

# THE **BIG \$CORE**

## SOLITAIRE RULES



**VAN  
RYDER  
GAMES**

Welcome to The Big Score Solitaire game! If you have not yet read the main rulebook, please familiarize yourself with the core rules first and then come back to this book. There are 9 different scenarios to play and each will give you a different challenge!

## ADDITIONAL COMPONENTS FOR THE SOLO GAME

### SCENARIO CARDS (9)



### SOLITAIRE REFERENCE CARD



## SETUP

- 1 Take a Boss Player Board but do NOT take a starting bonus. Additionally, in most scenarios the Boss tiles and Jack of All Trades will not be used. Place the Solitaire Reference Card on the Holding Space of your Boss Player Board for easy reference.
- 2 Take 200k in starting cash making sure to have some in 10K's.
- 3 Shuffle the Job cards and create an 18 card Job deck.
- 4 Place the Job Number Tokens 1-6 from left to right in front of you on the table.
- 5 Shuffle the Crew Deck and then separate it into 3 equal 30-card decks.
- 6 Place the other game tokens within reach.
- 7 Decide to play a scenario or choose one at random. For your first game, we recommend the "The Biggest Score" Scenario. Follow any additional setup rules for the chosen scenario.

# ACT I: THE SMALL JOBS

## ROUND SETUP

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At the beginning of each Round in Act I:

- *Choose one of the 30 card Crew Decks to be the active deck. When that Crew Deck runs out, the Round will end at the end of your turn. When Round 3 has ended, move on to Act II. Otherwise, just begin a new round.*
- *Deal 3 Job Cards face-up below Job Number Tokens 1-3 and 3 Job Cards face-down below Job Number Tokens 4-6.*

## PHASE 1 - HIRE CREW

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Draw from the Crew Deck until you have a hand of 5 cards or the current Crew deck runs out. You may then manipulate your hand as many times as you would like, and in any order, as follows:

- *Pay 10k to discard all cards of one type and draw cards from the Crew Deck equal to the number discarded*
- *Pay 10k to draw ONE card from the Crew Deck*

## PHASE 2 - ASSIGN CREW

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When you are finished manipulating your hand you must choose to take all cards of **one** type of skill and place them on the face-up job(s) of your choice. Any Crew Card of the type you chose that cannot be placed must be discarded.

Additionally, you may pay to play additional cards from your hand as follows:

- *Pay 10k to place ONE additional card from your hand on a job. Do this as many times as you like paying 10k each time. Note that each additional card costs 10K even if they are the same type.*
- *Pay 10k to shuffle ONE card from your hand into the next 30 card Crew deck. Do this as many times as you like paying 10K each time.*

When you are finished Assigning Crew, you may pay to keep Crew Cards in your hand for the next turn. The rest are discarded.

- *Pay 10k per Crew Card in your hand that you want to keep. You keep these cards even if the current Round's Crew Deck is depleted and a new Round is about to begin.*

**Scout Action** - Additionally, at any time during Phase 1 or 2 you may pay to look at face-down Job cards as follows:

- *Pay 30k to look at any ONE face-down Job card. It is then returned face-down to the same position.*

## PHASE 3 - RESOLVE JOBS

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1. Check for completed jobs - If the Crew Requirement for a job has been met, discard the Crew Cards from the job and take the payout for the completed job. Then, discard the Job Card, it is **not** replaced until the next Round. You may reveal **one** of the face-down jobs of your choice for each Job you completed.
2. Check for Round End - If there are still cards in the current Crew Deck, begin a new turn with the Hire Crew phase (Phase I). If the current Crew Deck has been depleted the Round ends. Discard all Job Cards that were not completed, as well as any Crew Cards that were assigned to them. If it is the end of Round 3, move on to Act II. Otherwise begin a new round in Act I starting with Round Setup.



# ACT II - THE BIG SCORE

## ACT II SETUP

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Place the Vault in the middle of the table and the Cop Track next to it. There is NO Vault floor in the solitaire game so that is all for setup!

## ROB OR FLEE THE VAULT

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### If you Rob The Vault...

Draw 3 tokens from the Vault and do the following **in order**:

1. If a one or more Cop Tokens are drawn, place them on the Cop Track. If there are 5 or more Cop Tokens on the Cop Track, you have been Busted and must return **all** of your Vault Tokens to the Vault and the game ends.
  - a. If more than one Cop Token is drawn, **one is always placed**, but you may bribe the additional cops by paying \$50k each. You may only use cash to bribe (no jewels, artifacts, etc.) and only cash you have taken **from the Vault**, meaning no cash acquired in Act I may be used to bribe! No change is given for bribes of more than \$50K. Place any bribed Cop Tokens back in the Vault.
2. You may take 1 of the drawn tokens of your choice (if none remain, ignore this step). This is yours to keep assuming you Flee The Vault on time!
3. Next, remove 1 token of your choice from the game (if none remain, ignore this step). Set it aside, out of play.
4. Finally, put the remaining token back into the bag (if none remain, ignore this step).

### If you Flee the vault...

You have escaped with your loot, but is it enough?

Repeat the above until you Flee the Vault or have been Busted.

## GAME END

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Count your total take to get your final score and/or check to see if you accomplished your scenario goal(s).

# SCENARIOS

## THE BIGGEST SCORE

This one's all about the money. You've played the "game" a long time and now you want to retire to your own private island and leave your life of crime behind.

### OBJECTIVE

End the game with at least \$1.5 million in cash and assets.



This is the basic solitaire game. Want an extreme challenge? Go for \$2 million!

## DIAMOND THIEF

You have a major diamond buyer overseas and you need to get a hold of a LOT of diamonds very quickly.

### OBJECTIVE

Have 11 or more Diamonds at the end of the game.



### SPECIAL RULES

You need 11 Diamonds for your buyer. That is going to be tough so you are going to have to turn your Cash and Artifacts into Diamonds.



You can buy Diamonds on the black market for \$250K per Diamond.



You may exchange Artifacts for Diamonds on the black market for 3 artifacts per Diamond.

# THE 5 MAGIC PAINTINGS

There are 5 paintings of landscapes including a Mountain range, a Swamp, an Island, a Forest, and the Plains that when put together are said to magically turn anything in the same room to gold.

## OBJECTIVE

End the game with 5 or more  
Artifact and at least \$500K in Cash.



## SPECIAL RULES

You need to find the 5 paintings which are represented by Artifact tokens. It will be extremely dangerous to keep the paintings all together so you are going to need a lot of cash to pay for some muscle to guard them. In this scenario, no other token types can be converted into cash (including gold/silver bars) and Artifact tokens are only useful for satisfying the scenario goal of getting 5.

# THE JACK OF ALL TRADES SHOW

A group of your specialists are on strike. You've informed your fixer that he is going to have to work overtime. You'll deal with the fallout later...

## OBJECTIVE

End the game with at least \$1.5 million  
in cash and assets.



**Special setup:** Remove all of the Crew cards of one type (your choice) from the Crew deck. Each Crew Deck in Act I setup will have 25 cards instead of 30. Take all 6 Jack of all trades tokens.

## SPECIAL RULES



You may use a Jack of All Trades Token as any crew type (including the removed type) for completing jobs. Remove the token from the game after use.

# CRYPTO CURRENCY

All the money these days is in digital currency. Only suckers go for cash. But you have the world's best hackers ready to unlock riches no one has ever imagined.

## OBJECTIVE

End the game with 4 unlocked Hard Drives. An unlocked hard drive is a Hard Drive Token plus a Digital Key.



**Special setup:** Make sure all 4 Hard Drive Job Cards are shuffled in the 18 card Job Deck. To do this, find and remove the jobs that award a Hard Drive in the payout. Then, shuffle the remaining jobs and count out 14 without looking at them. Shuffle the 14 jobs with the 4 Hard Drive jobs to create the Job Deck for this scenario.

## SPECIAL RULES

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You may use the Gold Bar as a Digital Key or use it to take a Hard Drive Token.



If Cop Token(s) are drawn in the same round as a Digital Key, you may put the Cop Token(s) back in the vault.

Keep in mind that to win this scenario you will need to get at minimum 3 of the Hard Drive Tokens available in Act I.



# THE HEAT IS ON

The cops have gotten wind of your plan to hit several locations around town. Beat them to the punch.

## OBJECTIVE

Complete at least 8 jobs before the cops arrest your crew and end the game with more than \$1.5 Million in cash and assets.



**Additional Act I Round Setup:** Each time a new Job Card is placed (including face-down), draw 2 tokens from the Vault and place them on the job.

## SPECIAL RULES

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**When you complete a Job that has at least one Cop Token on it:**

- Do NOT receive ANY payout from the Job Card or Tokens
- Place any Cop Token(s) on the job back into the Vault
- If there is a payout token on the job, choose to remove it from the game or put it back in the vault.



**When you complete a Job that does NOT have any Cop tokens on it:**

- Take the payout from the job as normal
- Take the tokens on the job as an additional payout

If a job is NOT completed before the end of the Round, place any Cop tokens on the Cop Track and remove the rest from the game.

If there are ever **4 Cop Tokens** on the Cop Track, you lose the game.

There is **no Act II** in this scenario.

# SIMULTANEOUS PLUNDER

The cops will never suspect it if you hit the Vault at the same time you are making smaller heists all around Centennial City!

## OBJECTIVE

End the game with at least \$1.5 million in cash and assets.



## SPECIAL RULES

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Each time you complete a Job, in addition to taking the rewards for that job you **must** complete a Vault round. These Vault rounds happen during Act I of the game and **there is NO Act II in this scenario**. You are Busted and lose immediately if there are 5 or more Cop tokens on the Cop Track. In this scenario **you may Bribe with ANY of your cash tokens**. The game ends when you are Busted, in which case you lose, or at the end of Act I. You may not “flee” and must complete Act I entirely.

# BETRAY THE TRAITOR

A couple of your crew are planning on taking the loot and running! You caught wind of it and now you are going to make sure the traitors get caught. But you aren't sure exactly who it is just yet.

## OBJECTIVE

End the game with at least \$1.2 million in cash and assets.



**Special Act I Rules:** Rather than discarding the Crew Cards from completed jobs, place them aside for use in the Vault phase.

**Special Act II setup:** Take 1 of each Crew Card type from the stack of Crew Cards used to complete jobs. Place these cards face up in front of you in a row from left to right. Shuffle the remainder of the Crew Cards from completed jobs to be used when you Flee The Vault.

**Special Act II rules:** Each round of the Vault you will place the token for that round on a Crew Card of your choice with the lowest number of tokens **including** Cop Tokens. As such, no Crew Card will ever have more than 1 token more than any other Crew Card. Each time a Cop Token is drawn, you must place it on a Crew Card that does not already have a Cop Token. There are NO Bribes in this scenario. If you are unable to place a Cop Token legally or ALL crew cards have a Cop Token, you are Busted. When you Flee The Vault, draw the next 2 Crew Cards. Put all tokens on those Crew Cards back in the Vault. Keep the tokens on the rest of the Crew Cards.

# THIS CREW DOES WHAT IT TAKES

Some crews just get the job done no matter what it takes. They may not have all the skills required, but they make it happen.

## OBJECTIVE

End the game with at least \$800K in cash and/or gold & silver bars, 3 Diamonds, 3 Artifacts, and 3 unlocked Hard Drives.



## SPECIAL RULES

You may complete any job by assigning one of each crew type to the job (6 total crew) and ignore the normal Crew Requirement.

At the end of Act I, you may purchase hard drives for \$100k each. You will need at least 3 Hard Drive Tokens going into Act II to have a chance to win.

## CREDITS

**Solitaire Game Design:** A.J. Porfirio

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