal that the hacker pretending to be your nemesis was actually letting you in the whole time, because you talked them round last week. Don't change what other players said, just explain that it wasn't the whole story.

**End of Textbox**

## THE FINAL ACT:

The game plays the same all the way through until Act 5, which is a little different. In Act 5, Talents you have work in your favour like in Acts 1 and 3, but Talents you lack work actively against you, like in Acts 2 and 4. Keep going until there is only one card left in the deck.

The final card applies as normal, but with a twist: if it has a Talent a crew member possesses, then they use it to strike the final blow, grab the score and escape unharmed and unfollowed (at least for now). If the final card is a Talent the crew lacks, then the player who gets the card has a choice: they can watch as the score slips through their fingers and they choose to leave it behind to save everyone OR their character can sacrifice their life to get the score and get the others out.

In either case, you can set up a sequel for your next game! The bad guys seek revenge, or you get to go back and steal the thing you almost got, and get payback for your dead friend.

## EXAMPLE OF PLAY:

The game is in Act 1 and Ari is the active player. The first card is DEEP COVER, which no player has on their sheet. He says that this heist is against a crew who are all family and know each other by sight so nobody can infiltrate them. The next card is DRIVING which is one of Rosie's abilities. She says that the targets have a driver she knows of and she is better than, so she can take them out on the road. The next card is FORGERY which no player has. Rosie says that when she drives the delivery car off the road, she finds money printing plates in the back. These plates are impossible to forge, so they can't send in fake ones. They'll have to destroy them instead. The next card is a TWIST! The card behind it is DEMOLITIONS, another of Rosie's abilities. She says she has a plan to detonate the delivery car so people will think the money has been destroyed and need a new delivery. But when she goes to blow the car up, nothing happens! Her detonator has been deactivated somehow.

The next card drawn is FAST TALK which is Tom's ability. He says he's trying to talk his way into explaining why the delivery car is late but for some reason the crew know he's lying and tie him up. The next card is HACKING which no player has. Tom describes how, inside the control room, he sees the bad guys' hacker has found all their identities and knew they were coming, and hacked into Rosie's detonator. The next card is SIGNALS which no player has. The bad guys broadcast the faces of the heroes all over the local police bands. Stranded by the side of the road, police cars now scream towards Rosie. The next card is STEALTH, Ari's ability. Ari tries to sneak away from the crew's home base but is also caught by the cops. Next card is another TWIST! – so things will begin to go okay again. The card is DISGUISE which is Rosie's last ability. The cop about to arrest Ari takes off her helmet to reveal she's actually Rosie, and we flash back to how she used her driving skills to boost the cop car that pulled over. The next card is GUNPLAY. Nobody in the crew likes guns. Rosie explains that these guys are hardcore terrorists and they'll have a gigantic arsenal. A frontal assault would be instant death. But that's where Miranda comes in – the next card is TRAVERSING. Miranda says that she wasn't on the crew until now, so Rosie and Ari drive over to find her. Miranda is a Drone expert who likes to launch them from the tops of skyscrapers. She can get past the front door where all the guns are likely to be – but only if Rosie apologises for breaking her heart ten years ago.

The next card is a TWIST! (bringing us into Act 4) followed by COERCE. Tom explains that he's convinced the people holding him that he's on their side and was trying to alert them to the threat. They drop their guard and let him on the plan, until their boss walks in and turns out to be Tom's brother who knows he is a con artist! TECHNICIAN is next: outside the very room where Tom is being held, Miranda is deploying her drones to cut through the glass, but Tom's brother drags Tom into that very room! They are stymied! But the next card is another TWIST! The very last card is CLOSE COMBAT – luckily one of Tom's! Seeing Miranda's drone outside he recognises a sticker on it put there by his friends. He jumpkicks the gun out of his brother's hands, flips him around and kicks him at the window just as the drone cuts the glass, and the bad guy falls eighty stories down… landing on the money truck just as it is leaving the garage. It explodes and burns up all the poisonous cash. Guess someone had to take… the fall...

## Information

**DESIGNED BY:** STEVE DEE

**GRAPHIC DESIGN BY:** MATT ROBERTS

**ADDITIONAL ART BY:** RIPROID

**PLAYTESTERS:** CHRIS LEE, JACK HOBBS, ASH ALEXANDER, RUANNE KELLY, PAUL MAITLAND, SEAN CASEY, KAPTAIN KOBOLD, TODD PENDERGAST, ERIC SCHEID, LUCAS LI & MANY MORE.

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