# SLY UNIVERSE
# ROLL & SLEIGHT
## A SOLITAIRE GAME OF CUNNING HEIST

### YOU WILL NEED

a 10-sided die    1 pencil per player

## SOLITAIRE RULES

Begin by rolling the die to place Lestrade. Mark a box containing the rolled value with an L.

Choose another position on the board for Jack. (Further from Lestrade improves your chances slightly.) Place a J on that space. You may not begin in a bank. (Includes vault and symboled spaces adjacent to the vault.)

Next, roll the die.

1) If Jack is located on a mailbox space (📫), Lestrade doesn't move. *Mailboxes must be X'd out after use.* Otherwise, move Lestrade to the closest space with the rolled value by placing an L there. (If multiple spaces are considered closest, choose the space closest to Jack's current position.) Then, X out Lestrade's previous location.

Lestrade's range to capture Jack is equal to the number of safes Jack has attempted to crack. At first, Lestrade cannot capture Jack since Jack hasn't yet broken into a safe. After Jack enters his first safe, Lestrade can capture Jack from one space away (orthogonally or diagonally). After Jack enters his second safe, Lestrade can capture Jack from 2 spaces away (orthogonally or diagonally). Etc.

🐕 Additionally, if Jack or Lestrade is located in, or adjacent to the K9 space (orthogonally or diagonally), Lestrade's range is doubled.

Lestrade cannot move to spaces already X'd out. If Lestrade runs out of spaces with the rolled value, he moves a number of spaces equal to his roll toward Jack.

2a) If Jack is on an empty space or a numbered space, he may move up to 5 spaces. You must mark an X over his previous position. You cannot move Jack into any space where he was previously. *You cannot move onto brick spaces.*

2b) If Jack is on a money-symboled space-- 💎 🪙 💵 💰 --outside of the bank, mark the value rolled in this space. If you have already done this, Jack may move as described in step 2a.

2c) If Jack has completed all symboled spaces of a type outside of a bank, he may enter the bank vault. When Jack is in the bank vault, you may mark boxes of the safe combination equal to 1/2 of Lestrade's space rounded up. (If Lestrade is on a 0, Jack cannot add to the safe combination.) spaces at a time with the numbers on the indicated symbols in the appropriate orientation. (For example, The diamond spaces outside the bank have the same orientation as the diamond spaces inside the bank. This indicates the safe combo.)

## AN ALARMING EVENTUALITY

As you add values to the bank vault, attempt to avoid making an even total; otherwise, you will set off an alarm. At that point, cease rolling for Lestrade. Until you finish filling in the combination, Lestrade will move closer to Jack on the valued spaces equal to your most recent roll. (Remember to X out his previous locations.) If there is no numbered space between you and Lestrade, he will move into the vault on his next move. The game is over.

## WINNING THE GAME

If Jack successfully breaks all 4 safes, you win.

Note: If you do not have access to a 10-sided die, try an app or online roller.