

Vault: Rulebook | 1 Player | 15 minutes

Welcome to the world's most difficult vault; a vault that can only be unlocked with dice. In this solitaire game, you play as a thief trying to crack the vault. With 12 locks, one of which will close every round, the pressure is high for you to steal as many gemstones as you can.

Grab five dice and a pencil as you seek to crack this legendary puzzle. Carefully plan your decisions, but don't wait too long, every false move you make could mean the loss of valuable gemstones, or may even lead to your arrest. Get in, get out, and leave with as many gemstones as possible. Are you up to the challenge?

Components Need

- 1 Player Board (the print out in this folder has 2 per sheet)
- 5 Dice
- 1 Pen or Pencil

Gameplay

The vault you are trying to crack has twelve locks on it as mentioned earlier, each with a letter on it representing the round. At the end of each round, the next lock in the letter sequence will shut, removing chances of obtaining any gemstones in its row or column. Each round, you as a player will complete 4 steps:

1. Roll all five dice and place them in the section labeled, "UNUSED DICE."
2. You will then mark off square(s) in the vault or skimmer using the dice you have rolled.
3. Once you have used all your dice, or passed using them the current round will end, locking up gemstones you have not already gathered from that row or column.
4. If you have not completed round L, you will start the next round. Otherwise, move to *End of the Game*.

Marking Off Squares

For this part of your turn you will be using unused dice to mark off the numbered squares that are in the vault. To do this, use any number of dice (you may add or subtract their totals) whose total value matches the number on a square in the vault. Some squares will only require one die.

While most squares only have a number in them that you must match with your dice, there are a few other square types that are worth keeping an eye on:

Odd and Even Squares: These squares only require one die to mark them off. The value must be either Even or Odd based on what is printed in the square.

X2 Squares: These squares require two dice to mark off. Though the value does not matter, the value must be the same on both dice. *For example: You may use two 2's to mark off the square.* You may not combine 2 dice to equal a third die.

Blacked Out Squares: These squares are already marked off, there is no need to worry about them.

Once you have used a die, moved it below your player board to the section labeled, "USED DICE."


Powering and Using Your Skimmers

Skimmers are a device used to crack electronic safes. Rather than using all your dice to mark off squares in the vault, you may use dice to power up your skimmer. Skimmers are found to the left of the vault on your player board.

Skimmers allow you to store dice from round to round, by adding their totals together. To power up the skimmers mark off boxes above any of the three skimmer columns equal to the number(s) on each leftover die. Each die may be used for the same or for different skimmers, but each die must be used for one skimmer only. After marking off squares in the skimmer move that die to the, "USED DICE," section. *For example: if you have a die that has a three on it, mark off three boxes above one of the three skimmers. Then move it to the, "USED DICE," section.*

Note: Though unlikely, it is also possible to skip using an unwanted die. However, if you use a die you must use all of that die.

Skimmers may be used at any time to mark off squares in the vault, just like any die. They may be used separately, or in combination (added or subtracted) with any unused dice. To do so, count the number of boxes in a skimmer's column and add or subtract it from the dice in your unused section, or use it by itself. *For example: If you have 13 boxes in one skimmer marked off, you may mark off the 13, or use a dice with 5 on it to bring your total up to 18, and mark off square with an 18 in it.*

After you have used a skimmer, mark off the power symbol below it . The skimmers do not need to be used in order so it is possible to fill all 3 skimmers up before activating any of them.

Note: once the skimmer has been used it may not be used or added to again.

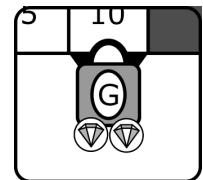
Extra Re-rolls

Over the course of the game you are allowed to re-roll dice that you don't like up to three times. You may re-roll any number of unused dice (1-5) that you would like at any point on your turn. In doing so, mark off one of the circles that says re-roll in it to the right of your player board.

Note: You may re-roll dice multiple times in one round, however you must use one re-roll every time.

Stealing Gemstones

If you ever manage to mark off all squares in a row or a column check to see if that row has been locked (the letter is marked off). If locked, those gemstones are lost. However, if not, circle all gemstones that are next to that lock. These will count towards your score at the end of the game.



Note: Some of the rows and columns have more gemstones in them than others so it might be to your advantage to complete them out of order.

End of Round

Once you no longer have any dice in your, “UNUSED DICE” section the round is over. Mark off the lock of the current round, starting with A, and ending with L. If you have just crossed off the letter L move to, “End of Game,” otherwise keep playing until all the rounds have been completed in alphabetical order.

End of the game

The game is over when you have finished round L. Count up all circled gemstone icons as well as every unused skimmer (regardless of how many boxes you have or have not marked). Then use the space provided on the left of your player board to calculate your total score. Compare it to the graph below to see what kind of a thief you are.

Feedback?

If you have a few minutes I would greatly appreciate hearing what you have to say. I have created a feedback form for this game that can be found [HERE](#). I would love to hear what you think.

Thanks to

I would like to thank all that helped this project come to life. Sarah (my wife) for helping with the rulebook, and Christian Senn for designing the vault door for my title illustration.

Also, I would like to thank my playtesters: Ben Panter, Steven Clegg, Evan Koenig, Vincent B, Jeevan Arumugam, Andy Desa, Kikwik, lerouquinmarteau, Trevor and Jack Critchley, Kazatan

Games, Pablo Muñoz, Krymon, and the Amole Family. This game could not have come to life without your help.

Skimmers

↑↑↑ UNUSED DICE ↑↑↑

VAULT
a solitaire dice game

		A					
L	20		6	15	4	13	12
			7	2	Even	5	
K	10	11	Odd		x2	9	6
			14		5		3
J	9	15	4	x2	3		4
			12		6	5	10
		I		H		G	
							F

Re-Roll
Re-Roll Re-Roll

⚡ = 1

Total = __

~ Busted!!! <10
~ Pickpocket : 10-12
~ Shoplifter : 13-15
~ Cat Buglar : 16-18
~ Bank Robber : 19-21
~ Pink Panther : 22+

↓↓↓ USED DICE ↓↓↓

v.1.7

Skimmers

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