Goofy Robbers

<u>Objective</u>

Four Robbers fight each other to steal money from the bank and be the first one to escape with the money.The goal of the game is to collect money from the bank and reach the escape car. The first player to do so is the winner and the game ends.

<u>Components</u>

4 - Players
2x - D20 Dice (One Black and One Red)
2x - D6 Dice
4x- Robber Pieces
16x Question Mark Tokens
Cards
Escape Car Piece
Bank Piece
Game Board
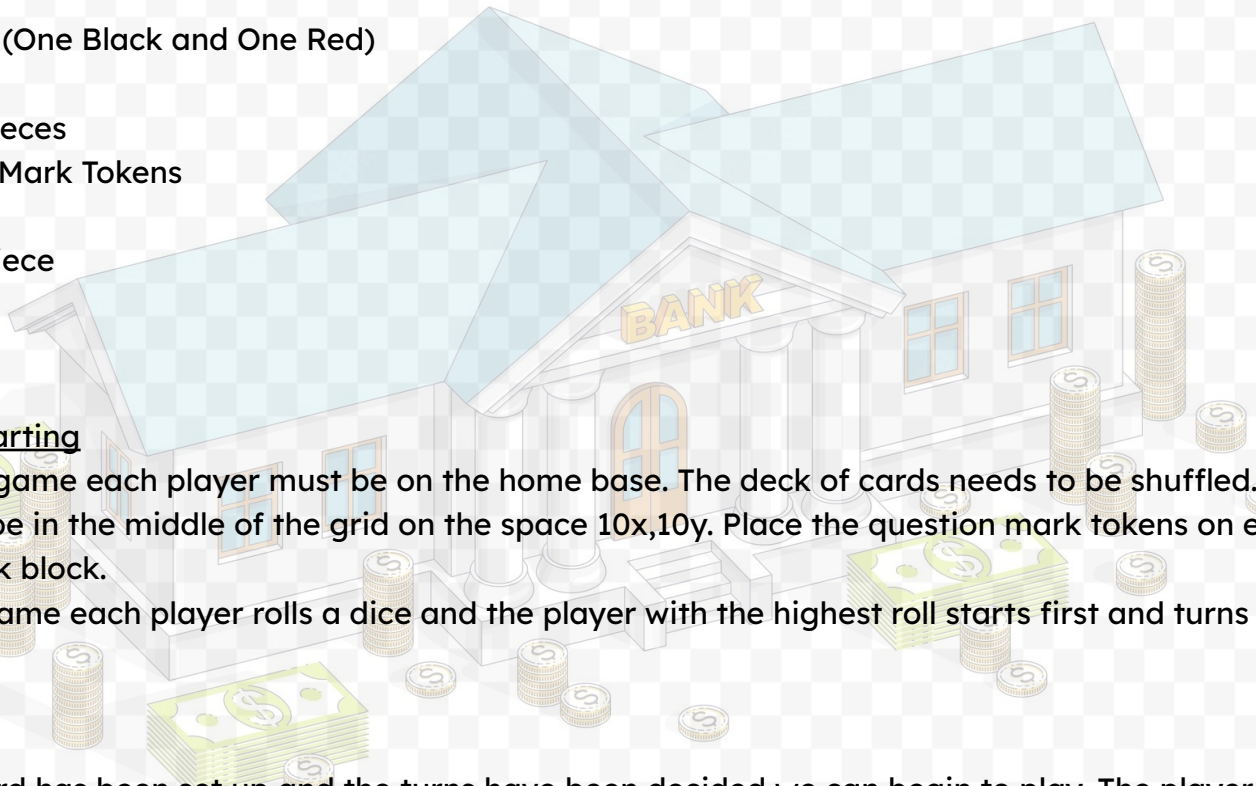
<u>Setup and Starting</u>

To Setup the game each player must be on the home base. The deck of cards needs to be shuffled. The bank should be in the middle of the grid on the space 10x,10y. Place the question mark tokens on each question mark block.
To start the game each player rolls a dice and the player with the highest roll starts first and turns will go clockwise.

<u>Rules</u>

After the board has been set up and the turns have been decided we can begin to play. The player whose turn it is rolls two D6 dice and can use each dice rolled to move either on the X-axis or the Y-axis (ex. A player rolls 4 and 6 on their two D6 the player can choose either dice to move on X-axis and the other on the Y-axis). The player can only move on the axis as there are enough blocks to go there. Once the player has moved the next player moves and so on.

<u>Cards</u>

On the board there are 16 Question marks. If a player passes through any of the question marks, remove the question mark token from the block and give the player who passed over the question mark a card.

Players cannot collect cards from question mark blocks that don't have a token.After the player receives a random card from the deck that comes in two colors Black and White.

- A Black card is the keep card and the player can keep it until they find a situation that they can use the card in.
- A white card is an instant card the player who draws this card must use the card the moment they get the card.
- Players can only use a card during their turn
- If a instant card is drawn and playing it doesn't have a effect on the game then simply discard the card
- All cards used will go to the discard pile

Bank

If a player lands on the bank space (or adjacent through the use of a keep card) the player whose turn it is collects the money. Once the player collects the money they roll two D20 to determine the location of the escape car (Black D20 is X-axis, Red D20 is Y-axis). The center of the escape car must be placed on the X and Y Coordinates given by these two dice. After that the player rolls the two D20 again to determine the new location for the bank using the same rules.

- Each time a player reached the bank the rules above apply
- A player cannot collect money from the bank if they already have money with them
- If the bank or escape car lands on a location where the player is, the player Does Not collect the money or escape. They must land on those areas with a dice roll during their turn.

Note: for whatever reason the escape car or bank cannot be placed at a certain location (edge of board, bank is on top of Escape car vice versa) the location for the bank or car is rolled again.

Escape Car

If the player lands on the escape car (or adjacent through the use of a keep card) and they have money they escape and the game is over.

Stealing Money

If a player lands on a location with another player already there then the player who is landed on goes back to their home base. If the player that goes back to the home base has money they lose the money and the player who landed on them gets the money unless they already have money. In that case the player sent back just loses their money.

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