

Burgle Bros 3: Future Flip Rulebook

The Burgle Bros are back for a cyberpunk heist! After a dynamite-induced mishap, the team is propelled to a future dominated by AI and oppressive corporations. The classic Burgle Bros crew will use their old tricks as well as some newfound skills to infiltrate and take down these corporations from the inside.

Components

- 2 Neoprene playmats
- 1 Large canvas bag
- 32 Cardboard Room tiles, double-sided
- 20 Plastic Alarm cubes
- 2 Plastic Destination dice

Cards

- 9 Character cards, double-sided
- 45 Program cards
- 13 Tool/Loot cards, double-sided
- 1 Tool/Loot Header card
- 42 Patrol cards
- 9 Character-specific Special Move cards
- 8 ICE cards
- 8 Plans cards, double-sided
- 2 Scenario cards
- 2 Threat cards
- 4 Player Aid cards

Wooden pieces

- 9 Character meeples
- 2 Guard meeples
- 17 Wall pieces
- 20 Worker pawns

Cardboard tokens

- 12 Mod tokens
- 4 ICE tokens
- 20 Stealth tokens
- 4 ICE Indicator tokens
- 4 Stair tokens

Playing on TTS? Look for sections marked in BOLD GREEN for rule changes.

Standard Setup

1. Place both playmats next to each other in center of play area. **(already there)**
2. Place the 4 ICE indicator tokens on the indicated spots on both playmats **(already there)**
3. Place all 32 Room tiles in the canvas bag and give them a good shake. **(already there)**
4. Find the 2 ICE tokens and 6 Mod tokens marked “1st” and shuffle them together, face down, and place them in a pile next to the 1st Floor playmat. **(already there)**
5. Repeat step 3, except with the tokens marked “2nd” and place them next to the 2nd Floor playmat. **(already there)**
6. Shuffle the 21 Patrol Cards marked “1st” into a facedown deck and place them next to the 1st Floor playmat. **(already there)**
7. Repeat step 5, except with the cards marked “2nd” and place them next to the 2nd Floor playmat. **(already there)**
8. Draw a card from the Patrol deck next to the 1st Floor, and place it next to that Patrol deck to start a discard pile for that deck. Look at the single marked square in the 4x4 grid, and place a Guard meeple in the corresponding square in the grid on the 1st Floor playmat.
9. Take the 8 tokens in a facedown pile next to the 1st Floor, and place them, without revealing them, on the 8 squares in the grid on the playmat that line up with the squares marked with a small hexagon in the 4x4 grid on the Patrol card you discarded.
10. Repeat steps 7-8 except with the 2nd Floor Patrol deck, tokens, and playmat.
11. Draw another card from the 1st Floor Patrol deck, and once again look at the single marked square in the grid. Place a Destination die in the corresponding square in the grid on the 1st Floor playmat. Set that die so that the number 3 is face up.
12. Take 8 Wall pieces and place them on the wall spaces indicated by the Patrol card you just discarded. **Instead, just place 8 walls as you choose. Can't close off squares.**
13. Repeat steps 10-11 except with the 2nd Floor Patrol deck, walls, and playmat.
14. Shuffle the ICE cards and randomly place 4 of them face down on the indicated spots on the playmat, without looking. Return the other ICE cards to the box without looking. **In TTS, place these cards on the 4 slots on the outsides of the playmats that have ICE indicator tokens by them.**
15. Shuffle the Program cards into a facedown deck. **(already there)**
16. Shuffle the double-sided Tool/Loot cards into a deck with the Header card on top. **In TTS, these have no header card and have both a Tool and Loot on the face of the card.**
17. Place the 20 Worker pawns and 20 Alarm cubes in piles within reach of all players. **(already there—these are not limited supply, make more if you need them)**
18. Proceed to Player Setup.

Player Setup

1. Choose an available Character card and place it in front of you with the Disguised side face up.

2. Find the matching meeple and Special Move card for your character. Place the Special Move card face down in front of you, and hold onto the meeple until your first turn.
3. Place 3 Stealth Tokens and a Player Aid card in front of every player. **In TTS, there are shared player aid cards in the center instead.**
4. Choose the first player and give them the Entrance marker. **(Choose a special token for the entrance marker.)**
5. Proceed to Scenario Setup.

Scenario Setup

1. Choose a Scenario card, and gather any Threat cards and Plans cards listed on the scenario card. Any other Scenario, Threat, and Plans cards remain in the box. **Only one scenario is available in TTS, so just ignore this step.**
2. Place the Threat card(s) face up in the center of the play area.
3. Each player chooses an available Plans card, and any remaining Plans cards are returned to the box.

Objective

To win, you must collect the Loot from the safe on each floor, and then complete the final win condition listed on your Scenario card.

Safes are protected by ICE. In order to collect the Loot from a safe, you must first remove any ICE cards on that floor (the order doesn't matter). You complete ICE cards by collecting the right combination of Program cards. You will also need to find Stairs tokens to travel between floors.

Players start with 3 Stealth tokens, but they will lose those tokens if they are caught by a guard or through other game effects. If any player has zero Stealth tokens and would lose another Stealth token, the game is over for all players.

Starting the Game and Room Tiles

The player given the entrance marker in setup will take the first turn. They choose any square on the first floor that does NOT have an ICE/Mod token on top of it—all players MUST enter the game on the chosen square, before they start their first turn.

Pull a tile out of the bag and place it on the playmat in the square you just chose. Tiles in the bag represent Rooms in the building you are stealing from. Whenever you peek at or enter a square on the playmat that does NOT already have a tile, you will need to draw a tile for that square from the bag.

Every Room tile has 2 sides, and text at the bottom of that tile will tell you which side to place face up on the playmat.

After the tile has been placed on the playmat with its correct side face up, place the entrance marker on top of that tile. Then the first player places their character meeple on top of that tile.

Every tile has some type of effect listed at the top of the tile. On each player's first turn, ignore any effect on the tile that has the Entrance Marker on it.

The first player will then start a normal turn with all their actions available (see pg. ??).

Disguises

You will start the game with your character card's Disguised side face up, which means you are disguised. While disguised you will gain various benefits:

- Many negative tiles, especially on the first floor, can be avoided while disguised.
- Some positive tiles give you an extra bonus while disguised.
- You may charm workers to draw program cards.
- You may move into a guard's tile without losing a Stealth token.

While being disguised has its perks, there are also reasons to remove your disguise and switch to the geared side of your character card. On any turn, you may remove your disguise as a free action (see pg. ??). Just keep in mind that you will not be able to switch back unless a specific effect tells you to do so. Here are the benefits to being geared:

- One additional action per turn.
- Access to your Special Move, a powerful single-use ability. **(Note that names have not been updated in TTS. The Special Move might be called a tool instead. You can know it's a special move because it will have a character portrait in the corner.)**
- You may make workers Flee, which has both benefits as well as some drawbacks.

Each side of your character card has a different ability. You may only use the ability that is currently face up.

Player Turns

On your turn, you can take either 3 or 4 basic actions, depending on whether you are disguised or geared. You can take fewer actions, you can take the same action multiple times, and you can take them in any order.

Basic Actions

Here are the basic actions you can take:

- **MOVE.** You can move to an adjacent square on the playmat. A square is not adjacent if there is a wall between the square and your current tile. You can move to that square regardless of whether there is a tile there or not. If there is a facedown token on that tile, reveal it first before revealing the tile.
 - If a tile has a When You Enter effect, resolve it after you Move onto the tile.
 - When you Move onto a tile with at least 1 worker on it (see pg. ??), you **may** choose to Charm (see Free Actions below) as long as you are disguised.
 - If you Move onto a tile with at least 1 worker while you are geared (see pg. ??) you **must** make the worker(s) Flee (see Free Actions below).
- **PEEK.** You can peek at an adjacent tile, which means you reveal the tile without moving onto it. If there is a facedown token on that tile, reveal it first before revealing the tile. If that token is an ICE token, don't flip over the ICE token until a character moves onto the tile (see pg. ??).
- **LURE.** You can move a worker on an adjacent tile to your tile. If you do, you may Charm (see Free Actions below).
- **SEARCH.** For each unspent action you have, draw a Program card (see pg. ??). Then keep 1 of the cards you drew from your Search and discard the rest.
 - If you draw a Glitch card during a Search (see pg. ??), that effect triggers regardless of whether you choose to keep that card.
- **USE.** Certain abilities or tile effects might instruct you to "spend an action" or even to spend multiple actions.
- **SNOOP probably won't end up as a keyword in the final game. This keyword in TTS means you can look at a facedown ICE card without triggering it.**

Free Actions

These are actions you can take in specific circumstances that do not require you to spend any of your actions. You can take a free action (or actions) at the end of your turn even after you have taken all of your basic actions for the turn. You may not take free actions on other player's turns.

Here are the free actions you can take:

- **Charm.** Draw a Program card after Luring a worker or Moving into a room that has workers. You can only Charm once per Lure or Move action. **You must be Disguised** (see pg. ??) to Charm.
- **Flee.** Choose an adjacent tile and move **all** workers on your current tile to that tile. Then draw a single Program card. (*Fleeing only happens if you are Geared.*)
- **Remove Disguise.** You may flip your character card from the Disguised side to the Geared side. If your Geared side has more actions per turn, you will get that additional action immediately.
- **Tool or Special Move.** Tools and Special Moves are a free action to use. They will require you to discard the card after use.

- **Trade.** If you are on the same tile as another player, you may freely trade Program cards and Tools (*not* Special Moves) between each other.
- **Broadcast.** If you are on a tile with a Booster icon (bottom left corner of the card [in TTS it will be in the bottom right instead. If something says “data port” that is the same thing as a Booster]), you may send Program cards to any other player. You cannot take back cards through a Broadcast action.
- **Hack.** If you are on a tile with an ICE or Mod token you can turn in Program cards in order to remove or exploit them (see pg. ??).

Adjacency, Moving, and Jumping

A square is **adjacent** to each other square touching its edge—diagonal is not adjacent! Also, if there is a wall between 2 squares, they are not adjacent. Some effects might reference **surrounding** squares, which is the same as adjacent squares **except** that it includes squares separated by walls.

Moving means taking a figure and placing it on an adjacent square. Only characters reveal new tiles by moving onto an empty square. Characters will trigger any “when you enter” effects listed on a tile when they move onto that tile. Guard tiles, which have a dark gray banner and are marked with a Guard icon, might have an effect when a guard enters by moving to that tile. Workers do not trigger when you enter effects.

Some effects might tell you to **jump** a figure to a square. Jumping means you place that figure directly on the indicated square, ignoring any walls and tiles in between. Effects that trigger upon entering (for both characters and guards) will **not** trigger when the figure is jumped there. If the square is empty when a character jumps to it, you will still need to reveal the tile and tokens there, if any.

Turn Order and Guard Turns

Players take turns in clockwise order until the end of the game. But after every player turn, the guard on that floor will take a turn first. To be clear: this is once per player, not once after all players take a turn.

On a guard turn, he will move toward his current destination, which is indicated by the destination die. The number of squares a guard will move for his turn is determined by taking the number on the destination die at the **start** of the guard’s turn and adding +1 for any active alarm on the guard’s floor.

If the destination die changes during the guard’s turn, that will not effect the guard’s movement for that turn. However, other effects might change the guard’s available moves during the guard’s turn.

The guard will move toward his destination, using the shortest path. The guard cannot move through walls. If multiple paths are equally short, the guard takes the path that moves him **clockwise** toward his destination.

Guards do not reveal tiles or tokens when they move, and they ignore tile effects unless that effect specifically refers to guards in its text. Tiles that effect guards will have a dark gray banner on top and will have a guard icon the upper right corner of the tile.

If the guard reaches a destination and there is an **active alarm** somewhere on the guard's floor, place the destination die on the nearest square with an alarm. If the guard still has movement left, continue moving him toward his new destination.

If the guard reaches his destination and there are **no active alarms**, draw a new patrol card from his floor's patrol deck and place the destination die on the indicated square to show the guard's new destination. If the guard still has movement left, continue moving him toward his new destination.

If a guard moves into a tile with characters, then those characters lose 1 Stealth token. If for whatever reason a guard moves back into the same tile on the same turn, those characters can lose multiple stealth tokens. If a character is geared and moves into a guard, they will also lose a Stealth token (but not if they are disguised).

Alarms and Suspicion

Alarms

Some tiles and other effects might say they trigger an alarm on a square. When an alarm is triggered, place an alarm cube on that square and place the destination die for that floor on the square with the alarm. If there is already an active alarm cube somewhere else on the same floor, only move the destination die if the new alarm would require **less** moves for the guard to reach it.

A square can have multiple alarm cubes at the same time (this has no effect on the guard's destination, but it will add to the guard's moves on his turn).

If an alarm is triggered on top of a square with a guard, ignore the alarm and instead add that alarm cube to the guard's Suspicion (see section 'Suspicion' below).

If a guard moves into a square with an alarm, take any alarm cube(s) there and add them to the guard's Suspicion **unless** there is a worker in that square. If there is a worker, return any alarm cube(s) to the supply along with the worker. If there are multiple workers there, only one worker is returned to the supply even if multiple alarms were in that square.

Suspicion

As the heist goes on, certain effects might make the guards more suspicious. If a guard gets too suspicious, they will start moving more squares each turn **permanently**.

If an alarm or effect has a guard gain Suspicion, place that alarm cube next to that floor's Patrol deck. As soon as there are 3 cubes next to a Patrol deck, return those cubes to the supply and immediately set the destination die on that floor to its next highest number.

Some effects might remove a guard's Suspicion, which will mean you remove an alarm cube next to that floor's Patrol deck. If there are no cubes to remove, just ignore the effect (the guard will set the destination die to a lower number).

Workers

Certain tiles will add 1-3 workers to that tile whenever they are revealed, which is indicated in the top right corner of the card. Place that many worker pawns from the supply onto that tile. If that tile is revealed again because it was flipped over at some point, then it will add workers again.

Workers are the primary way to draw program cards, which are needed to unlock safes (see pg. ??). However, be careful because some program cards might trigger an alarm or cause suspicion (see pg. ??) when they are drawn.

When you Lure a worker into your tile, or Move onto a tile with at least 1 worker on it, you **may** choose to Charm (see Free Actions pg. ??) as long as you are disguised.

If you Move onto a tile with at least 1 worker while you are geared you **must** make the worker(s) Flee (see Free Actions pg. ??). The effect only triggers when you take a Move action, and not when workers move into you for any reason.

If a worker is on a tile with an active alarm, the worker will prevent the guard from gaining suspicion when the guard moves there. Return any alarm cube(s) to the supply along with the worker. If there are multiple workers there, only one worker is returned to the supply even if multiple alarms were in that square.

Some character abilities, usually while disguised, might require a worker to be in your tile or an adjacent tile, and some abilities might even require you to spend a worker to use them. When you spend a worker, return it to the supply.

In the patrol decks, there are several cards that will either move workers to an adjacent tile or even add a new worker in the guard's current tile. When these cards are drawn you perform the

effect immediately, and then draw another card from the patrol deck. If multiple worker cards are drawn in a row, keep drawing cards until you draw a non-worker card.

Scenarios, Threats, and Plans

During setup you will choose a scenario for that game, which provides a win condition and will also tell you which Threat to start the game with as well as the available Plans to take down the Threat. Each player chooses a Plans card for the game during setup. **(Remember that in TTS there is only one scenario available.)**

Threats will make the game more difficult, but not impossible to beat. Fortunately, each player's Plans will give them the chance to remove the Threat from the game, which will help all players.

Plans cards will generally involve manipulating workers in some way—each Plans card will describe the requirement to complete the plan, and then offer the choice to either remove a Threat from the game or flip that card over for a Special Move. **In TTS, these cards are not double-sided and do not provide a Special Move. Instead, they either remove a Threat or provide an immediate bonus.**

Once a specific plan is complete that plan cannot be completed again. Other players can still compete their own Plans.

Program Cards, Mods, and ICE

Various actions and effects will let you draw Program cards. These cards are essential for hacking the ICE that protects the safe, but they can also help you solve smaller problems in the form of Mods.

Program Cards

Program cards have at least one half of an icon along the edge of the card. A standard program card has 2 distinct icon halves, and some of the rarest program cards might have 4 distinct icon halves on the edge of the card.

In order to build usable Programs to **Hack** with, you will need to have matching sets of icons. One card might be able to complete more than one icon match, depending on how the other cards you use match up. When making matches, cards must line up exactly with one another and cannot cover other cards.

There are three types of special program cards: Wilds, Scans, and Glitches. **Wilds** work like standard program cards, but they are more rare and have 3 or even 4 icon halves on them.

Scans might cause an Alarm or raise the guard's Suspicion. If you draw one of these cards using a Charm action, you will immediately add to the guard's Suspicion on that floor (see pg. ??). If you draw a Scan while making a worker Flee, you will cause an alarm on the tile the worker is Fleeing too. If a single Flee action draws multiple Scan cards then multiple alarms will be created. If you drew the card using a Search action (or through another effect) then the Scan guard causes no extra effect.

Glitches have an effect that immediately takes place when drawn—usually a mix of a positive and negative effect. Even if you don't end up keeping a Glitch card you draw (for example, as part of a Search action) the effect will still happen.

Mods and ICE

As you reveal tiles on the playmat, you will also sometimes reveal facedown tokens that are either Mods or ICE. You will need to hack all ICE on the floor in order to open the safe and win—so exploring and revealing these tokens are pretty important!

Mods are tokens that can affect the tile they are on and sometimes surrounding tiles. Some Mod tokens have a negative effect that can be removed with a successful Hack, and other Mod tokens have an exploit, or positive effect, that you can activate with a successful Hack. Refer to the Player Aid card to see what a Mod does. A Hack action be done in the tile that token is on.

The most important Mod token is the **Stairs**, which will allow you to Move up or down a floor to the tile in the same row and column as the tile you are currently in (imagine it as being the Room tile that's directly above or below your current tile). Place a stairs token with the stairs going up on the tile where you reveal this Mod token. Then place a stairs token on the tile directly above this one (if possible) with the stairs going down.

Each floor will have 2 ICE tokens. When a player enters a tile with an ICE token (not when it is revealed during a Peek, see pg. ??) you find the ICE card with the matching symbol next to it and flip that card over.

ICE has one of 2 types of negative effects. Some ICE will provide an immediate rule change that makes the game harder. While the other type of ICE will instead start a timer to a dangerous negative effect. For the latter type of ICE, you will place alarm cubes as instructed on the card until the effect either is triggered or the ICE is hacked.

When an ICE is successfully Hacked, you may remove that card from the game. Once both ICE on a floor are removed, the safe on that floor is now open.

Safes, Tools, Loot, and Ending the Game

The ICE token with a safe symbol behind it is where the safe on that floor is located. The first time a player enters the tile with an open safe, that player immediately gains a Loot and a Tool from the safe.

Draw 2 cards from the **bottom** of the Loot/Tool deck. **In TTS, these cards are not double-sided, and you do not have to draw from the bottom of the deck.** These cards are double-sided, with one side being Loot and the other being a Tool. You will pick one card to be the Loot and add it to your character, and then the other card will be a Tool you add to your character.

Tools are powerful single-use abilities like your character's Special Move. Unlike Special Moves, however, you can trade tools with other players in your same tile.

Loot is needed to complete your heist and win the game. Until the Loot from both safes is controlled by characters, you cannot win the game. Loot generally has a negative effect that is active for the rest of the game.

Once the Loot from both safes is controlled by characters, you can now exit the building to win the game. Check your Scenario card to see how you exit the building and win the game.