

SWIPE



MOVE / ON YOUR TURN

Swap your gift with another player's gift. They may block. They draw 1 if it works.

YANKEE HEIST • 0.2

M01 • 14 IN DECK

SWITCHEROO



MOVE / ON YOUR TURN

Choose any two players. Swap their gifts. You may be one of them.
One block cancels the whole swap.

YANKEE HEIST • 0.2

M02 • 6 IN DECK

THREE-GIFT GIFT



MOVE / ON YOUR TURN

Choose two other players. Point out a loop. Each of your three gifts moves one place around it.
One block cancels the rotation. 3+ players.

YANKEE HEIST • 0.2

M03 • 4 IN DECK

SNEAK PEEK



MOVE / ON YOUR TURN

Privately peek at another player's wrapped gift OR their hand. Then you may swap gifts with them.
The peek cannot be blocked. The swap can.

YANKEE HEIST • 0.2

M04 • 4 IN DECK

YANKEE HEIST



MOVE / ON YOUR TURN

Discard 1 extra card. Attempt a swap with one player, then optionally with a different player.
Block each separately. At 2 players: one attempt.

YANKEE HEIST • 0.2

M05 • 4 IN DECK

HOT TIP



SCHEME / ON YOUR TURN

Draw 3 cards. Then discard 1 card from your hand.
Cannot be blocked. Then trim your hand to 5.

YANKEE HEIST • 0.2

S01 • 4 IN DECK

RE-GIFT



SCHEME / ON YOUR TURN

Exchange your remaining hand with another player, face down. Then they draw 1.
Cannot be blocked. Empty hands are legal.

YANKEE HEIST • 0.2

S02 • 4 IN DECK

HANDS OFF



REACTION / WHEN TARGETED

On another player's turn, cancel a swap or rotation that would move your gift. All those gifts stay put.
Cannot be countered. No comeback draw.

YANKEE HEIST • 0.2

R01 • 10 IN DECK

TRIPWIRE



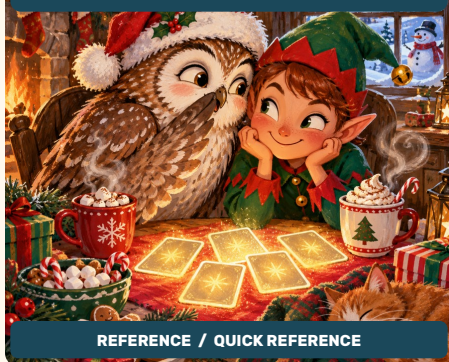
REACTION / WHEN TARGETED

On another player's turn, cancel a swap or rotation that would move your gift. All those gifts stay put. Draw 2.
Cannot be countered. Then trim to 5 after the action.

YANKEE HEIST • 0.2

R02 • 4 IN DECK

YOUR TURN



REFERENCE / QUICK REFERENCE

Draw 1. Choose ONE: play a move or scheme; spend 2 cards to try a SWIPE; or discard 0–2 and draw that many.

React off-turn. Everyone trims to 5 after each action.

YANKEE HEIST • 0.2

Q01 • 10 IN DECK

THE SNOOP



ROUND / ROUND 1 OF 4

One turn each, with gifts wrapped. Then everyone unwraps and shows their current gift.

Pass the starter one seat clockwise.

YANKEE HEIST • 0.2

P01 • 1 IN DECK

THE SCRAMBLE



ROUND / ROUND 2 OF 4

One turn each. All gifts stay open. Save a defense or make your move.

Pass the starter one seat clockwise.

YANKEE HEIST • 0.2

P02 • 1 IN DECK

THE DOUBLE-CROSS



ROUND / ROUND 3 OF 4

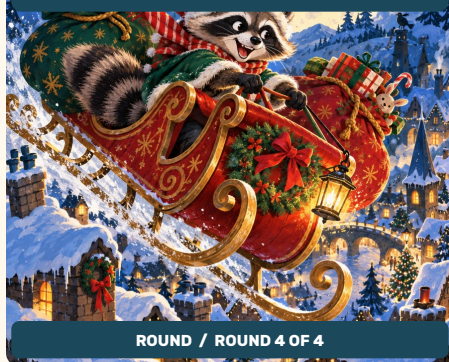
One turn each. Trade hands. Steal back a favorite. Plan your final move.

Pass the starter one seat clockwise.

YANKEE HEIST • 0.2

P03 • 1 IN DECK

LAST CALL



ROUND / ROUND 4 OF 4

One final turn each. Reactions still work. Resolve the final action, then STOP. Keep your gift.

No extra final steal. Unused cards have no value.

YANKEE HEIST • 0.2

P04 • 1 IN DECK

START HERE



HOST / STARTER MARKER

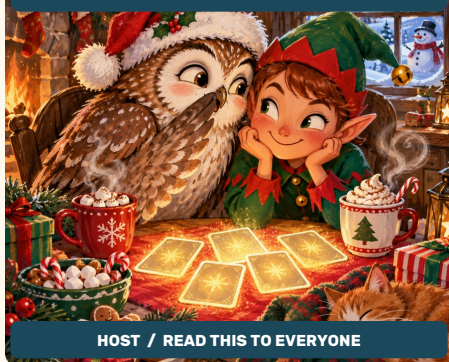
Each player gets 1 random wrapped gift and 3 cards. Peek at your own gift. Pick a random starter. Play 4 rounds.

Starter marker. Shuffle only the 54 play cards.

YANKEE HEIST • 0.2

H01 • 1 IN DECK

THE COMEBACK



HOST / READ THIS TO EVERYONE

After an action, each person whose gift moved draws 1, except the active player. Maximum 1 each per action.

Wait for both HEIST steps. No draw for blocked moves.

YANKEE HEIST • 0.2

H02 • 1 IN DECK

THE VAULT



HOST / EXTRA GIFT REQUIRED

Add 1–3 extra host gifts. As your action, spend 2 cards to swap your gift with a vault gift. Reveal it.

No block or draw. Return leftovers to contributors.

YANKEE HEIST • 0.2

H03 • 1 IN DECK

PARTY RELAY



HOST / 11+ PLAYERS

11+ players: use tables of 5–10. After round 2, each table picks a random seat. Those gifts rotate between tables.

No blocks or draws. Then play rounds 3–4 locally.

YANKEE HEIST • 0.2

H04 • 1 IN DECK