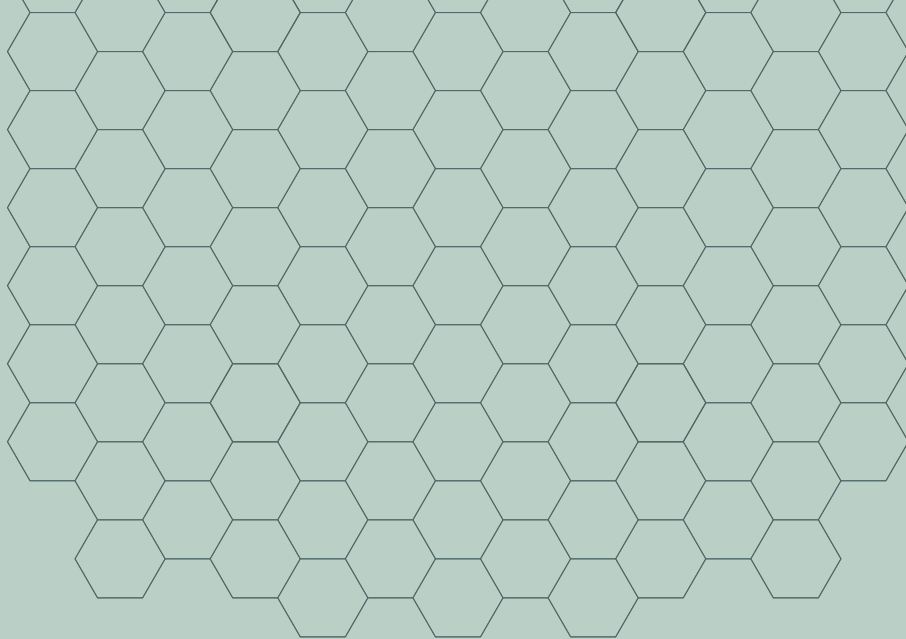


The image features a light teal background with two large, fluted classical columns on either side, framing the central text. The columns are made of stone and have a weathered appearance. The text is centered and reads "MUSEUM BREAK-IN" in a large, dark teal, serif font.

MUSEUM BREAK-IN

4-6 THIEVES



UNDER THE DIM GLOW OF SECURITY LIGHTS, A GROUP OF RIVAL THIEVES INFILTRATES THE GRAND MUSEUM. EACH IS AFTER PRICELESS ART, BUT GREED, SABOTAGE, AND DANGER LURK BEHIND EVERY MOVE THEY MAKE. ONLY ONE THIEF WILL ESCAPE THE NIGHT WITH THE GREATEST FORTUNE.

THE OBJECTIVE

The background of the slide features two large, classical columns. One column is on the right side, extending from the top to the bottom. The other column is on the left side, also extending from the top to the bottom. The columns are fluted and have ornate capitals. The background is a light, neutral color.

Winning the Game

- The thief with the highest total value of stolen art stored at their base wins.

Game Ends

- 10 rounds have passed (5 Days + 5 Nights)
- All valuables have been stolen and stored.

PLAYER SETUP

Starting Resources: Each player starts with 10 Energy (E) and no valuables.

Base Selection: Each player chooses one Base (pink hex) to serve as their starting location and storage zone.

Turn Order: Determine play order by rolling 1d6. The highest roll goes first, and play proceeds clockwise around the board.

BOARD SETUP

Valuable Tokens:

- Sort all Valuables into piles by their tier: S (Standard), M (Medium), and P (Premium).
- Shuffle each pile face down and place them on the corresponding treasure hexes on the board.

Valuable Pile

- Keep any remaining Valuables off to the side as the Valuable Pile.
- At the end of each round, refill any empty treasure hexes with a new Valuable from the Pile of the same tier.
- If a tier's Pile is empty, leave its spaces vacant.

Columns

- Place Columns on their designated hexes. These are permanent, impassable obstacles.

VALUABLES

There are three tiers of Valuables: **Standard, Medium, and Premium.**

Each tier has its own point range and may include a special ability, indicated by a symbol.

Refer to the Valuables Reference on the last page for detailed information.

Collecting Valuables

- A character may collect a Valuable from the hex they currently occupy as a free action.
- Each character can carry only one Valuable at a time.
- When collected, the Valuable grants the character a specific power-up (see last page for details) and remains with them until it is stored, stolen, or dropped.

Storing Valuables

- To store a Valuable, the character must return to their Base and drop it off as a free action.
- Stored Valuables are safe and cannot be stolen.

Stealing & Dropping

- When a character uses a Basic Attack on another character, they steal the Valuable that the target is carrying.
- If a character dies while carrying a Valuable, it is dropped on the hex they occupied.
- If a character kills another player, they inherit all Valuables stored at the defeated player's Base.

ROUND MECHANICS

Event card

- At the start of each round, draw 1 event card that will be effective until the end of the round.

Alarm Meter

- Each time a player picks up a Valuable, add 1 point to the Alarm Meter.
- When the Alarm Meter reaches 5, the Museum goes on Lockdown for the next round.

Lockdown

- For 1 round, no players can pick up Valuables or enter their Base to store them.
- After the Lockdown ends, reset the Alarm Meter to 0.

Day/Night Cycle

- The game alternates between Day and Night after each full round of turns.
- At Night: Spotlights turn on. Any player who ends their turn on a spotlight loses 1 HP.
- During the Day: Spotlights are off, and no damage occurs.

REFERENCE

Game Pieces

- Pillars (x4)
- Valuables:
- Standard (x10)
- Medium (x5)
- Premium (x3)

Board Legend

- Blue: Coffee Spill (Water)
- Pink: Player Base
- Green: Fake Grass (Rough Terrain)
- Yellow: Treasure Spot
- Columns: Immovable, permanent obstacles
- Red: Spotlight (Dangerous terrain – causes damage at night)

Medium Items

- Sword (Attack): +1 damage to Basic Attacks
- Shield (Defense): -1 damage from Basic Attacks received
- Wheel (Movement): +1 to your movement roll (1d6)

Premium Items

- Sword (Attack): +2 damage to Basic Attacks
- Shield (Defense): -2 damage from any attack received
- Wheel (Movement): +2 to your movement roll (1d6)



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by Megan, Naomi, Nhan, Katie, Ryan