

## Set up

Separate the cards by type, as differentiated by their back

- 1 Turn **summary** card
- 14 **Instructions** card
- 19 **Act 1** card
- 20 **Act 2** card
- 1 **X**-card
- 1 **Deal** card
- 10 **Goal** card
- 10 **Casting** card

Also included:

- 1 envelope containing the **Last Act** quickcard
- 60 Character tokens to vote

## Summary of a game turn

Card to keep face up at the center of the table.

1. When you are the active player, draw an **Act** card, starting with **Act 1** cards.
2. Read its question out loud and answer it, inventing details and weaving relationships between your character and the other players' characters.
3. If you do not like the card, you can discard it and draw another. You can also hand the card over to the next player who then becomes the active player for the turn.
4. After you've answered the card's question, the other players ask you questions to flesh out the story.
5. When no one has any more questions, you discard the **Act** card, and the next player draws a new one and becomes the active player.
6. The game continues this way until the **Deal** card is reached.



The game goes this way: clockwise, we draw a card in turn and read the text out loud, starting with the Instructions cards that explain how to play. If there is an **instruction** to carry out, we do so immediately.

Once the card has been read and its instructions carried out, we discard it unless it is specified it should be kept at the center of the table.



We play characters who have successfully pulled off a commandeered heist. We managed to flee with the goods but, less than 48 hours later, we were nailed by the cops. Somebody snitched for sure.

We are now under arrest, separated from each other, with no way to communicate. The detectives are working us for information.

Place this card face up at the center of the table.

3

Let's now choose this successful operation's goal out of 3 **Goal** cards.



Variation: we can also invent our own goal, collectively choosing the booty to collect and where this story will take place.

If we chose a **Goal** card, place it at the center of the table.



Let's now turn the 10 **Casting** cards face up and each choose in turn one to play. Choose a character that seems appropriate for the selected Goal. Once you've chosen a character, put its card face up in front of you.

Once everyone has chosen a character, each of us takes one of the tokens depicting each character in the team and leaves the others.



# 5

Once all the **Instructions** cards have been read, we continue playing in turn with the **Act** cards. They are written as questions and divided in 2 decks. We will first answer the questions of the **Act 1** deck before continuing with the questions on the cards of the **Act 2** deck.



These questions enable us to collectively imagine a story about our operation, the relationships between our characters, the reasons behind this mission and the questioning following our arrest.



On your turn, read out loud the card you drew and answer its question. Invent all the details you find useful to justify your answer (characters, places, events).

Important: use the questions on the cards to weave relationships between your character and the other players' characters. The story will be richer for it in unexpected developments





If you do not like a card, you can draw another or hand it over to the next player, who can do the same. The turn then picks up with the player who decides to answer the card's question.



The **X Card** is an emotional security device. We put Card X where everyone can easily pick it up. If there's a card, or answer, that you don't want to be included in the story, tap X Card.

This content is then removed from the game.



If the Act card you just drawn is removed from play in this way, draw a new one. You can use Map X on your own maps..



After listening to a player answer an **Act** card, anyone can ask as many questions as desired to expand on what has been said and develop our story. The player who drew the card decides whether to answer or not. When no one has any more questions, we move on to the next player.

This phase is at the heart of the game, which is why it is prompted on each **Act** card by this sign:



10

At the end of the **Act 2** deck, a player will draw and read the **Deal** card.



We will have reached the last act of our story: time to open the **Last Act** envelope.





In this last act, we will separately decide whether we accept the deal or turn it down, based on the story we have told and what we have discovered about our characters.



We will then have to make a choice between these 3 possibilities:

- Denounce.
- Denounce another player.
- Keep quiet.

As indicated on the **Last Act** game aid, the outcome of the vote will determine the outcome of our story and lead us to tell together the conclusion of our story.

The game will then be over.



Setup: separately shuffle the **Act 1** and **Act 11** decks. For a 60-minute game, remove 10 cards from each deck, 5 cards for a 120-minute game. Put the **Deal** card at the center of the table, with **Act 2** deck on top face down, and then the **Act 1** deck also face down so as to start with the latter.



Remind everyone the context of the story. Then we all introduce our characters to the others in turn, saying their name, reading their **Assets** and **Faults** and describing their role in the operation we just pulled off.

Then whoever wishes to start draws the first **Act 1** card and the story begins.