

Heist! A Game of Cops and Robbers

I. Objective

At least 3 teams of 5-7 players take turns being Robbers who attempt to transport money from a robbed Bank to a Safehouse. The other teams are in pursuit as Cops. After all the teams have had their hand at being the Robbers, those that successfully stole the most "Money" have won the game.

II. The City Grid

A boundary will be placed around the playing area of Campus. Within the boundary a Police Station, Safe-House, and Bank will be designated for each round. Robbers know the locations of the Bank, Safe-House, and Police Station. Cops will only initially know the location of the Police Station.

III. Calling All Cops

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 by the following announcement:

"Calling all cops! Calling all cops! There has been a robbery at [Bank], perpetrators headed [general direction of Safe House]. Suspects are armed and dangerous. Go! Go! Go!" Cops will then be released and free to roam within the boundaries of the game-play area to eliminate the robbers."

IV. 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.

V. \$\$\$

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.

VI. 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.

V. Vigilantes Variant (to be Beta'd)

Before the round begins, the team of robbers and one other team will be taken with a Game Director. The not-robber 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.

VI. Special Items (to be Beta'd)

Box of Donuts: Robbers will be able to place a Box of Doughnuts at one of a few prechosen locations on the map. If the cop wants to pass through that zone, he or she must sign their name at the Box before continuing on. The cop cannot be killed while in the Box location.

Police Scanner: If cops are required to use walkie talks robbers may be given one as well to listen in on the cop activity. This may prove beneficial to either side as the cops may be able to mislead the robbers or the robbers may know what the cops are up to.

Police Chopper: The cops may be given bikes to use as Choppers. Any cop using a Chopper may not be killed; however, they shoot from the Chopper or dismount the Chopper.