

THE GREAT ART ROBBERY



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RULEBOOK

INTRODUCTION

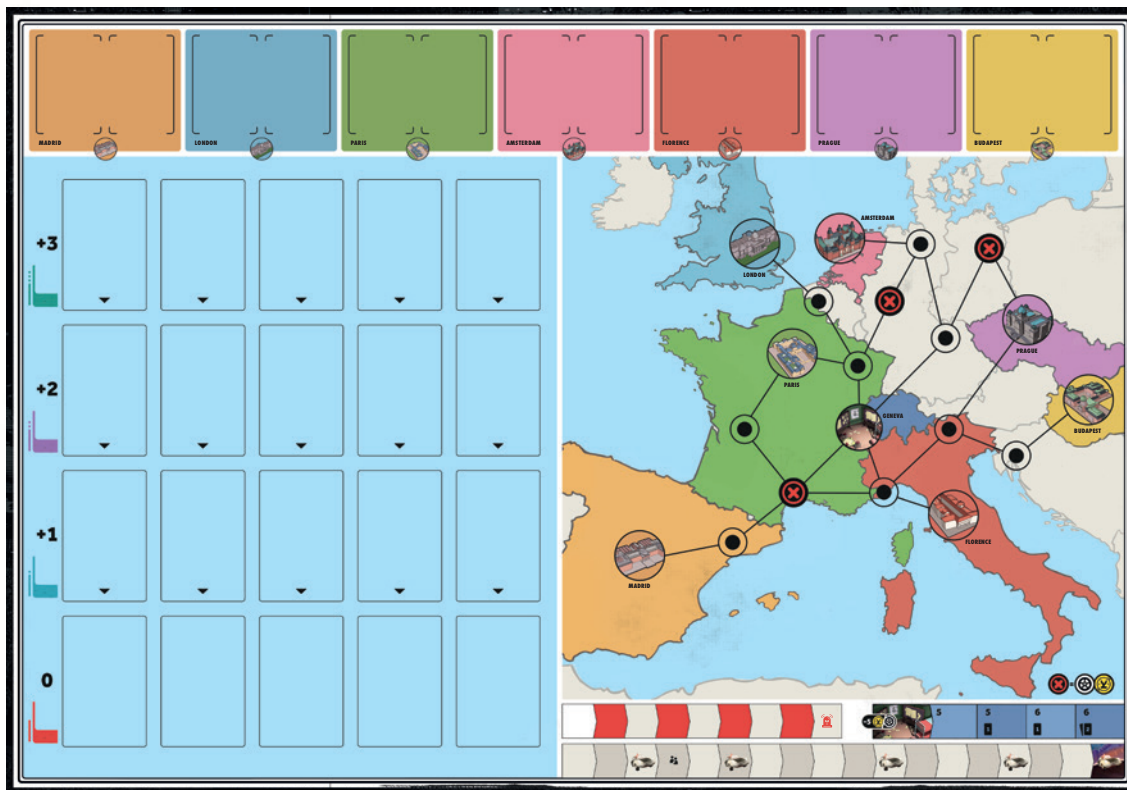
The great art collections of Europe have fallen victim to a series of daring heists... and you are the masterminds behind them!

All of art-loving Europe is in turmoil, Interpol is on high alert, and famous masterpieces are constantly being moved between galleries and museums to keep them safe. Operating from secret hideouts in Geneva, you and your crew of elite art thieves are planning the most audacious robberies in history. Each Robber has their own unique style, but you all share the same goal: steal the most valuable collection of artworks and escape without getting caught by Interpol!

So, grab your tools and head for the museum!

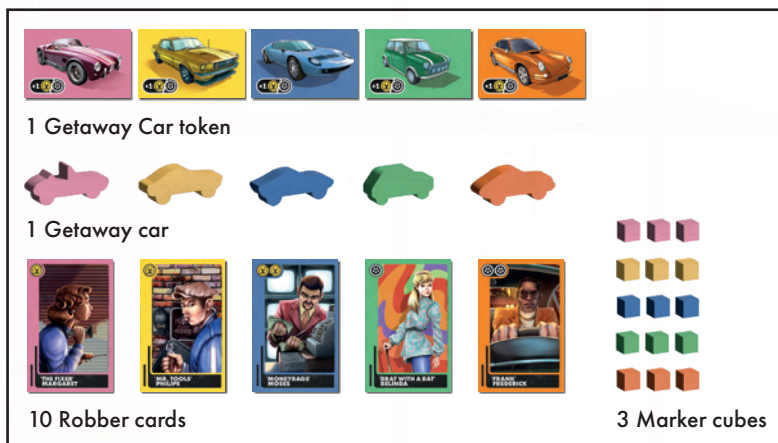


CONTENTS



1 Game board

5 sets of coloured player components comprised of:



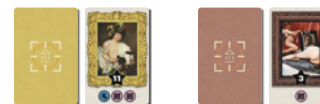
1 Time marker



14 Interpol cards



60 Specialist cards (15 in each of four colours)




32 Art cards (14 Gold, 18 Bronze)

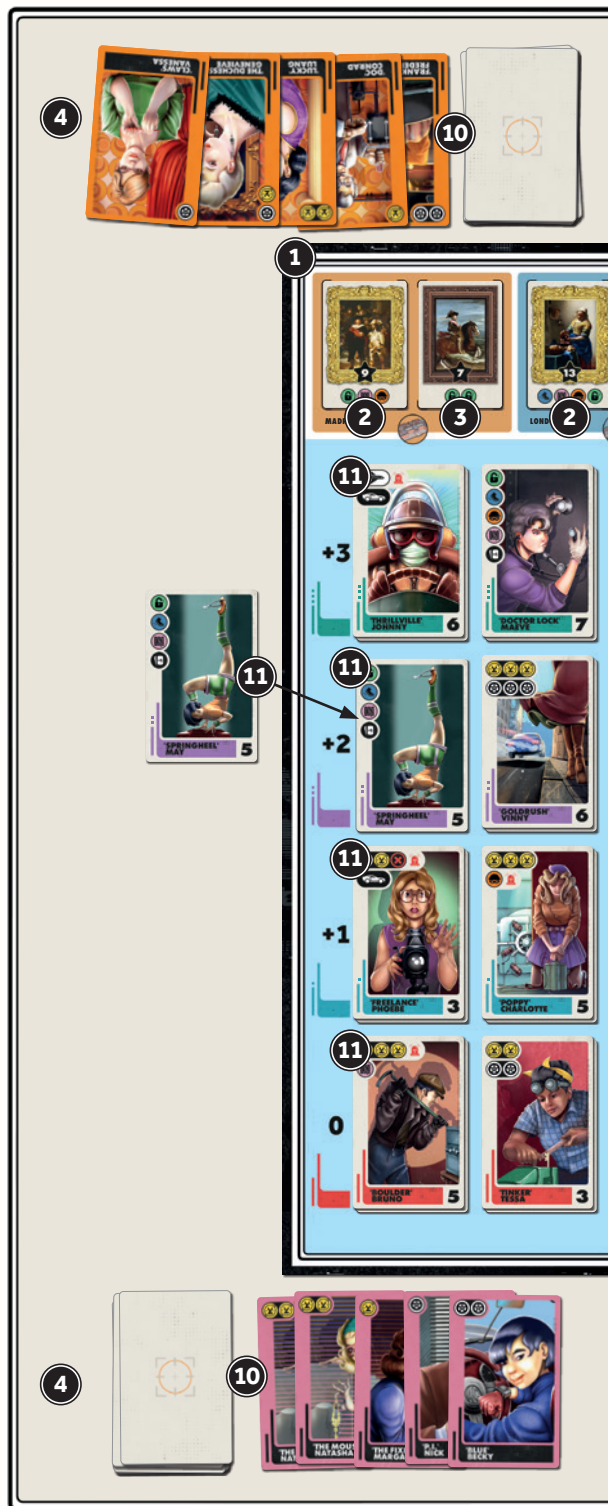
SET-UP

- Place the **Game board** in the middle of the play area.
- Shuffle the **Gold Art cards** and place one face up on the left space in each city. Place the remaining Gold Art cards face down as a draw pile next to the board.
- Repeat step 2 using the **Bronze Art cards**, placing them in the right space in each city.
- Choose a player colour and take the corresponding **Marker cubes**, **Getaway car**, **Getaway Car token**, and **Robber cards** (10 cards per Robber).
- Place a Marker cube on the first space of the Hideout track. This is referred to as your **Hideout marker**.
- Place a Marker cube on the starting space of the Suspicion track. This is referred to as your **Suspicion marker**.
- Keep the remaining Marker cube in front of you. This is referred to as your **City marker**.
- Place your **Getaway car** in any city of your choice. Multiple Getaway cars may be in the same city.
- Place your **Getaway Car token** face up in front of you, showing the revealed car (this is referred to as the 'active' side).
- Shuffle your 10 **Robber cards** and place them face down as a draw pile in front of you. Draw the top 5 Robber cards to form your hand.
- Sort the 60 Specialist cards into 20 stacks according to their name and illustration; there are 3 copies of each card. Place each stack face up into the matching coloured row of the Specialist display, with the stacks per row ordered randomly.

When playing with 3 or 4 players, remove one card from each stack and return it to the box.

When playing with 2 players, remove two cards from each stack and return them to the box.

- Place the **Interpol cards** face up in a stack next to the game board.
- Place the **Time marker** on the first space of the Time track. If playing with **2 players**, instead place the Time marker on the space marked .
- The player who most recently visited a museum becomes the starting player.





The main board area includes a map of Europe with cities like London, Amsterdam, Paris, Geneva, Prague, Budapest, Madrid, and Florence. A gallery of character cards is on the left, and a track with various icons is at the bottom. A red 'X' is placed on the map near London.



GOAL OF THE GAME

In *The Great Art Robbery*, players take on the role of masterminds leading different crews of art thieves. The goal of the game is to assemble the most valuable art collection by executing daring heists. The player whose stack of stolen art is worth the most money at the end of the game wins.

GAMEPLAY

The game is played in turns, beginning with the starting player and proceeding clockwise until the game ends. The game ends immediately when any player executes an art heist that causes the Time marker to land on the last space of the Time track.

On your turn, you may perform actions based on the position of your Getaway car and by playing cards from your hand. At the end of your turn, discard all your played cards and any remaining unplayed cards from your hand, and draw a new hand.

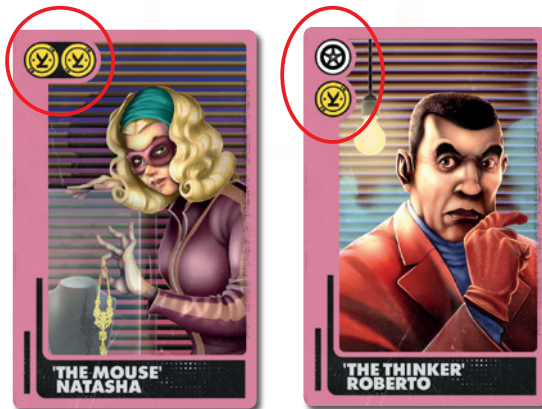
Deck Building

At the start of the game, you have a set of 10 Robber cards. While the crew members' styles differ by set, each set contains the same abilities.

During the game, you will expand your deck with Specialist cards (see **'Hiring a Specialist'** on page 9) or refine it by eliminating cards (see **'Eliminating'** on page 11). This allows you to build your own personal deck. Hired specialists are also placed in your discard pile. They only become available again once your draw pile is empty and you shuffle your discard pile to form a new draw pile. Other cards also rotate in the same way: the bigger your deck, the less often they come along.

When you play a card from your hand, place it face up in front of you on the table. Depending on the symbols displayed on the card, you may perform certain actions. If symbols are arranged vertically (one below the other), you must choose one row of symbols to use when playing the card. If symbols are arranged horizontally (side by side), you may use all the symbols shown.

Example: 'The Mouse' Natasha has two Money symbols arranged horizontally and therefore gives you two Money. 'The Thinker' Roberto has one Money symbol and one Wheel symbol arranged vertically, allowing you to choose between either one Money or one Wheel, not both.

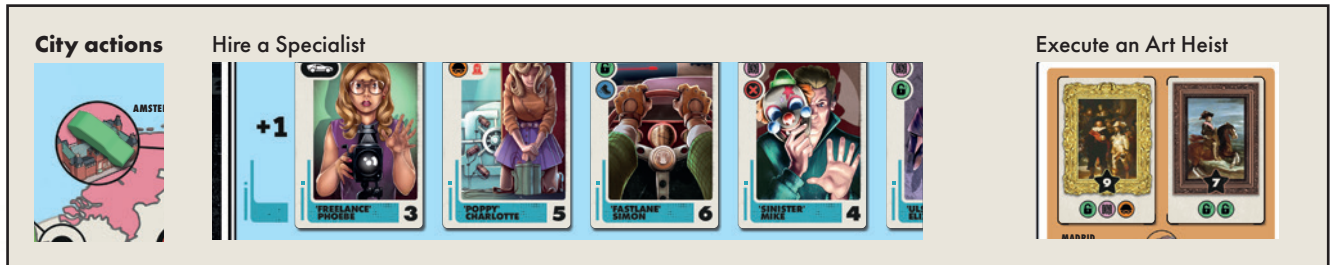
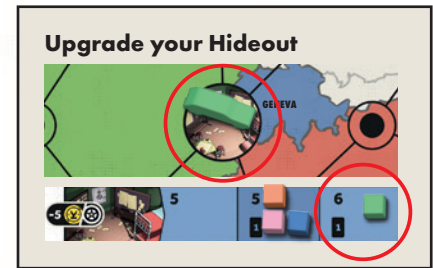
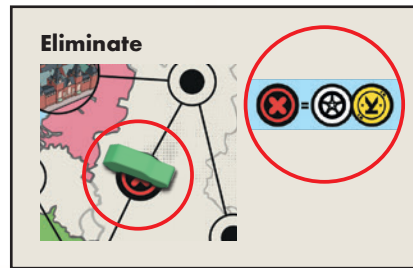
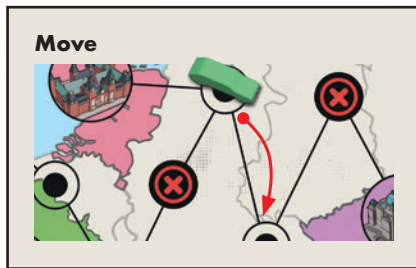


Money and Wheels

Most cards, including the Robber cards you receive at the beginning of the game, have at least one Money symbol (¥) and/or one Wheel symbol (⊗). All standard actions require Money, Wheels, or a combination of both. If a card provides you with two or more Money or Wheels, you may use them in any order, and split them over multiple actions, as you see fit. Wheels are used to move and Money is used to pay for things. To pay a cost you must spend Money icons equal to the cost by using cards you have played this turn.

The Specialist cards may include additional symbols beyond just Money and Wheels. See **'Skills and Symbols'** on page 14 for an overview of all symbols.

The possible actions are:



MOVE

You may spend each Wheel (⊗) to move your Getaway car 1 space on the game board. Each circle on the game board is a space. They are connected by lines. Whenever you move, you may move only along a line to a connected space. You may move your Getaway car as many spaces as you like during your turn, as long as you have Wheels to spend. You can do this before, after, or even during other actions.

Example: 'Blue' Becky provides two Wheels. You use one Wheel to move your Getaway car to a city and hire a Specialist there for five Money. Then you use the second Wheel to move your Getaway car again, toward another city.



CITY ACTIONS

You may perform City actions providing your Getaway car is in a city, except Geneva which works differently (see **'Upgrade Hideout'** on page 12). You may perform either of the following actions, but at most once each turn.

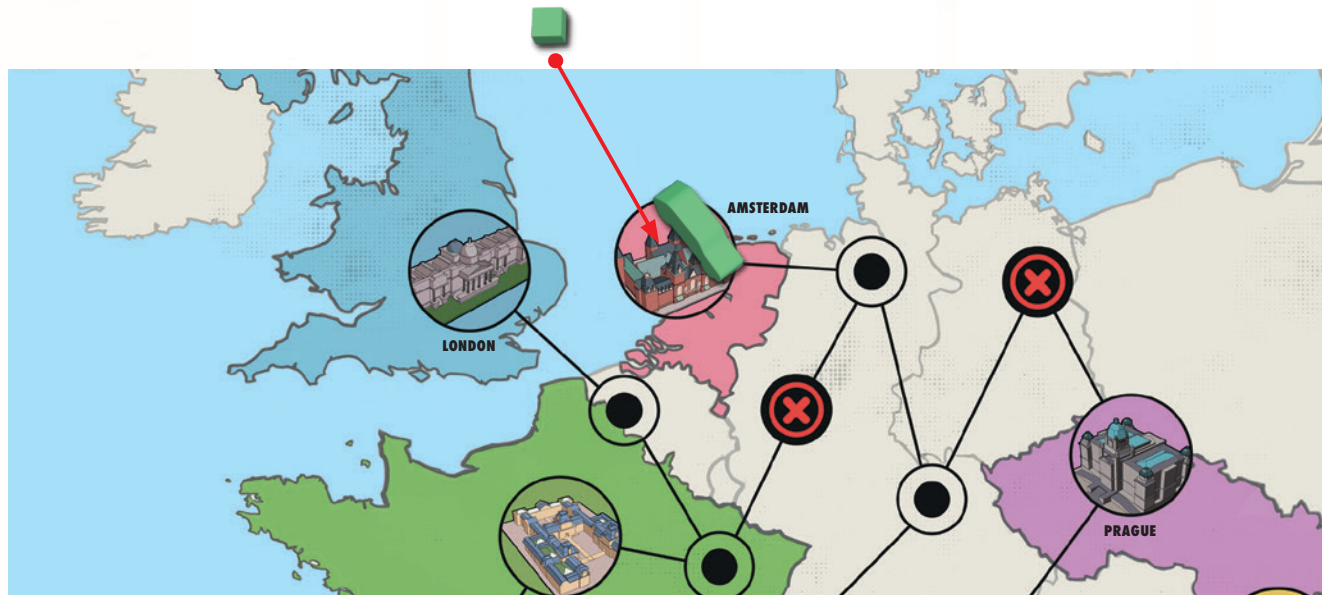
Hire a Specialist

Execute an Art Heist

To avoid attracting too much attention, you cannot stay active in the same city for too long, you must keep moving.

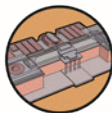
You cannot perform the same action twice in the same city during a single turn. I.e. you cannot execute two Art Heists or hire two Specialists in the same city in one turn.

As soon as you hire a Specialist or execute an Art Heist, place your City marker in that city. You cannot take that City action in that same city until you have performed an action in a **different** city and placed your City marker there. The different city may be Geneva.



Example: The green player hires a Specialist and completes an Art Heist in Amsterdam. They place their City marker on Amsterdam, meaning they cannot perform any more actions there until they have taken a City action in a different location.

The 7 cities where you can perform City actions:



Madrid



London



Paris



Amsterdam



Florence



Prague




Budapest



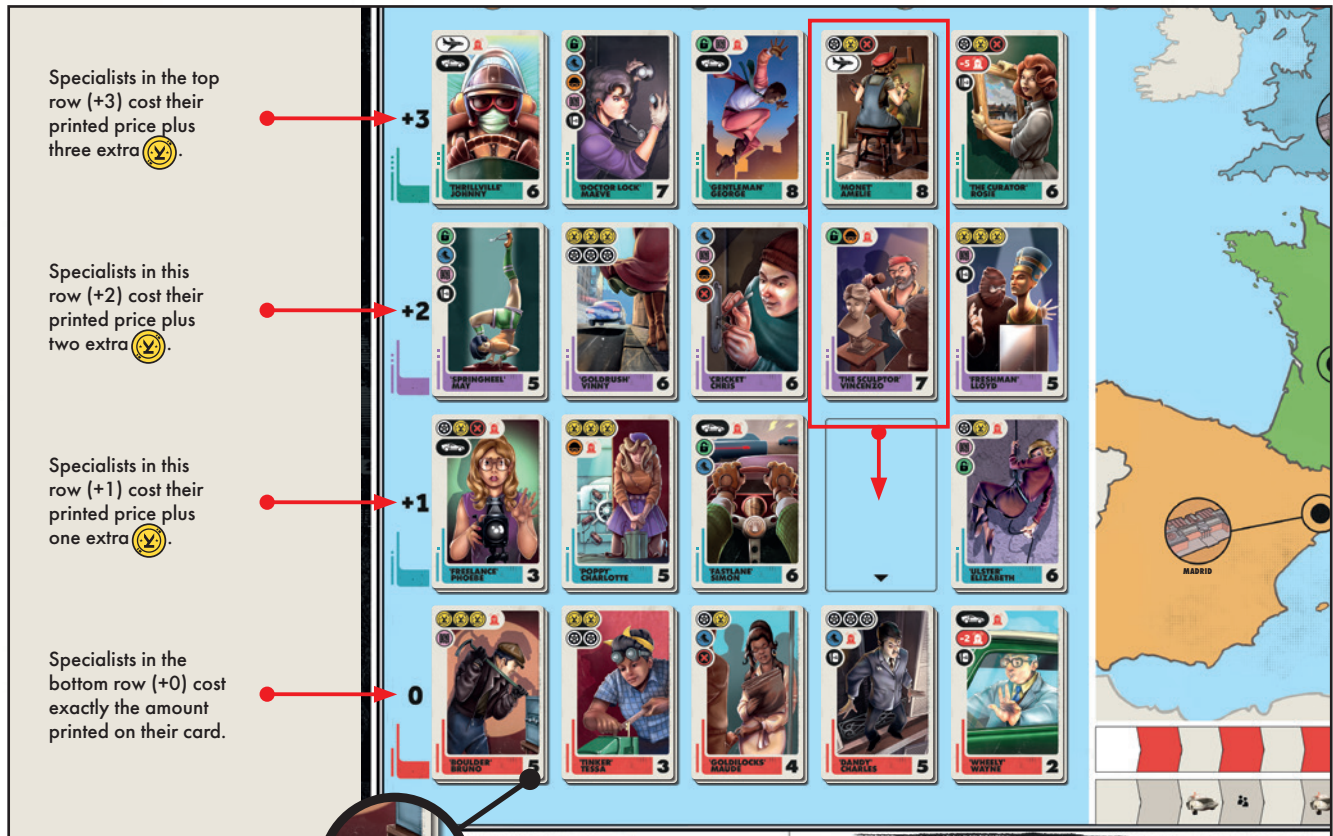
Geneva


Hiring a Specialist


The cost of each Specialist is the cost shown in the bottom-right corner of the Specialist card plus the cost of the row you are hiring it from. The combined cost must be paid in Money .


Whenever a stack of Specialists is depleted, move the stacks above down to fill the empty space, making those Specialists cheaper.

Place the hired Specialist face up in your discard pile.



Specialists in the top row (+3) cost their printed price plus three extra .


Specialists in this row (+2) cost their printed price plus two extra .

Specialists in this row (+1) cost their printed price plus one extra .

Specialists in the bottom row (+0) cost exactly the amount printed on their card.

The cost of the Specialist.

Example: The blue player wants to hire 'Sinister' Mike. The cost is 5 Money: 4 for the card itself, +1 for being in the blue row. The player puts hand cards in front of them until the value of 5 Money is reached and puts the hired Specialist card on their own discard pile. The 'Sinister' Mike stack is now finished, so the two stacks of cards above it each slide down 1 row to fill the empty space.



Execute an Art Heist

In each city, you may choose from two different art heists: a large (Gold) art heist and a small (Bronze) art heist. For each art heist, you must play Specialist cards that match the required skills. Your Robber cards do not have these skills. To commit an art heist, you will first need to hire Specialists with the necessary skills.



Acrobat



Infiltrator



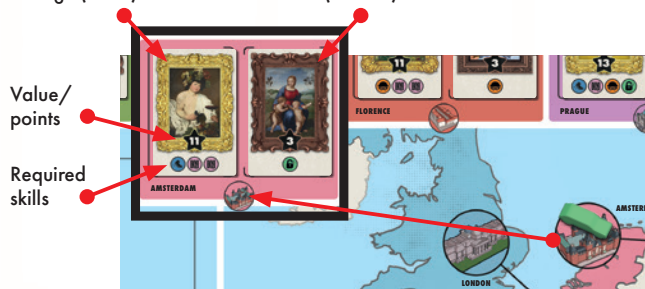
Safecracker



Forger

Large (Gold) art heist

Small (Bronze) art heist



Location (Amsterdam Rijkmuseum)

Execute an Art Heist as follows:

- 1 Select an Art card in the city containing your Getaway car.
- 2 Play Specialist cards with Skills to meet the requirement of the Art card.
- 3 Place the Art card face down in a personal scoring pile.
- 4 Draw the top card from the matching Art card deck and place it face up on the vacant space on the game board. If a deck of Art cards becomes empty, no new Art cards of that colour can be placed on the board and those spaces remain empty for the remainder of the game.
- 5 Move your Suspicion marker one space to the right on the Suspicion track.
- 6 If there were any other player's City markers in the city where you just committed your art heist, move their Suspicion markers one space to the right on the Suspicion track.
- 7 Move the Time marker one space to the right on the Time track. If the Time marker lands on a police car symbol, the player or players with the most Suspicion must take an Interpol card. After that, reset all player's Suspicion markers to the starting position.



Suspicion Track

The Suspicion track indicates how much Interpol suspects you. Your Suspicion marker moves to the right on this track if:

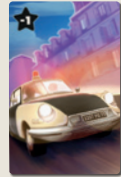
- you commit an Art Heist,
- your City marker is in a city where another player commits an Art Heist,
- you play a card with a Siren symbol on it (see **'Skills and Symbols'** on page 14).

If your Suspicion marker is in the rightmost position, it will not move further to the right. Multiple Suspicion markers can occupy the same space.

Interpol Cards

Whenever you receive an Interpol card, add it to your discard pile. If later in the game you draw this Interpol card back in your hand, it will only be in the way. The Interpol card may be discarded immediately. It can also be removed entirely using the Elimination action.

IMPORTANT At the end of the game, you lose 1 point for each Interpol card still in your hand, deck, or discard pile.



Police car symbol

The last police car symbol

Example: The orange player has committed a Bronze Art Heist, resulting in the Time marker landing on a police car symbol. The green player has the most Suspicion and receives an Interpol card. All the Suspicion markers are reset to the starting position.

ELIMINATION

An Elimination action allows you to remove cards from your hand from the game permanently by paying 1 Money (¥) and 1 Wheel (⊗) per eliminated card. This can be done on a space with the Elimination symbol or by playing a hand card with the Elimination symbol. You may eliminate multiple cards in the same turn, paying 1 Money and 1 Wheel for each eliminated card. The eliminated card itself cannot be part of the payment. Interpol cards can be eliminated in this way. Place eliminated Interpol cards back in the Interpol card stack and return other eliminated cards to the box.

⊗ Elimination Spaces

Spaces with the Elimination symbol are not considered cities, so you do not move your City marker to this space when eliminating cards. You may perform the Elimination action as many times as you wish, including several turns in a row, as long as your Getaway car is on a space with an Elimination symbol and you pay 1 Wheel and 1 Money per card you want to eliminate.

⊗ Specialist Cards with Elimination Symbols

Some Specialist cards have an Elimination symbol. By playing this card, you may perform the Elimination action that turn as many times as you wish, as long as you can afford to do so. If the Elimination symbol appears with 1 Money (¥) and 1 Wheel (⊗) in the same row, they may be used to pay the cost of one elimination.

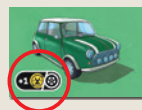


GETAWAY CAR TOKENS

Your Getaway Car token starts the game with the revealed (active) side facing up. During your turn, you may use your active Getaway Car token as 1 extra Money or 1 extra Wheel. Whenever you do this, flip the Getaway Car token so the concealed (inactive) side faces up. At any point during your turn, you may pay any combination of 3 Money and/or Wheels to flip the Getaway Car token back to the active side. You may activate and reuse the Getaway Car token as many times as you want and are able to during your turn.

Active:

1 extra Money or
1 extra Wheel.



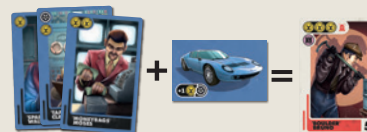
Inactive:

Pay 3 Money and/or Wheels
to flip to the active side.




Examples:

- The blue player wants to hire 'Boulder' Bruno in a city (cost: 5 Money) but only has 4 Money available. By using the Getaway Car token, they can still pay 5 Money. The Getaway Car token then becomes inactive.
- The green player has 3 Wheels available that turn, but they are already in a city where they want to hire a Specialist on their next turn. They use the 3 Wheels to reactivate their inactive Getaway Car token, so that on the next turn, they have 1 extra Money available to hire the Specialist.
- The pink player wants to reach Florence during their turn but is 2 Wheels short. They have 6 Money left, so they use 3 Money during their turn to reactivate the Getaway Car token and immediately use it for 1 Wheel, repeating the process with the remaining 3 Money. They may use the 2 Wheels to move their Getaway Car to Florence.



UPGRADE HIDEOUT

The city of Geneva  is not considered a regular city. You cannot hire Specialists or Execute an Art Heist when your Getaway Car is here. Instead, you may spend Money and/or Wheels to upgrade your Hideout. All players start at level 1. Upgrading the level of your Hideout increases the number of cards you can keep at the end of a turn and/or replenishes your hand size to 6 cards instead of 5. Pay any combination of 5 Money and/or Wheels to move your Hideout marker one space to the right. The Hideout has 4 levels:

At the end of your turn:

[Level 1] All played and unplayed hand cards go to your discard pile. Hand size after taking or replenishing: 5.

[Level 2] You may keep 1 unplayed card. Hand size after taking or replenishing: 5.

[Level 3] You may keep 1 unplayed card. Hand size after taking or replenishing: 6.

[Level 4] You may keep 2 unplayed cards. Hand size after taking or replenishing: 6.

IMPORTANT Upgrading your Hideout counts as a city action. Immediately after upgrading your Hideout, you must move your City marker to Geneva. You must then perform an action in another city before you can upgrade your Hideout again in Geneva.




END OF YOUR TURN

- 1 Place all your played cards onto your personal open discard pile.
- 2 Depending on the level of your Hideout, you must either discard all your unplayed cards or may keep a certain number of them in your hand.
- 3 Draw new cards from your draw pile up to your hand size. If your draw pile is empty, shuffle your discard pile to form a new draw pile.

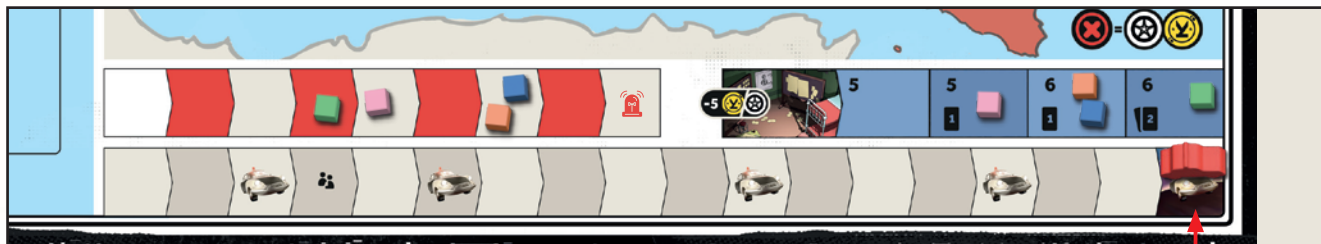
REMEMBER any specialist cards you hired this turn are immediately added to your discard pile.

END OF THE GAME

The game ends immediately when a player executes an Art Heist that results in the Time marker landing on the last space of the Time track . The player or players with the highest Suspicion must each take one Interpol card. All players take any Interpol cards from their hand, deck, and discard pile and add them to their personal scoring pile. Calculate your final score as follows:

- Sum the value of all the Art cards in your scoring pile.
- Subtract one point for each Interpol card in your scoring pile.

The player with the highest score wins the game. In case of a tie, the player who has collected the fewest Art Cards wins. If there is still a tie, all tied players share the victory.

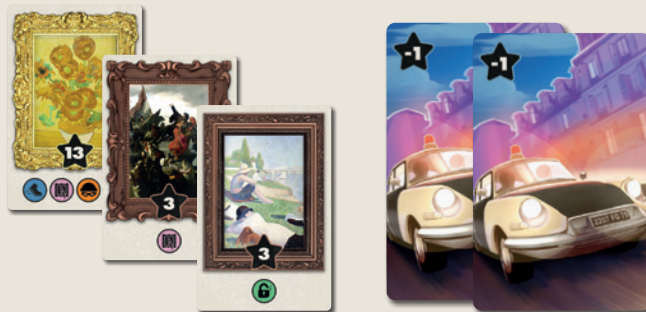


Last space of the Time track

Example:

The blue player executes an Art Heist that causes the Time marker to land on the last space of the Time track, and the game ends immediately. Since blue and orange have the highest Suspicion, they both receive one Interpol card.





The blue player has the following score pile: 1 Gold Art card, 2 Bronze Art cards, and 2 Interpol cards.
 $13 + 3 + 3 - 1 - 1 = 17$ points.



SKILLS AND SYMBOLS

In addition to Money and Wheels, hired Specialists may have various other skills and symbols.



Skills: Hired Specialists can have 4 different skills: Acrobat , Safecracker , Infiltrator , and Forger . Each Art card requires specific skills and sometimes multiple Specialists with the same skill.



Getaway Car: Flip your Getaway Car token from the inactive side to the active side. You don't need to pay Money or Wheels.



Replacement: Discard the card and immediately draw one or two (depending on the card) new cards from your deck.



Elimination: Eliminate any number of cards by paying 1 Money and 1 Wheel for each card.



Airplane: Move your Getaway car from a city to any other city. Your Getaway car must be in a city to use this effect. Remember that Geneva is a city.



Interpol: Gain 1 Suspicion.



Less Visible: Reduce your Suspicion by either 2  or 5  depending on the value shown in the effect.



IMPORTANT You can never move your Suspicion marker lower than the starting position on the Suspicion track.

Examples:

By playing 'Sinister' Mike, you may either eliminate cards (with payment) or gain 2 Money and 2 Wheels (moving your Suspicion marker 1 space to the right), or use a Safecracker skill for an Art Heist.



By playing 'Doctor Lock' Maeve, you may either draw a new card from your draw pile or use one of the 4 skills for an Art Heist.



By playing 'Monet' Amelie, you may either eliminate cards (the first elimination cost is paid for by this card) or move your Getaway car from one city to another.



By playing 'Wheely' Wayne, you may either draw a new card from your draw pile or flip your Getaway Car token (moving your Suspicion marker 1 space to the right), or move your Suspicion marker 2 spaces to the left.



OUR
GAMES





THE SELF-SACRIFICE OF TITUS
DUGOVICS (1859)
ALEXANDER VON WAGNER



BACCHUS (C. 1596)
CARAVAGGIO



DAVID AND GOLIATH (1599)
CARAVAGGIO



WOMAN WITH A PARASOL (1886)
CLAUDE MONET



WATER LILIES AND JAPANESE BRIDGE
(1899)
CLAUDE MONET



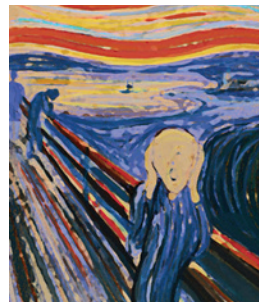
EQUESTRIAN PORTRAIT OF PHILIP IV
(1635-1636)
DIEGO VELÁZQUEZ



VENUS AT HER MIRROR
(1647-1651)
DIEGO VELÁZQUEZ



THE CROQUET GAME (1873)
ÉDOUARD MANET



THE SCREAM (1893)
EDVARD MUNCH



LIBERTY LEADING THE PEOPLE (1830)
EUGÈNE DELACROIX



THE TOWER OF BLUE HORSES
(1913)
FRANZ MARC



BATHERS AT ASNIÈRES (1884)
GEORGES SEURAT



OATH OF THE HORATII (1784)
JACQUES-LOUIS DAVID



THE GARDEN OF EARTHLY DELIGHTS
(C. 1480-1490)
HIERONYMUS BOSCH



THE MILKMAID (C. 1685-1659)
JOHANNES VERMEER



GIRL WITH THE PEARL EARRING
(C. 1665-1667)
JOHANNES VERMEER



MONA LISA (1503-1506)
LEONARDO DA VINCI



DONI TONDO (1504)
MICHELANGELO



PICNIC IN MAY (1873)
PAL SZINYEI MERSE



THE BUFFET (1877)
PAUL CÉZANNE



THE WHITE HORSE (1898)
PAUL GAUGUIN



THE ARRIVAL OF MARIE DE MEDICI IN MARSEILLE (C. 1622-1625)
PETER PAUL RUBENS



THE MARTYRDOM OF SAINT THOMAS (C. 1637-1638)
PETER PAUL RUBENS



THE LOVERS (1875)
PIERRE-AUGUSTE RENOIR



MADONNA OF THE GOLDFINCH (1505-1506)
RAFAEL



THE NIGHT WATCH (1642)
REMBRANDT VAN RIJN



THE BIRTH OF VENUS (1483)
SANDRO BOTTICELLI



PORTRAIT OF A YOUNG WOMAN (1480-1485)
SANDRO BOTTICELLI



THE RAFT OF THE MEDUSA (1818)
THÉODORE GÉRICAUT



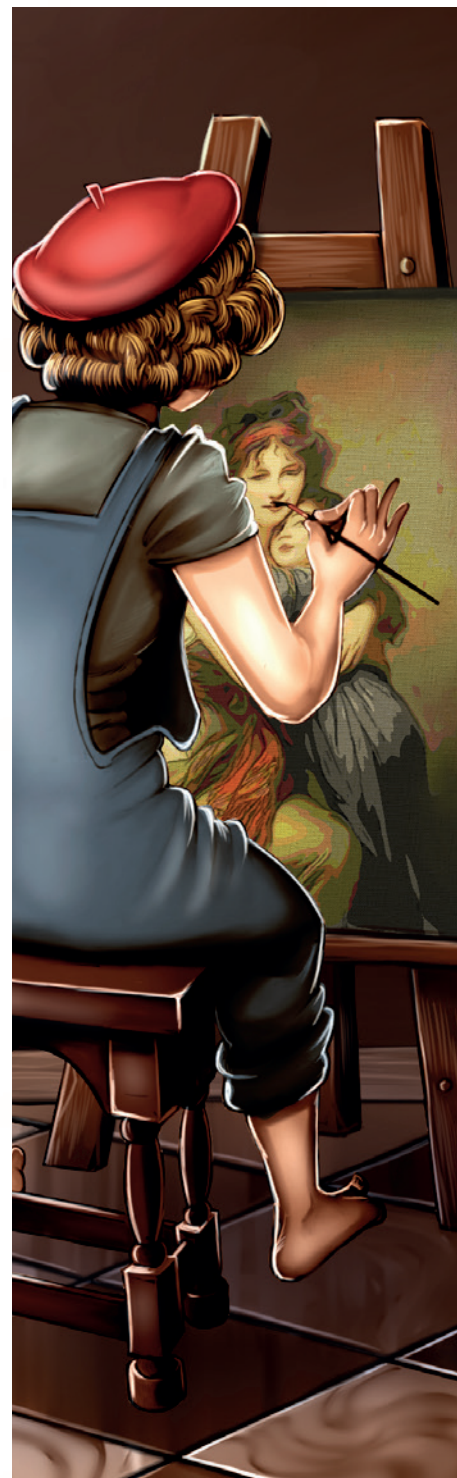
GREEN WHEAT FIELD WITH CYPRESSES (1889)
VINCENT VAN GOGH



VASE WITH FIFTEEN SUNFLOWERS (1888)
VINCENT VAN GOGH

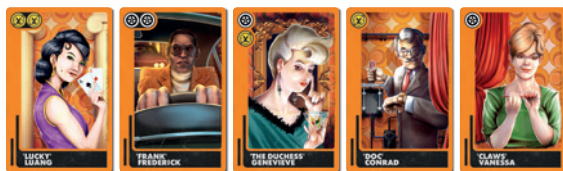


SELF-PORTRAIT WITH GREY FELT HAT (1887)
VINCENT VAN GOGH



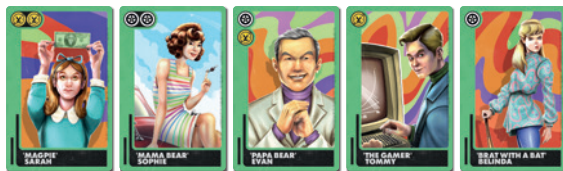


THE GREAT
ART
ROBBERY



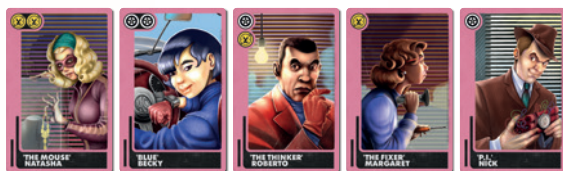
HIGH CLASS ROBBERS

Expensive clothes, luxury vehicles, and extravagant heists; the High Class Robbers add a hefty dose of 'class' to the world of art theft. In their daily jet-set lives, they attend nearly all the luxury parties across Europe, where they discreetly gather rumours and information about their next target. Thanks to their many connections, they can enter any museum in Europe, especially after closing time. Their favourite strategy is to organise a charity event in the chosen museum, then quietly slip away and steal their target.



MODERN ROBBERS

The Modern Robbers generally don't look much different from the average person, and therein lies their strength. Under the guise of an ordinary British family, they explore museums they want to rob, freely posing as tourists. In reality, this fake family is made up of seasoned art thieves, who can steal with even the most mundane objects. They then vanish back into the crowd before Interpol even realises what's happened.



SPY ROBBERS

With their black clothing, long coats, and handy gadgets, the Spy Robbers are the epitome of the masked master thief. Each of them is a former spy or secret agent, now using their expertise to infiltrate even the most heavily guarded museums. Their arsenal of stolen and homemade espionage tools come in handy in every situation, allowing them to make spectacular escapes.



STREET ROBBERS

The Street Robbers are a colourful group of opportunists making life dangerous in European cities. Their motto, 'Take what you can take,' reflects their dissatisfaction with how society has treated them. However, their life on the streets has taught each of them skills that are perfect for art theft. With their shared background, they hope to collect a fortune in art objects and escape the burden of their impoverished existence.



TECH ROBBERS

'The future is now!' say the Tech Robbers, who combine their obsession with the latest technologies with the art of stealing. These tech-savvy thieves have no hesitation in tapping and hacking museum equipment to map out their targets: this allows them to know exactly what's going on during the heists. A failed art theft is never their technology's fault, so they spend days before the heist making sure all their technical gadgets are checked, maintained, and polished.

TIPS



Use your Getaway Car token.



Flip your Getaway Car token back to the active side.



Plan your route for your next turn in advance.



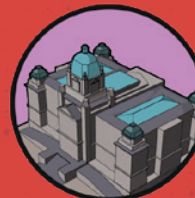
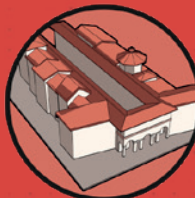
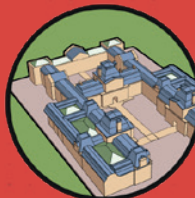
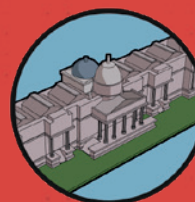
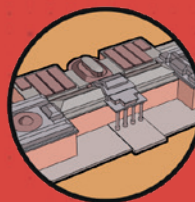
Upgrade your Hideout to get more hand cards.



Eliminate bad cards.



Gather different new Specialists for a mix of skills.



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Anjan van Houwelingen

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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might differ from the images used in the rulebook.