

7.3 PLAYER GAME

During the **PLANNING** phase, each player chooses 2 roles.

During the **NEGOTIATION**, both of the player's roles are considered individually. Therefore, a player can take out one, both or none during the Negotiation. As usual, the ante of any roles leaving is returned to the player.

The **HEIST** phase happens as usual.

In the next phase, **SHARING THE LOOT**, the Loot is divided equally by the number of roles remaining, i.e. a player with both roles remaining gets two shares of the loot. Likewise, **The Driver** gets paid for each role.

Note that you can end up paying your own **Driver** or stealing from your own **Brute** with **The Mentalist**, with no effect on your overall wealth.



GRAIL™
GAMES

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JEREMIE KLETZKINE MILLIONS of DOLLARS

2^e Edition



1. SETTING UP

Role cards used:

- **4 players:** 
- **5 players:** 
- **3 or 6 players:** 
- **7+ players:** 

Create a pile of all the cash as Reserve and set it aside.

Randomly pick 5 Loot cards  and set them aside face down.

Each player gets a full set of role cards , 1 In or Out card and **\$10M**.

The player who last watched a heist movie takes the Leader card.


2. PLANNING

1. Reveal one of the 5 Loot cards and place it face up in the center of the table. Add as many millions from the Reserve to the table as indicated by the Loot card.
2. Each player:
 - Chooses one Role card and places it face down in the center of the table.
 - Adds **\$2M** to the table.
3. Shuffle the chosen Role cards, and reveal all of them except for one that will stay hidden.

3. NEGOTIATION

Key Rule - Starting with the Leader, each player announces which role they sent to the Heist (*truth or lie*).

Players can then ask each other to withdraw from the Heist, negotiate a sum of money for their withdrawal, or choose to withdraw with no conditions.

Players who withdraw from the Heist take back their **\$2M** ante from the center, along with any sum they negotiated for their withdrawal, if applicable. They also turn their In or Out card face down  to indicate their withdrawal.







During this phase, the player with the Leader card can call a public vote to start the Heist. If at least half of the players agree to start, the phase ends immediately.

4. THE HEIST

Key Rule - During this phase: If there are identical roles in the Heist when they are called, they are eliminated and their effect doesn't apply (with the exception of The Brute).

Roles are called (and revealed if face down) by their matching players (you **MUST** respect the following order):

NOTE: *you cannot lie about your role anymore.*

1.  **The Tech** (snitch) eliminates any revealed role.
2.  **The Acrobat** takes **\$5M** from the center.
3.  Each **Brute** takes **\$2M** from the center, even if they are eliminated.
4.  **The Mentalist** steals **\$2M** from a Brute. Tech or Acrobat if one is still participating in the Heist.
5.  **The Brain** adds again as many millions from the Reserve as indicated by the Loot card revealed in the center.
6.  **The Driver** takes **\$1M** from the center for each role participating in the Heist.

5. SHARING THE LOOT

Key Rule - At this stage, if The Tech is the only character participating in the Heist, they lose **\$5M** and the Loot is lost.

For each Role indicated on the Loot card that is participating, add as many millions from the Reserve as indicated by the Loot card in the center.

The Loot is now shared equally between the characters still in play, rounded up by taking millions from the Reserve.

6. GET RICH OR KEEP GOING

Key Rule - If one of the players has **\$50M** or more, they win the game immediately. Otherwise, pass the Leader card to the player with the least millions, and keep on playing. After the 5th Loot is shared, the richest player wins the game.

Ties go to the player who is the closest to the Leader card owner, in clockwise order.