

Heist

I. Registration

Registration is not applicable to Heist.

II. Orientation

No official orientation will be held for Heist. Rules will be reviewed and questions will be answered before games begin.

III. Objective

The objective of Heist is to end all rounds with the most amount of Money. Robbers earn Money by successfully escaping to the Safe House. Cops earn Money by capturing Robbers.

IV. Teams

Teams consist of at least 3 groups of 5-7 players taking turns being Robbers.

- Robbers try to escape to the Safe House with as much Money as possible or complete the objective for the respective game variant.
- Cops try to capture the robbers.

V. Boundaries

The boundaries will be specified by the game administrator before each round begins.

VI. Equipment

- UGC Bandanas, the game director will specify how to wear them.
- Bags of Money.
- Weapons: Blasters, socks, foam swords, two-hand touch.

VII. Duration

Each team gets a round as the Robber team. The round length will be specified by the game administrator but is recommended to be 20 minutes.

VIII. Start of the Game

Robbers will be given bags of Money and will start at the Bank. The Police start at the Police Station. Simultaneously Robbers and Cops will be released .

IX. Game Play

At this point Robbers have 20 minutes to make it to the Safe House and Cops may begin the hunt for the Robbers. Cops will attempt to eliminate robbers from the round by the use of Nerf blasters, Socks, or a two-handed tag known as a Bayonet. Robbers may also eliminate cops through these same means. When eliminated, a player must drop any Money Bags they are carrying which can then be picked up by another robber or a cop. Eliminated players will then proceed to the Police Station to wait for the round to end.

X. Money

Each bag of Money item Robbers successfully steal is worth 5 points; however every four minutes each bag will be depreciated by one point until it is worthless.

XI. Robbery Variant

In this variant, Robbers at will have to earn their loot by robbing the Bank. Instead of being given the Money, Money will be placed in the Vault - a location at the Bank. The Vault will be guarded by one Cop from each team. Cop teams decide who guards the Vault; however, a Cop can only guard the Vault once. Cops at the Police station are released as soon as the Robbers have acquired the Money. If it takes longer than five minutes to rob the bank, however, police will be released as well. This variant requires an attendance of at least 20 players.

XII. Vigilantes Variant

Before the round begins, the team of robbers and one other team will be taken with a Game Director. The not-robbert team will be known as Vigilantes, and will start at a different location than the robbers. After the robbers successfully rob from the bank, the Vigilantes will be sent out at the same time as the police and will be allowed to shoot both police and robbers. Vigilantes will be given one point for each person they shoot but will receive no points for loot