

# Roll a Heist

You're one of The Bad Guys. Sneak to the vault, crack it open, and race to the finish before anyone else!

**TIP:**  
Use a small object as your pawn, like a coin, button, or toy figure!

 15 Minutes

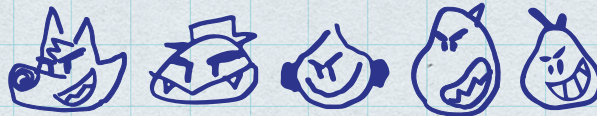
 1-4 Players

 8+  
Age

1

## SET UP

First, grab your dice. Then, each player chooses a Bad Guy to play (Mr. Wolf, Mr. Snake, Ms. Tarantula, Mr. Shark, or Mr. Piranha).



Then, place your pawn at Start.

2

## HOW TO PLAY



On your turn, roll the die and move that many spaces. If you land on a special space, follow the instructions:

**SETBACK**



These spaces push you back!  
Something definitely did not go your way.

**ADVANCE**



These spaces move you forward!  
Something went your way.

3

## REACH THE VAULT?

When you land on the vault, **STOP** there no matter what you rolled. You cannot move past the vault until you roll a **4, 5, OR 6** to crack it open. If you roll a **1, 2, OR 3**, the alarm sounds. Stay on the vault and try again on your next turn.



4

## WINNING THE GAME

After cracking the vault, **race to the finish!** The first player to reach the getaway car wins the heist.



Scan to print the dice!



Dice

Escape



**SUSPICIOUS GLARE**  
Lose your next turn

**PERFECT GETAWAY CAR**  
Move ahead 3 spaces

**INSIDE INTEL**  
Take another turn

**DROPPED GRAPPLING HOOK**  
Move back 3 spaces



**SECURITY CAMERAS DOWN**  
Trade spots with any player

**ELECTRONIC LOCK RESET**  
Return to Start

Start



**GUARD DOG ALERT**  
Move back 2 spaces

**SNEAKY DISGUISE**  
Move ahead 2 spaces