



# Vault Assault

# GEARS OF STRATEGY

## VAULTS OF FORTUNE



The target is set, the plan has been made, the heist is on. Play as one of four vault crackers competing to break into the vault and claim as many of the riches as possible. But be aware, the alarm could sound at any time and end the heist. Strategise, sabotage and fight your way to the riches within!

[ **2 - 4 Players** - **Ages 8+** - **Multiple Game Modes** ]

## PIECES AND PARTS

### 1 x Game Board

- 1 x Peg Board
- 1 x Outer Board
- 4 x Inner Player Gear
- 4 x Outer Ratched Player Gear
- 4 x Pawl Arm

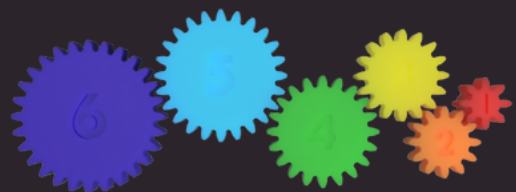
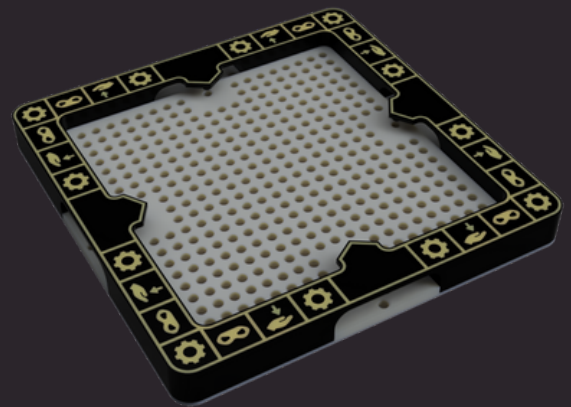
### 1 x Vault

- 1 x Vault Body
- 1 x Vault Door
- 1 x Vault Shaft (Lower)
- 1 x Vault Shaft (Higher)
- 1 x Vault Mask (Lower)
- 1 x Vault Mask (Higher)
- 1 x Vault Shaft Cover

- 10 x Gear 1 (Red)
- 10 x Gear 2 (Orange)
- 8 x Gear 3 (Yellow)
- 8 x Gear 4 (Green)
- 6 x Gear 5 (Blue)
- 6 x Gear 6 (Purple)

4 x Theifple (Player Pieces)

- 35 x Golden Coins
- 1 x Alarm Marker



**Jesse - Bonnie - Ronald - Belle**

# HOW TO PLAY

## SETUP, TURNS, WINNING



### To setup the board:

- Place the Vault onto the centre hole in the Game Board
- Fill the Vault with all the Golden Coins and the Alarm Marker
- Have each player choose a Theifple and place it on one of the Game Board positions above a player controlled gear (arrow shaped space)
- Have each player roll the dice **THREE** times and take the corresponding numbered gears into their hand
- After all players have taken their three starting gears, place all remaining gears together at the side of the board in the Gear Pile
- The shiftiest looking player goes first (based on a group vote)

## START OF TURN

**1** Roll the dice and move your Theifple that many spaces on the Game Board in a clockwise direction

**2**

Play the action for the symbol you land on  
**OR**  
Skip the action if you can't or don't want to play it

**3**

If during your turn you passed your start position **OR** landed **ON ANY** start position, roll the dice and turn your player gear that many clicks.

**4**

If you hold more than **THREE** gears at the end of your turn, discard any extra gears

## END OF TURN

Play continues following the above turn steps, and anytime Golden Coins are released from the vault when you are turning it, collect them from the board and add them to your hand.

The game ends when the **Alarm Marker** falls out of the vault signaling the alarms going off and all the vault crackers having to escape. Who ever triggered the alarm is allowed to collect any Golden Coins which were released from the vault at the same time as the Alarm Marker.

The winner is the vault cracker who managed to secure the most **Golden Coins**

# HOW TO PLAY

## RULES, SYMBOLS, STRATEGY



Even vault crackers have to follow rules, so be sure to adhere to the following whilst you are playing:

- You can only add a gear to the board when it meshes with a gear in your gear chain, or gear(s) left disconnected after a steal occurs.
- A gear must sit flush to the board to be a valid placement, the gears should never need be **FORCED** into the board (check the “Gear Grid” reference on the next page for the best placements)
- If during you turn you knock or move the vault (E.G whilst placing a gear, moving your Theifple etc.) and **ANY** coins are released, they are to be split evenly between the other players. When the coins can not be split evenly, give them out one coin at a time in a clockwise direction. So be careful when moving around the vault, one wrong move could put coins in the pockets of your competitors or even set off the alarm!



### Place a Gear from your hand onto the Game Board

Take any gear from your hand and add it the Game Board, ensuring that it meshes with at least one gear which has already been placed



### Steal a Gear from the Game Board into your hand

Roll the dice and take a gear with the corresponding number. If no gears of that number are left, move to turn step 3



### Add a Gear from the Gear Pile into your hand

Take any gear from the gear pile and add it to your hand

A good vault cracker knows how to be cunning and use a variety of different strategies, so consider the following when you're playing:

- Sometimes diverting an opponent's gears is more valuable than extending your gear chain towards the vault
- Think ahead about what route to the vault you might be able to take based on the gears in your hand, and viable placement positions, planning ahead saves time in the long run!
- You can steal your opponents gears **OR** from your own gears from the Game Board if you want to change your pathing
- Stealing can often open up the oppurtunity to take control of sections of your opponents gear chains. Use this to your advantage so that you can capitalise off of their work!

# GEAR GRIDS

## BEST MESH POSITIONS



GEAR 1 - RED



GEAR 2 - ORANGE



GEAR 3 - YELLOW



GEAR 4 - GREEN



GEAR 5 - BLUE



GEAR 6 - PURPLE



Knowing the best positions to play your gears is key to success in Vault Assault!

These grids let you know which gears can be placed in relation to other gears in order to guarantee a strong mesh. The centre circle in a grid represents the gear you have placed. The other positions and colours around it represent the positions to place other gears.

For example, if you have placed gear 1 (red), then start by looking at the grid for that gear. You can then see that a blue gear you hold could be placed two spaces away in the north, south, east or west directions.

### That's not all...

These grids show all the **perfect** positions, but there are some weaker gear meshes which still work! So make sure to experiment whilst you play!

# ALTERNATIVE GAME MODES



Aside from the base rules of Vault Assault, there are also many different variations that can be played to increase difficulty or change the nature of the game when playing with two players.

## STANDARD GAMEPLAY VARIANTS

1. **Longest Gearoad** - At the end of the game count up the length of each player's gear chain. The player with the longest gear chain has 10 coins added to their score.
2. **Challenge Mode** - When players take a new gear into their hand from the gear pile, instead of letting them choose the gear, they must roll the dice and can only take the correspondingly numbered gear.
3. **High Alert** - Add two more alarm tokens to the vault to vastly increase the potential for the alarm to sound. Leads to shorter games and intense competition.
4. **Deep Pockets** - Start with 50 coins in the vault rather than the normal 35. This leads to longer games and often deeper strategic plays. Let the wealth flow!

## TWO PLAYER GAME MODES

1. **Offset Vault** - Instead of placing the vault in the centre of the Game Board, place it three pegs down and three pegs across from a corner. The two players will then use the diagonally opposite (furthest away) starting points. This game mode requires longer gear chains to reach the vault and the tight space around the vault makes things more competitive at the end!
2. **Double Trouble** (*Requires additional printing*) - Print the parts for a second vault, 5 additional golden coins and 1 more alarm marker. Place the vaults along the centre line of the board, one peg away from the player controlled gear on opposite sides of the board. Fill each vault with 20 coins and 1 alarm marker. The players start in the other two starting positions. This mode leads to more complex decision making, and new strategy approaches as you try to crack both vaults!