

10



Security Cameras

Immediately after dealing pocket cards: Each of you receives one additional pocket card. You each play with three pocket cards.

3



Motion Detector

If at least one of the community cards in Round 2 is a J, Q, or K, the following occurs: The player who has the white 1-star chip (from Round 1) must put their pocket cards face down in the discard pile and draw new pocket cards from the deck.

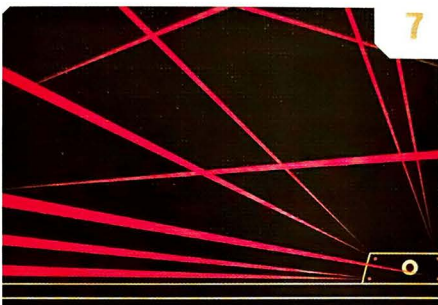
6



Ventilation Shaft

Immediately after dealing pocket cards: Flip the highest-value chips for Rounds 1, 2, and 3 to the dark side. These chips cannot change owners after they have been taken from the center of the table.

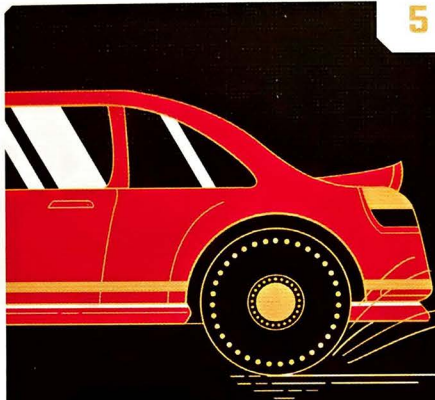
7



Laser Tripwires

If none of the community cards in Round 2 is a J, Q, or K, the following occurs: The player who has the highest-value white chip (from Round 1) must put their pocket cards face down in the discard pile and draw new pocket cards from the deck.

5



Hasty Getaway

There is no distribution of orange chips in Round 3! After Round 2, reveal the fourth community card and go straight to Round 4.

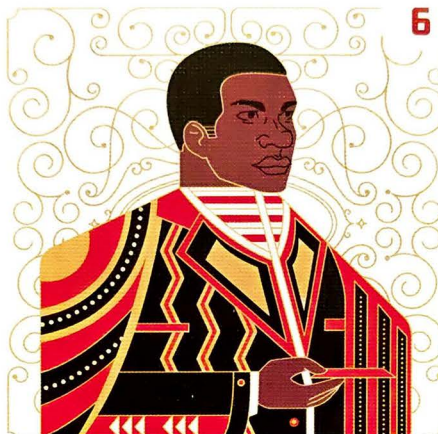
9



Fingerprint Scan

Before the player with the highest-value red chip reveals their hand in the showdown: All other players must confer and agree together on what they believe that player's hand ranking (high card to royal flush) is. If their guess is wrong, this heist fails.

6



Coordinator

Immediately after dealing pocket cards: Each of you simultaneously passes one of your pocket cards to your neighbor on your left.

1



Informant

One of you shows one other player one of your pocket cards.

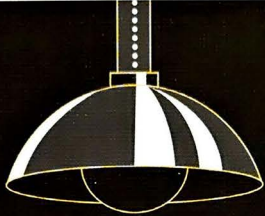
4



Mastermind

Choose a card value (2 to A). One of you shares with everyone how many pocket cards they have of this value.

8



Blackout

At the beginning of Round 2:
All players discard chips from Round 1.

At the beginning of Round 3:
All players discard chips from Round 2.

At the beginning of Round 4:
All players discard chips from Round 3.

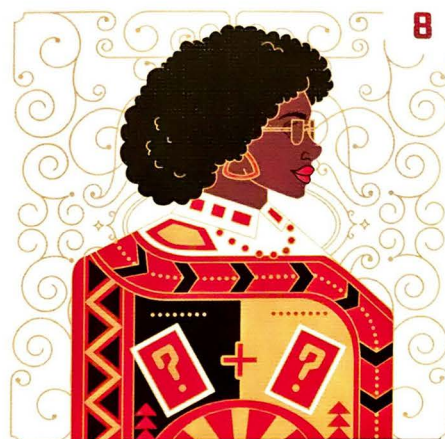
2



Noise Sensors

Immediately after dealing pocket cards:
Flip the 1-star chips from Rounds 1, 2, and 3
to the dark side. These chips cannot change
owners after they have been taken from the
center of the table.

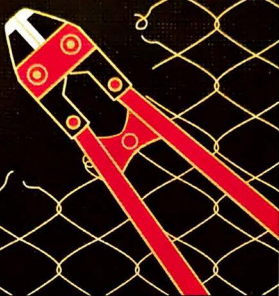
8



Math Whiz

Immediately after dealing pocket cards:
Each of you shares with everyone the sum of
the value of your pocket cards.
2 to 10 have the values 2 to 10.
J, Q, K have a value of 10. A has a value of 11.

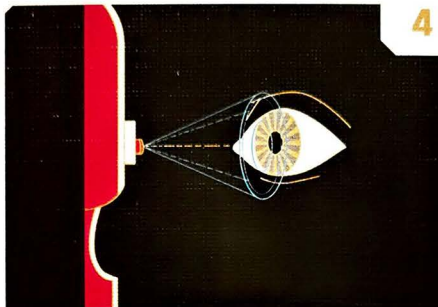
1



Quick Access

Immediately after dealing pocket cards:
Do not distribute white chips! Immediately
move onto Round 2 and reveal the first
three community cards.

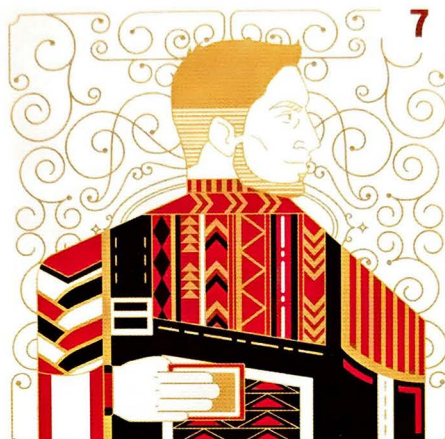
4



Retina Scan

Before the player with the highest-
value red chip reveals their hand in the
showdown: All other players must confer
and agree together on a card value (2 to
A) that they believe that player has in their
pocket cards. If their guess is wrong, this
heist fails.

7



Jack

One of you adds this card to your pocket then
places one of your other pocket cards **face
down** on the discard pile. The Jack card
counts as a J, but does not belong to any suit.

5



Hacker

One of you draws one extra pocket card from
the deck, then places one of your pocket
cards face down on the discard pile.

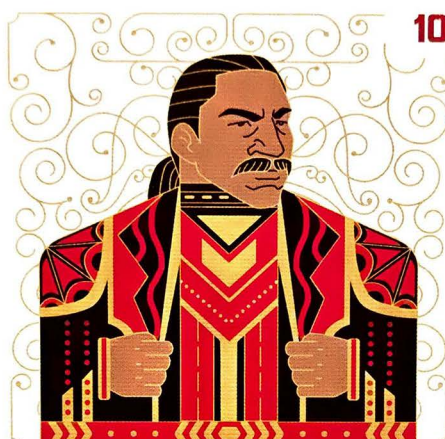
2



Getaway Driver

One of you shares with everyone which
hand ranking (*high card to royal flush*)
your hand currently has.

10



Muscle

One of you gains the following ability:
Your hand beats every other hand of the
same rank.

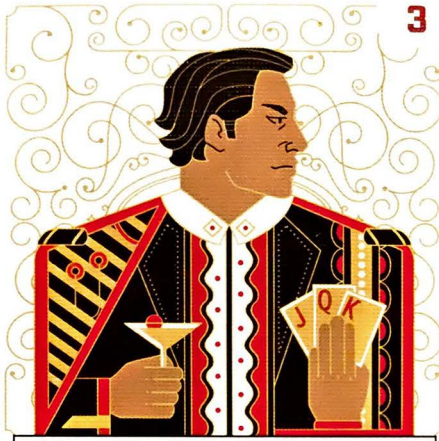
9



Con Artist

Immediately after dealing pocket cards:
After you have all looked at your pocket cards,
shuffle everyone's pocket cards face down
and redistribute them.

3



Investor

Immediately after dealing pocket cards:
Each of you shares with everyone how many
"face cards" (J, Q, K) you have in your pocket.



