

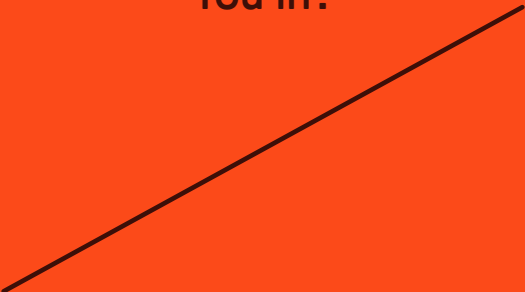
**Welcome
to the heist.**

10 vaults.

No allies.

1 winner.

You in?



BET.TM

You are a thief.

Your goal?

Enter a bank vault.

**Steal as much
as you dare.**

**But get out before
you're busted—
or walk away with
nothing.**



**The vault's open.
Your move.**

Roll the die. Grab money. Get out before you lose it all. Each game is played in rounds, called vault raids — and each game has 10 vault raids.

VAULT CARDS

The cards change the rules of the game, adding twists and challenges to each vault raid.

Card types

Want a more simple game?
Play the cards with an orange corner.



Want a more challenging game?
Play the cards with a gray corner.



Want a more cutthroat game?
Play the cards with a dark corner.
They're fun, but *not* for everyone.



Or, mix 'em up as you wish!

New to the game?

Try skipping the cards altogether for a vault raid or two to get a feel for it.

SETUP

- Hand out score sheets, called Loot Ledgers.
- Shuffle your selected vault cards and place them face down.
- Give any player (thief) the die to start.

START PLAY: VAULT RAIDS

Pull a card and read it aloud to the group. These are the rules for that vault raid.

Start the raid

The starting thief rolls the die.

If they roll **\$10**, **\$20**, **\$50**, or **\$100**, that number starts the vault pot.

If ,  or  is rolled, roll again.

Loudly announce the amount rolled.

This is the starting value of the vault pot.

Pass the die to the left for the next roll.

Each roll does one of four things:

If a **\$10**, **\$20**, **\$50**, or **\$100** is rolled, add the value to the vault pot, and loudly announce the new total.

 = **Jackpot**

The vault pot is doubled.

 = **Booted**

This thief is booted from the vault raid and scores \$0! Everyone else keeps playing. Pass the die to your left.

 = **Busted**

Everyone still in the vault is busted and the vault raid ends. They score \$0! The next vault starts with the player to the left.

(See the sample vault raid on the reverse.)

VOLUNTARILY EXITING THE VAULT

Before the next thief rolls, any thief may take the current amount of the vault pot, loudly announce “I’m out!”, exit the vault, and mark their score.

Multiple thieves may exit at the same time, each taking the current value of the vault pot as they leave. The vault pot is never split.

After a thief exits, the vault pot stays the same for thieves still in the vault. They continue to play.

VAULT CLOSING, SCORING & WINNING

The vault closes when all thieves are booted, busted, or have exited voluntarily.

Thieves mark their scores after each vault raid — *even if it’s zero*.

The thief who rolled last passes the die to the left, and the next vault opens.

Decide to use the same vault card, or draw a new one.

—

After 10 vaults, calculate total scores. The thief with the highest total score wins!

Want a longer game?
Play 20, 30, or even 40 vaults.

Sample Vault Raid

4-PLAYER EXAMPLE

Alex starts by rolling **\$50**.
The vault pot is now \$50.

Bailey rolls **\$10**.
The vault pot is now \$60.

Chris rolls **2x**.
The vault pot doubles to \$120.

Drew rolls **👉**. He is booted from
the vault and scores 0.

Before the next thief rolls,
Bailey and Chris say, "I'm out!"
and each score \$120.

Alex (back to him) rolls **✖**,
which ends the vault raid.

Alex scores 0.

The next vault raid starts
with Bailey since she's the player
to the left of Alex.



Scan to see
the game in action

Game Variants

VARIANT 1: GAMBLE MODE

Initial buy-in

Before the game begins, each player makes an agreed-upon contribution to a shared pool.
The winner takes it all.

Bet with money, candy, or anything you like.

VARIANT 2: PRIZE & PUNISHMENT

Before the game begins, decide on a prize for the highest score. And a punishment for the lowest score.

Prize ideas

Money, food, a special privilege

Punishment ideas

Cleanup duty, a light-hearted challenge

Have a question?

A rule you're not sure about?

A funny BET. story?

Feedback to make the game better?

Send it our way!

Email hello@bet-thegame.com



We're a tiny team of friends who believe that game night should be quick, loud, and full of good energy.
BET. is our first creation— thanks for helping us bring it to life.

Game designers

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Ryan Halverson

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Designed in the USA / Manufactured in China

1st Edition