

CASINO HEIST



1-6 Players



60-90 min.



18+

READ THIS FIRST!

Team,

I have successfully gained employment with the Golden Casino. They have me working the floor. I've been able to monitor the movements of the staff and have a good idea of where the casino bosses have hid the secret vault. Given how secretive everybody is being, the loot stored in the vault must be amazing.

I bought a number of small discreet lock boxes that I am able to store around the casino. I'm going to leave a trail of breadcrumbs leading you right to the vault combo...once I figure out what that is. Just follow my clues and input the three-digit combos to the boxes and I'll walk you right into the vault.

I have to be careful. The casino bosses may have seen me writing the other day. I think I'm in the clear, but this may be the last communication I am able to send directly. The attached postcard will help you get started.

Good luck team. I look forward to meeting you at the rendezvous point to split the loot. Until then, my next shift is starting and Nancy working Keno is not somebody to tick off.

Eddie

Contents

Casino Heist comes with:

- 50 poker chips (25 red, 25 yellow)
- 30 card solver deck
- 30 card slot machine deck
- 53 card deck of playing cards
- 12 card deck of postcards
- 12 card deck of vault contents
- 1 rule book
- 1 solver book

Introduction

This is an escape room game where you and your team follow the lead of your inside guy working the casino. Follow his cryptic trail to get to the vault and rob the casino blind. Succeed and you'll have riches for a lifetime; fail and you'll be spending a lot of time in the casino basement. Good luck!

Goal

Solve all the puzzles and get out of the casino with the contents of the vault while the casino bosses have their monthly meeting. Each time you guess wrong, you may be hit with a penalty that'll be added to your score. You can also get hints, but they will hurt your score.

Setup

DO NOT LOOK AT THE FACES ON ANY CARDS UNLESS DIRECTED TO DO SO.

1. Stack the postcards with the picture side up near the center of the playing surface.
2. Stack all of the vault contents cards money side up near the post cards.
3. Stack the playing cards in piles with matching symbols near the playing area.
4. Place the solver deck and solver book near the playing area.
5. Place the bag of poker chips and slot machine deck off to the side. You'll be told when to use them later.

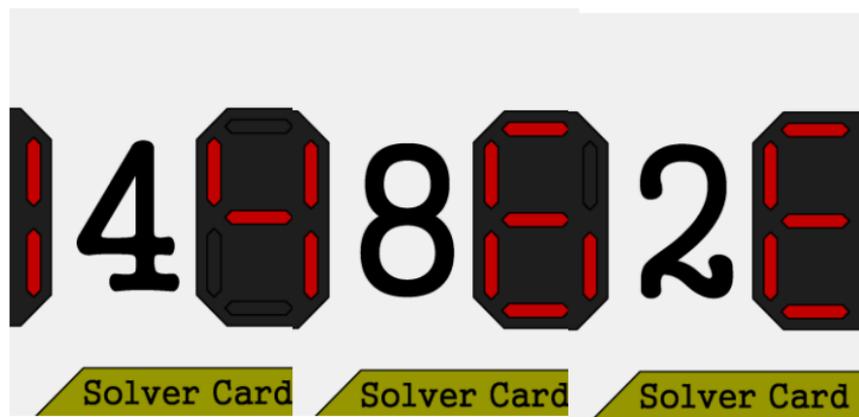


How to Play

Eddie is your inside guy working at the hotel. He's going to be giving you clues to find out how to get into the vault while the bosses have their monthly meeting. You'll be given clues in small chunks at a time and need to figure out the 3-digit codes to all of Eddie's lock boxes. Each lock box is introduced with a new postcard. Once you have a guess for the code you can use the solver cards to find the number you need to look up in the Solver Book.

Solver Cards

There are three of each number 0-9 on the solver cards. To find the two-digit lookup number for the Solver Book, line the three numbers you think comprise the combo and read the two-digit number created between the cards.



Code 4-8-2 creates a two-digit lookup of 46.

You will see an entry **46** (482) if the number is a match. Read the entry in the Solver Book. If the three digit number tied to the two-digit lookup is different, do not read the entry, you have a wrong solution.

Hints

There are a series of hints and a solution to each puzzle in the back of the Solver Book. First hints are arranged in order, then second hints and then solutions so you don't accidentally read multiple hints at the same time. Each time you use a first hint take a yellow chip out of the bag, a second hint take a red chip and a solution take two red chips. Yellow chips will count as 1-minute penalties to your final score and red will count as 2-minute penalties.

Solved Puzzles

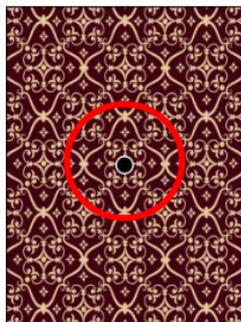
Once a puzzle is solved all the items from that puzzle remain available to use. Some puzzles may use items that were used to solve previous puzzles. All items are fair game.

Finding the Symbols

Each postcard and many of the playing cards have a symbol on them. Be sure to only flip over the items with the corresponding symbol on them when you unlock them. Some

postcards will not have corresponding playing cards with a matching symbol.

The symbols are located in the following locations:



Final Scoring

When you unlock the final lock box, record your time. Add in 1 minute for every yellow chip you have and 2 minutes for every red chip you have.

Use this chart to see how well you did:

Under 60 minutes – High Roller

60–90 minutes – Maverick

90–120 minutes – Gambler

120+ minutes – Card Chum

Ready, Set, Go!

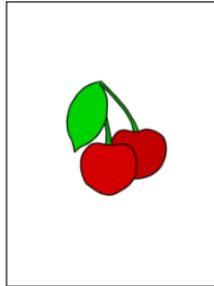
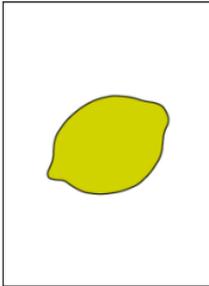
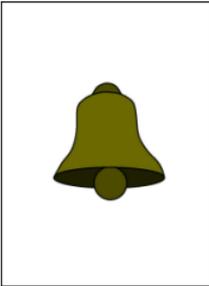
At this time you may begin reading entry 00 (000) in the Solver Book. You may use pencil and paper if you need it. Good luck!

Poker Hand Ranks

1. Royal Flush $10\spadesuit J\spadesuit Q\spadesuit K\spadesuit A\spadesuit$
Straight Flush with an ace high card.
2. Straight Flush $6\heartsuit 7\heartsuit 8\heartsuit 9\heartsuit 10\heartsuit$
Five card sequence of the same suit.
3. Four of a Kind $8\spadesuit 8\diamondsuit 8\heartsuit 8\clubsuit J\diamondsuit$
Four cards of the same value.
4. Full House $A\spadesuit A\diamondsuit A\heartsuit 3\heartsuit 3\spadesuit$
Three of a Kind with a pair.
5. Flush $3\clubsuit 7\clubsuit 8\clubsuit Q\clubsuit K\clubsuit$
All five cards of the same suit.
6. Straight $3\spadesuit 4\heartsuit 5\heartsuit 6\spadesuit 7\clubsuit$
Five card sequence of mixed suits.
7. Three of a Kind $J\heartsuit J\diamondsuit J\clubsuit 3\clubsuit 6\diamondsuit$
Three cards of the same value.
8. Two Pair $6\clubsuit 6\heartsuit 8\heartsuit 8\diamondsuit K\spadesuit$
Two sets of two cards of the same value.
9. Pair $K\clubsuit K\spadesuit A\heartsuit 2\clubsuit 5\clubsuit$
Two cards of the same value.
10. High Card $2\heartsuit 3\clubsuit 6\clubsuit K\diamondsuit A\diamondsuit$
No other combo is ranked by high card.

How to Play Slots

One of the puzzles involves playing the slot machine. To pull the arm of the slot machine, shuffle the deck of slot machine cards and then draw three face-up in a line. If you wish to pull the arm again, set the first set of cards off to the side and draw the next three. You may choose to shuffle the drawn cards in, but for the purposes of this game, you'll likely want a discard pile.



Keno

1	2	3	4	5
11	12	13	14	15
21	22	23	24	25
31	32	33	34	35
41	42	43	44	45
51	52	53	54	55
61	62	63	64	65
71	72	73	74	75

6	7	8	9	10
16	17	18	19	20
26	27	28	29	30
36	37	38	39	40
46	47	48	49	50
56	57	58	59	60
66	67	68	69	70
76	77	78	79	80

Credits

The following people made this game possible.

Game Concept:
Chris Romansky

Artwork:
Chris Romansky

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Play Testers:

Andy Romansky, Rachel Romansky, Ryan Traczyk, Joel Sherman,
Crystal Sherman, Justin Johnson, Dani Johnson



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