



After weeks of preparation, this night the time has finally come. Silence lies over the old mansion, only interrupted by the soft clicking sound of Matt's lock pick, while he's working on the back door. Janet illuminates Matt's work with the flashlight and mentally checks the escape route once more. Meanwhile Trixie, her cutting torch already prepared, is only waiting to get to the safe. If necessary, there is also Bruce, who cracks his fingers. If they meet with resistance, there will be no mercy for his opponents. Tonight, all that work will finally pay off.

Welcome to Clou - Roll & Heist! This game is designed to bring some fun directly to your home in times of social distance, contact ban and dropped out gaming rounds. So it is suitable for 1 to 3 players and you can print it out at home. Besides that, you only need three 6-sided dice and 1 pen for each player. If you like this idea and the game, please share it. You can also support Boardgame Racoon on Facebook or Instagram and find more content for Clou - Roll & Heist on: boardgame-racoon.de/pages/spiele/stayathome-en.php

In addition, the digital version of the game has already been released on Steam for Windows, Mac and Linux and will also be available for Android and IOS in Q1 2022.

Another idea behind this game is to help the small game stores through Covid times. Buy something at your local game store and send a photo or scan of it to clou@boardgame-racoon.de. You will receive the "The great train robbery" campaign with 4 extra scenarios via email.

In Germany, Boardgame Racoon is cooperating with the following game stores:



1. Goal of the game

In "Clou" you play a skilled thief or even a whole gang of thieves in the 1960s London. For each game you choose a scenario, in which you try to get as much loot 💰 as possible and leave as few traces 🕵️ as possible. Also be careful not to take too much time ⌚ or set off alarms 🚨 in any other way, so that you don't have to escape from the police.

If you're caught 🚔, you'll immediately lose together. However, if you succeed in the break-in, you can celebrate your joint success and calculate your points for this heist.

2. Game sequence

"Clou - Roll & Heist" is a Roll and Write game. This means, that you need one pen per player and a total of 3 six-sided dice. You print out the game plans yourself and mark things on them with your pens. For each game you need a burglary plan of your target and for each player a thief sheet. If you want to save ink, you can laminate the game plans or put them in transparent foil. This way you can clean them and use them several times.

The game is played in rounds (a summary of the game round can be found on the thieves' sheets).

A round is divided into 4 phases:

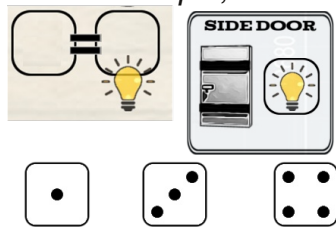
- Throwing the dice
- Use dice
- Time passes
- Are you running away?

Once you've played through these phases, a new round begins.

Throw the dice: first you throw the 3 dice and display the result for all players to see. The three dice rolled are for all players - everyone must use all three.

Use dice: here you write down the rolled numbers on your thief sheets. You can do this in any order and you can sum up the dice results. But you may not divide the numbers on the dice. When writing down numbers on your sheets, you must always meet the conditions required by the box or circle. This may activate an ability indicated by a symbol. You may now cross out this symbol on the burglary plan or on your thief sheet if it is **currently** needed.

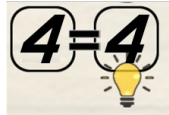
In this example, the side door needs a "Cunning" symbol and you have a 1, a 3 and a 4 available.



You can now write a "4" in the first box. In the second box you have to write the same number as in the first one. You can sum up the rolled 1 and 3 and write the resulting "4" in the second

box. As there is a symbol under this box, you activate it, the moment you write a number in it.

Because it is a "Cunning" Symbol, you can use it to cross out the "Cunning" on the side door.



Each player will do so until everybody has used all the dice (don't forget: You may choose the order in which you want to write down which dice and when).

Beware: If you cannot use a die, you will receive a trace for each unused die of each player.

Cross out a trace symbol on the burglary plan.

If you have crossed out all the trace symbols that are available to your number of players, you have been tracked down. The police tracks you down and you lose the game.

Time passes begins as soon as all players have used their dice or traces have been crossed out. Cross out a time symbol on the burglary plan. If there is no time symbol left for your number of players, you have taken too long and triggered the alarm . You will have to escape from the police in order to flee (see 7.)

Finally, you may **run away** voluntarily, if you think, that there is nothing left to get. The game ends immediately and you can enter your points. If you stay, a new round begins.

3. Game setup

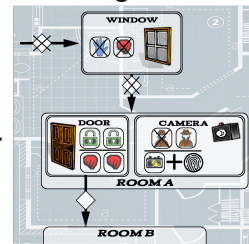
Each player chooses a thief and receives a corresponding thief sheet. Choose your target and provide the corresponding burglary plan. Now cross out all symbols to the left of your number of players in the box in the top right corner. Take 3 dice and one pen for each one of you.

4. The burglary plan

Here you can see the target of your break-in. The plans are always structured in the same way. In the top left corner you will find a short description of the scenario. In the top middle you will find the special rules that apply to this game. In the top right corner there are bars - from top to bottom - for your time , traces and a possible escape . On the bottom right you will find a scoring box, where you can write down your points and names at the end of the game.

The actual plan shows you the **rooms** (single frame) and **challenges** (double frame), you will find in the building. In addition, arrows show you, how the individual rooms are connected and which challenges your thieves can work on.

You always start your break-in at the arrow, that's crossed out and you can continue your work from there. If you have overcome a challenge from which an arrow starts, you can cross out the corresponding diamond and may now enter the next room. There you can now work on all things in that room at once. If an arrow has no diamond, you can work directly on it. In this example you have overcome the window and can work on the camera and the door in room A. To get into room B you have to overcome the door.



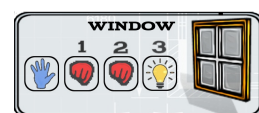
To overcome a **challenge** (double-framed boxes) and get loot, activate the required symbols on your thief sheets. Once you have activated a required symbol, you can cross it out on your burglary plan. Often there are several ways to get to your goal. These options are always separated by a horizontal line. You only have to complete either the upper or the lower part.

Here the thieves have successfully activated a "dexterity" on their thieves' sheets, so they can cross out the symbol (upper part of the challenge). Because of the horizontal line, this is enough to overcome the challenge. If they had solved the task by a "strength" (lower part of the challenge), they would have had to cross out an additional trace on the trace bar.



Because of the arrow they are allowed to cross out the loot directly. **Loot** always consists of a picture of the loot in a circle and a box with the value below. You always have to work along these arrows. If there are no arrows between the symbols, the order does not matter.

If there is a number of players above a symbol, you only have to complete the symbols with your number of players and smaller. For this window, you need 1 dexterity and 1 strength alone. In a team of two you need 1 dexterity and 2 strength. And if there are 3 players, you need 1 dexterity, 2 strength and 1 cunning symbol.



5. The thieves

You activate symbols by using the dice results on your thief sheet. The following applies:

In **boxes** you write a number that meets the conditions of the box.

Circles are crossed out, if you meet the condition (a number or symbol) in the circle.

If a symbol is **under a box/circle**, you activate it by writing something into the box or by crossing out the circle. Here you have to roll a 15, so that you can



cross out the circle for the dice and immediately get an electro.

If there is a **symbol at the end of a line**, you must



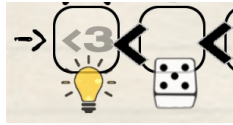
have fulfilled all the conditions of the line to activate the symbol. Here you would have to cross out 2 Dexterity in order to get 1 Lock. You have to **use activated symbols immediately** and cannot keep them. For more overview you can also cross out activated symbols,

On the thief sheets you will find summaries, a description of the thief and always 3 categories of things that characterize him/her:

Abilities, tools and specials.

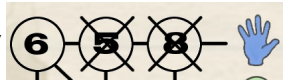
Abilities are structured the same way for all characters. There is always a bar of boxes (see above) for strength, one for dexterity and one for clever.

You always start by writing a number in the box on the far left and then go box by box from left to right. You have to follow the conditions of each box. A condition can be in one box or between two boxes. *In the first box, you must write a number that is less than 3, i.e. a 1 or 2 (this will activate a "Cunning"). If you have entered a number there, the number in the next box must be higher. (And also there you activate a special symbol)*

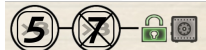


Tools. Here are 4 different possibilities, of which every thief has 3:

• **The grid:** always consists of circles on lines. You may cross out a circle, if you use the number rolled on the dice that corresponds to the number in the circle. You can cross out any circle you want and you don't have to start somewhere. If you cross out the third circle on a line, you activate the symbol at the end of the line. This way you may activate more than 1 Symbol simultaneously. *Here, the 5 and the 8 have already been crossed out in the game. If a player now has a 6, he/she can cross out the circle with the 6 and thus activate a dexterity.*



• **The circle boxes:** always consist of a box surrounded by a circle. First a number, which meets the condition in the box, must be written in the box. Afterwards it is considered a normal circle with the newly written number as a condition for being allowed to cross it out. Again, all circle boxes on a line must be crossed out, to activate the symbols at the end of a line.



The first row shows the situation at the beginning of a "Use Dice" phase, including the available dice numbers. You can now use the 5 and write it down in the first circle box (since it is greater than 3). In a second step you use the 4 and the 1 to cross the circle with the 5.

This crosses out all the circles on the line and activates a lockpick and a safecracking.

Writing down and crossing out can, but does not have to, be done in the same turn.

• **The tree:** always consists of circles with the required numbers in them. These are connected and always activate a symbol as soon as they are crossed out. You start on the left and can only cross out 1 of the circles connected to the last crossed out circle.

So you can only use one path of the tree per game. *Next, you could cross out the 2 or 13, not the 4 or 9.*



• **The pyramid:** consists of boxes in which you have to write numbers. Some of these



have conditions. Start in the bottom row. A box in one of the upper rows must fulfill its condition compared to the sum of the 2 connected, lower ones. *The 5 here must be exactly a 5 ("=" condition), the 6 could also be a larger number (">" condition)*

Specials. Here you will always find **circles with symbols** in it on the left. If you have activated such a symbol, you can cross it out here instead of the burglary plan. If you have crossed out all circles on one line, you activate the symbol at the end of it. You will also see **dice results** that will give you special bonuses. Each time the shown result is rolled during the game, you will automatically activate the symbol indicated.

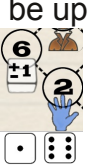
The dice results can also be combined.

6. Symbols

The symbols are explained on the left side of the thief sheets. If there are **several symbols** in a single box, you only need 1 of these symbols. The 3 special white symbols are only valid for **yourself**, when activated, and have to be used at any time during this round!

Number +/- X: You may use a die as it would be up to X higher or lower.

If you activate the left circle with the 6, you can then cross out the circle with the 2 by using the rolled 1 and the +1 symbol.



Extra die gives you a virtual die with the shown number, you can additionally use.

Any number/circle allows you to write any number in a box or to cross out any circle you want on your thief sheet. *If you have just written the 3, you can write a 4 next to it or any other number in any other box.*



7. End of game

The game can end in 3 ways: 1. If you run away at the end of a round, the heist is successful. Enter your points.

2. If you have at any time too many traces (👤), the game ends immediately and you lose (💀).

3. If you activate the alarm (🔔), you will at once have to **escape**. You will find an escape bar on the burglary plan. Choose a driver. This person rolls one die, compares the result with the escape value on the thief sheet and crosses out the corresponding arrow(s). Repeat this. At some point all police symbols are crossed out. Then you spend the next years behind bars and you lose. (🚬) But if all car symbols are crossed out before or at the same time, you have just escaped and can write down your points.

A score > 9 is ok, > 14 is a real clou.

BOARDGAME



Release Version: 0.9 Released under Creative Commons 4.0

#STAY
AT
HOME