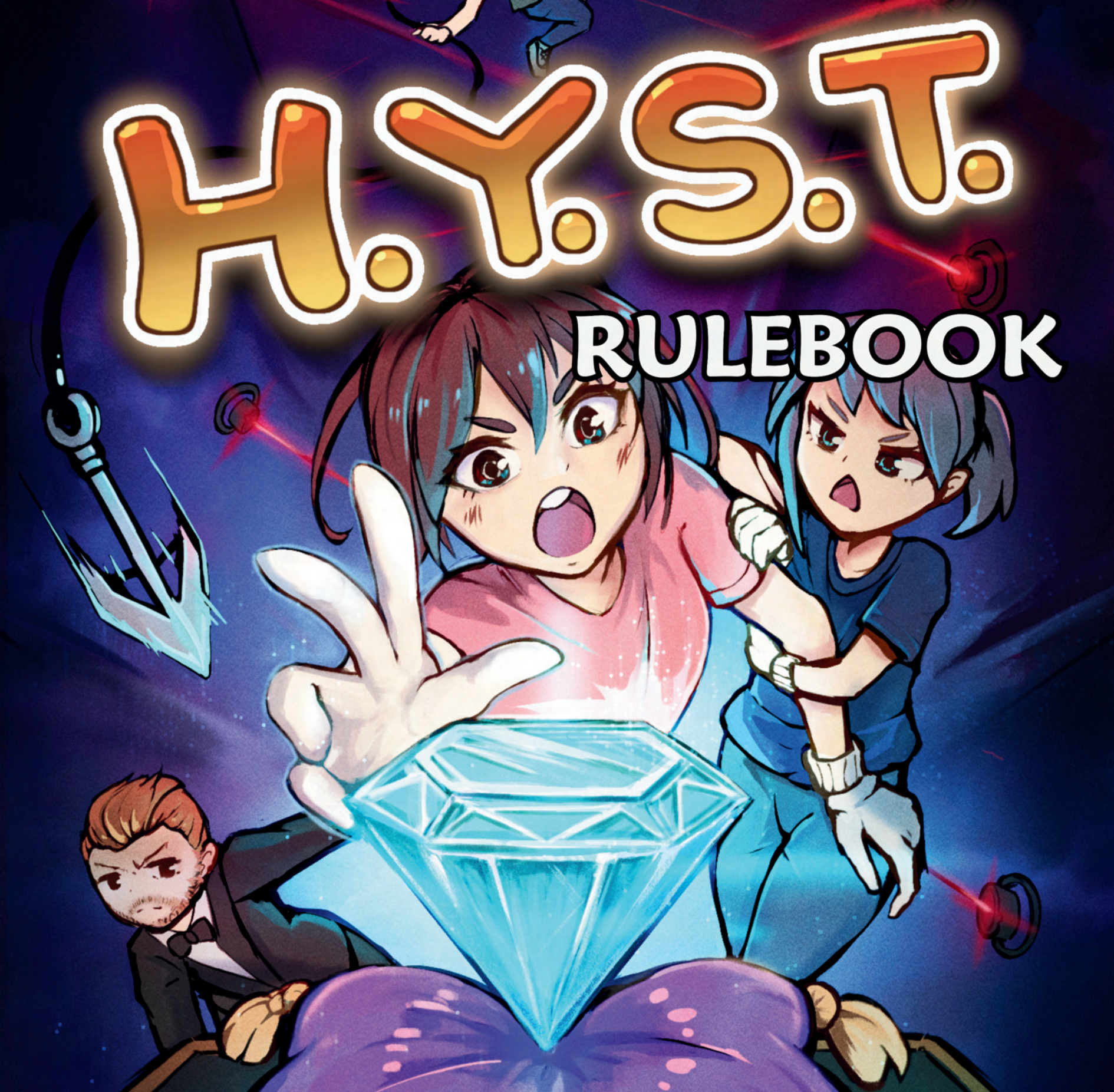


# H.Y.S.T.

## RULEBOOK





h

f

e

c

d

i

g

j

a

b

1

2

4

3

5 4

**H.Y.S.T.**  
Actions

Red, Orange, Blue, Purple, Green, Yellow tokens

Blue die

Blue die

## GAME CONTENTS

- a. 3x3 Floor Plan Tiles (18)
- b. Museum Border Pieces (8)
- c. Player Pawns (6)
- d. Diamond (1)
- e. Action Cards (49)
- f. Smoke Tiles (19)
- g. Laser Traps (12)
- h. Camera Tiles (10)
- i. d4 Diamond Die (1)
- j. d6 Movement Die (1)

### Exclusive to Deluxe Edition:

- +8 Floor Plan Tiles
- +3 Action Cards
- +Premium d4 Diamond Die
- +Premium d6 Movement Die

## LETTER FROM JADE

Hey, it's Jade.

I finally found the diamond that's eluded me all these years. It's currently in the most prestigious museum in the world and on display for one week only. But I'll stop at nothing to get my hands on it. I'll need your help to break in and bring it back to me, whatever the cost. This museum is state-of-the-art. It includes lasers, cameras, and other obstacles that may get in your way. But you're a professional, & so are the other thieves I hired. The only catch is - only the one with the diamond gets paid. High risk, high reward - you know? I forgot to tell you - I'm not leaving you to fend for yourself, I will provide some tools to help you out. I'm counting on one of you to get out with the diamond so I can finally add it to my collection! Don't be the one to let me down -

*Jade*



## SET UP



1. Assemble the museum border into a square by matching the numbers on the underside of the border pieces.
2. Shuffle the floor plan tiles and draw 9 at random. Arrange the 9 tiles into a square playing area within the border. This is your museum layout for the round.
3. Place the diamond on the center space of the museum.
4. Check that each corner of the museum has a path to the diamond. If a corner has no access to the diamond, rotate that tile until a pathway is opened. Rotate an adjacent tile if needed.
5. Place one camera tile, smoke side facing down, on the floor plans matching each of the 9 camera icons. Face the camera tiles pointing in the same direction as the icons.
6. Set a pile of smoke tiles and of laser traps next to the museum border.
7. Remove a number of Barricade action cards from the action card deck based on the number of players:
  - 2-players: Keep all 3 Barricades in the deck.
  - 3-4 players: Remove 1 Barricades from the deck.
  - 5-6 players: Remove 2 Barricades from the deck.
8. Shuffle the remaining action cards then deal 3 action cards to each player.
  - When you run out of action cards during a game, shuffle the discard pile to reset the deck.
9. Place the remaining action card deck next to the museum border.
10. Each player rolls the 4-sided (d4) diamond die and places their selected pawn at the corresponding starting space. Any number of players can start on the same starting space.
11. Use whatever means necessary to determine which player goes first.

## ON YOUR TURN

Turns are taken in a clockwise order:

1. Begin your turn by rolling the 6-sided (d6) movement die to determine how much movement is available for that turn.
2. Take any number of actions in any order you choose. See Actions below.
  - a. If you are caught at any point during your turn, the turn ends immediately.
3. After completing all your desired actions, end your turn by drawing one action card from the deck, unless you already have 3 action cards in your hand.
4. Pass the movement die to the next player.

## ACTIONS

### TAKE YOUR MOVEMENT

Movement is optional and the number you rolled to begin your turn is the maximum available that turn. Based on the situation, you may decide to take the full movement, partial movement, or not move at all. Additionally, you do not need to take all your movement at once. You may take any number of other actions in between movements until all movement for your turn is used. All movement is straight, diagonal movement is never allowed including by use of any action cards.

### PLAY AN ACTION CARD

Play an action card from your hand and complete the action written on the card. Any number of action cards may be played on your turn, but you must finish each action before playing another action card. Once completed, place the action card in the discard pile. You may not play action cards during any other player's turn, but you may play as many as you have available during your own turn. See Action Card Effects for instructions on the special interactions of some action cards.

### STEAL THE DIAMOND FROM THE MUSEUM

If you navigate to the space where the diamond currently sits uncontrolled, you steal the diamond by taking it from the board and placing it in front of you. You are a master thief so it's as easy as that.

### STEAL THE DIAMOND FROM ANOTHER PLAYER

If another player currently holds the diamond, you must first move to the same space as that player. If you share the same space as the player with the diamond at any point during your turn, you may attempt to steal the diamond by rolling the diamond die. If you roll the diamond symbol, you immediately take possession of the diamond by taking it from in front of them and placing it in front of yourself. Any other roll results in a failed attempt and you may only attempt to steal from another player once per turn.

### REPLACE YOUR HAND

Instead of taking a turn, you may discard all action cards in your hand then draw 3 new action cards. If this action is taken it can be the only action of your turn and your turn ends immediately.

# MUSEUM SECURITY

The museum security is intense, though a bit nonsensical at times too. You will find that some cameras prove to be difficult obstacles to overcome while others may be completely useless. Being mindful of the security measures in the museum is critical for your success. Use the security to your advantage and the disadvantage of the other players.

## CAMERAS

There are a total of 9 cameras spread throughout the museum. Cameras will spot any player within their line of sight. A camera's line of sight begins at the space in front of the camera lens and continues straight until obstructed by a wall. Cameras are mounted on the ceiling, so you may occupy the same space as a camera without being spotted by it, but watch out for nearby cameras as those may still spot you.

Players receive no mercy for mistakes or poor planning. There are no takesies-backsies. If you move your pawn in front of a camera during your movement, you are immediately spotted and caught, even if your fingers are still on the pawn.



## LASER TRAPS

Cameras are not the only means by which you may get caught, laser traps can be just as dangerous. If you attempt to, or are forced, through a laser trap you are immediately caught.

## GETTING CAUGHT

If caught during your turn, that turn ends immediately but you may still draw an action card if able. Whether caught during your turn or during another player's turn, performing the following:

1. Remove your pawn from the museum.
2. Roll the diamond die and place your pawn at the corresponding starting space to reenter the museum on your next turn.



## GETTING CAUGHT WHILE HOLDING THE DIAMOND

If you possess the diamond and are caught by a camera or laser trap, you immediately drop the diamond on the space you were caught. You then follow the Getting Caught steps. The space where you dropped the diamond is its new resting space. The first player to land on that space takes possession of the diamond.



## WINNING THE GAME

To win, you must currently be in possession of the diamond and move onto any of the four starting spaces to exit the museum. Whichever player successfully escapes the museum with diamond is crowned the winner and all other players must praise their skill and ingenuity. Congratulations! You are the ultimate thief!

# ACTION CARD EFFECTS

## BLIND SPOT

Playing the Blind Spot action card allows you to rotate any camera on the board to face any new non-diagonal direction. If any players are in the line of sight of the new camera direction, those players are immediately spotted and caught.



## LASER TRAP

Playing the Laser Trap action card allows you to place a laser trap in between any two spaces in the museum. All players are prevented from moving through that laser trap without getting caught. Laser traps do not prevent the line of sight of a camera. If there are no more laser traps in the laser trap pile, you cannot play the Laser Trap action card until another laser trap is removed from the museum.



### Special Interactions

- You may intentionally move through a laser trap. If you do, you are immediately caught. If a player moves through a laser trap, the laser trap is removed from the museum.

## BARRICADE

Playing the Barricade action card allows you to place the Barricade card on one of the four starting spaces. This space is now permanently blocked off to players attempting to escape with the diamond. Players may still enter the museum from a barricaded starting space. Once a Barricade is played, it cannot be removed.



## ULTIMATE THIEF

Playing the Ultimate Thief action card allows you to immediately take possession of the diamond from another player that you share the same space with without needing to role the diamond die.



## BLOWN AWAY

Playing the Blown Away action card allows you to immediately remove any 3 smoke tiles from the museum. The smoke tiles removed do not need to be adjacent to one another. If the removal of smoke tiles leaves a player exposed to a camera's line of sight they are immediately spotted and caught.



# ACTION CARDS



## SMOKE

Playing the Smoke action card allows you to place up to 3 adjoining smoke tiles. Smoke tiles prevent cameras from spotting any player occupying the same space as the tile. Smoke tiles do not block a camera's line of sight though, any space before or after smoke tiles may still be within a

camera's line of sight and players on those spaces will still be spotted. If there are no remaining smoke tiles in the smoke tile pile, you cannot play the Smoke action card until another smoke tile is removed from the museum.

### Special Interactions:

- Smoke tiles allow you to remove laser traps from the museum. When smoke tiles are placed on both sides of the laser trap, the laser trap is removed from the museum. Any laser trap with smoke tiles on both sides of it is immediately removed.
- You can add to an already existing smoke cloud. If a smoke cloud of previously placed tiles exists, any new smoke tiles can be placed adjacent to any of those smoke tiles to grow the cloud.
- When a smoke tile would be placed on a camera, instead, flip the camera tile to the side showing both the camera and smoke. This does not block the camera's line of sight but a player cannot be spotted while on that space.

## ON THE MOVE

Playing the On the Move action card allows you to move an additional 3 spaces. All 3 spaces of movement must be taken at once and are counted separate from what is rolled to begin your turn. Cameras can not spot you during this movement, but if you end On the Move within a camera's line of sight, you are immediately spotted and caught.



## THE BURNER

Playing The Burner action card allows you to discard another action card from your hand, then draw 2 new action cards from the deck. You may only play this card if you have another action card in your hand to discard.



# ACTION CARDS

## SHOVE

Playing the Shove action card allows you to shove a player sharing the same space as you to an adjacent space. If a player is shoved through a laser or into a camera's line of sight, they are immediately caught.



## GRAPPLE

Playing the Grapple action card allows you to shoot a grappling hook directly at a wall within your line of sight and move your pawn all the way there. This includes the edges of the museum. You must move the full distance and cannot disengage your grapple midway through.



## DELUXE EDITION

## VENTS

Playing the Vents action card allows you to move through a wall directly adjacent to the space you are on. This single space of movement is counted separate from what is rolled to begin your turn.



### Special Interactions

- If you attempt to grapple through a camera's line of sight or through a laser trap you are immediately caught. Grapple does not prevent you from being spotted.
- You may Steal the Diamond from the Museum while using Grapple. If you pass through the space with the Diamond you take possession of it, unless it is currently controlled by another player. You may not attempt to steal while using Grapple.



# HOUSE RULES

Enjoy H.Y.S.T. time after time and add your own rules to match your style! Here are a few house rules that the team at Blabu Games have enjoyed most.

## DICE BATTLE

Change the method of stealing the diamond from another player. When a player attempts to steal, they roll the diamond die as normal. The player in possession of the diamond must also roll the diamond die in an attempt to defend. The higher number wins and that player gets the diamond. A tie leaves the diamond with the original holder.



## POWER OUTAGE

Increase the need for strategic action card play by cutting power and plunging the museum into darkness. Do not place any camera tiles in the museum and remove Blindspot Action cards from the deck. Now, it's a mad dash for the diamond, relying even more on calculated card plays to outpace or disrupt your fellow thieves while museum security is down.

## FULL THROTTLE

Inject maximum chaos into your game by allowing players to refill their entire hand back up to three cards at the end of their turns. This encourages bold moves and chaotic turns, eliminating any drawback for playing multiple cards in a single turn.



## QUICK H.Y.S.T.

Set a 15 minute timer and jump into a game. Every decision matters in this fast paced version of the game. When the timer runs out, the player currently holding the diamond emerges victorious.

## TACTICAL INSERTION

Add a competitive twist into your game by allowing each player to choose their starting corner into the Museum. Brace yourself for an even more intense game as enemies line up side-by-side with unique strategies in mind to gain control of the diamond.

## Prebuilt Floor Plans

One of the greatest things about H.Y.S.T. is that each game the floor plans are randomly placed to create a completely unique set up time and time again. Sometimes the maps can be very challenging while other times they can be straightforward and simple. If you'd prefer to preselect the challenge level and length of your game, check out our list of prebuilt boards on the website at: [blabugames.com/hyst/floorplans](http://blabugames.com/hyst/floorplans)

When you play an especially fun or crazy round of H.Y.S.T. take note of the board setup by writing down or snapping a picture of the numbers on the back of each floor plan tile so you can recreate the board again!

# H.Y.S.T.



**THANK YOU  
FOR PLAYING!**

# H.Y.S.T.



**blabou**  
games

Artwork by Kumotori Art  
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