

DIABOLIK

HEISTS AND INVESTIGATIONS

RULEBOOK

Diabolik © Astorina Srl



INTRODUCTION

In *Diabolik – Heists and Investigations*, 2 to 4 players, divided into 2 teams, will play as *Diabolik and Eva — the Criminals — against Ginko and Morrigan — the detectives.*

It's a "cops and robbers"-style game, where *Diabolik and Eva* move in the shadows of the state of *Clerville*, unseen by their adversaries; then, when the *Criminals* are identified by the *Police*, it becomes a chase; and finally, it becomes a puzzle, when it comes time to complete the actual heists and investigations.

After randomly selecting 3 of the 7 available heists, *Diabolik and Eva* must try to complete the heists before the *Police* following their tracks can discover them.

There are several ways to complete the heists, and the methods of execution can change an infinite number of times, since they depend on the initial setup of the game, which can be different every time you play.

Before continuing to read the rules, try the introductory game, **Escape from Clerville**, to get a taste of the mechanics of the game.



GOAL OF THE GAME

The Criminals team must complete 2 Heists, activating the 3 Parts of each of them. The Detectives team must stop them by increasing the Danger Level to the maximum level.

SETUP

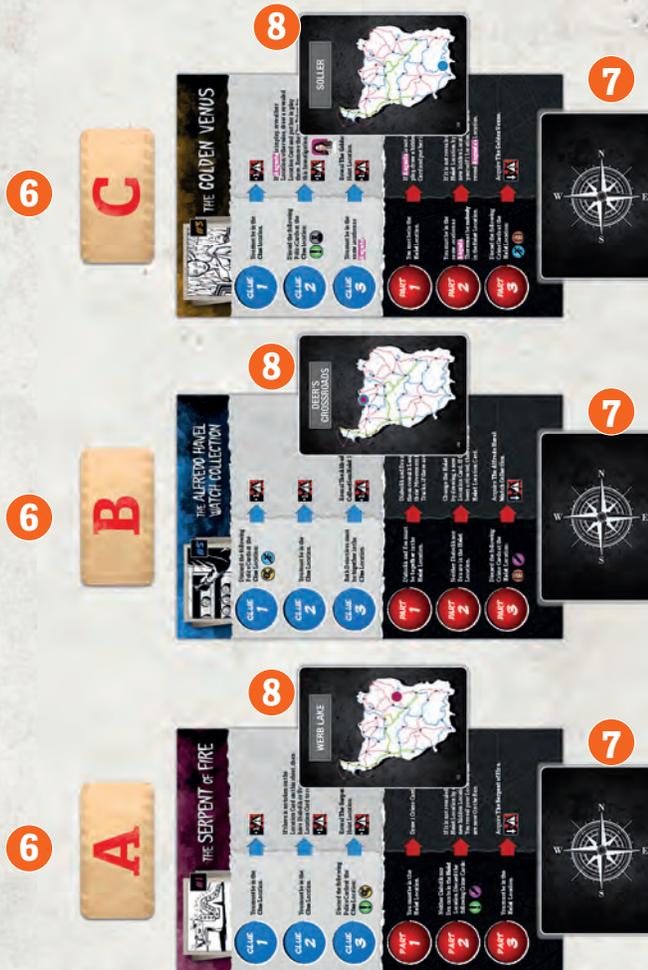
Regardless of the number of players, *Diabolik*, *Eva*, *Ginko*, and *Morrigan* are always in play. *Diabolik* and *Eva* play together, trying to beat their adversaries, *Ginko* and *Morrigan*. In a two-player game, one player will play both *Diabolik* and *Eva*, the other will play the *Detectives*. In a three-player game, one of them will play both Characters of their chosen team. In a 4-player game, each player will choose one Character to play.

See pages 4-5 for a full list and explanation of the game components.

1 After choosing the Character they want to play, give each player the corresponding Character Sheet and Token.

2 Place the Map Board on the table. The players controlling the Police take their places on the side of the map with the Police Station. The players controlling *Diabolik* and *Eva* take their places on the opposite side. They also take the Screen, to plan their moves without the *Detectives* seeing.

3 Place the Jaguar Token in the designated box on the Map Board.

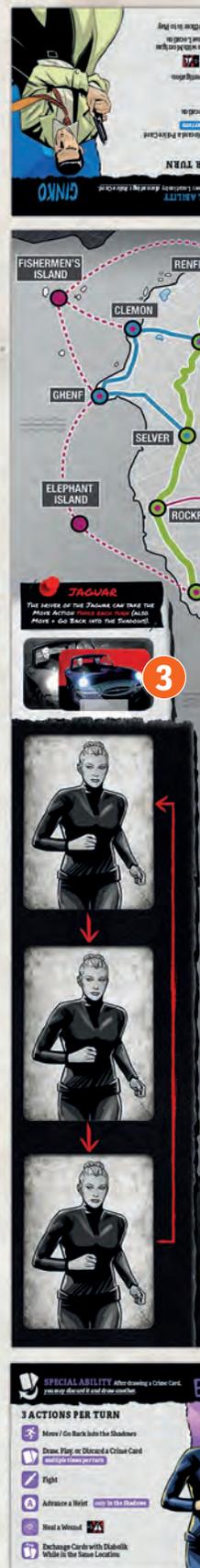


4 Place the Crime Cards and Plan Tokens within reach of the Criminal player(s), and place the Police Cards and Investigation Tokens within reach of the Detective player(s). Shuffle both card decks. Both the Criminals and the Detectives start the game with no cards in their hands.

5 Place the 4 Police Officer Tokens on the Police Station.

6 Take the Heist and Investigation Sheets and randomly draw 3, then place them next to the Map Board and mark them A, B, and C with the corresponding tokens. For your first game, we recommend that you do not use the Heist and Investigation Sheet "The CV Bank Van."

7 Shuffle the Location Card deck, then draw 4 Location Cards, and, without looking at them, place one face down on each Heist and on the Hideout. The Location Cards placed on the Heist and Investigation Sheets show the Locations the Criminals will have to visit to score the Heist. Note: The Criminals may look at these at any time.





1



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8

Draw 3 Location Cards, and randomly place one face up on each Investigation. These Locations show the positions of the first Clues, where the Policemen need to go to start their investigations. Place the Clue Tokens (A, B, and C) on the matching Locations on the Map Board.

9

Draw two Location Cards to indicate the starting Locations for Morrigan and Ginko, and randomly place their tokens on these Locations.

10

The Hideout Location Card is Diabolik's and Eva's starting place (place their tokens on the card). The Heists' Location Cards show the Locations the Criminals will have to interact with to activate the first Parts of the Heists. Diabolik and Eva secretly look at the 3 face-down Location Cards and mark those Locations with the A, B, and C Plan Tokens on the miniature map.

11

Place the Danger Token on the first (left-most) space of the Danger Level Track.

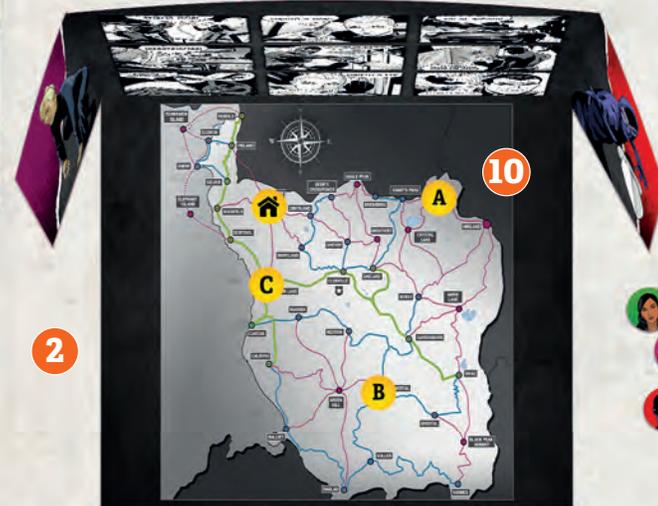


12

DIABOLIK



2



1



4



1

12

Finally, return the Location Cards placed on the Investigations (to determine the Clues' Locations) and those identifying Ginko's and Morrigan's starting Locations to the Location Card deck.

COMPONENTS

- 4 Character Sheets, representing Diabolik, Eva, Ginko, and Morrigan
- 15 Character and Vehicle Tokens, representing Diabolik, Eva, Ginko, Morrigan, 4 Police Officers, the Jaguar, the CV Bank Van, and 5 Secondary Characters
- 7 Heist and Investigation Sheets
- 48 Police Cards
- 48 Crime Cards
- 40 Location Cards
- 18 Wound Cards
- 1 Map Board, representing Clerville State
- 1 Screen, to hide the moves of Diabolik and Eva; on the inside of the Screen there's a miniature map of Clerville
- 67 large Investigation Tokens, including 2 Roadblocks
- 20 small Plan Tokens, including 2 Traps
- 3 Heist and Investigation Tokens (A-B-C)
- 1 Danger Token
- 1 Combat Die
- 1 Rulebook *Diabolik — Heists and Investigations*
- 1 Rule Sheet *Escape from Clerville*

CHARACTER SHEETS

These sheets represent Diabolik, Eva, Ginko, and Morrigan. On each sheet, you will find the Special Ability of that Character, and a summary of the actions they may take during their turn. On the back of the sheet, you will find the phases of a round, the Character's backstory, and an explanation of the icons used in the game.



TOKENS

Insert the Character and Vehicle Tokens into the plastic bases. In addition to the Diabolik, Eva, Ginko, and Morrigan tokens, there are the Police Officers (2 blue tokens for the Ginko player and 2 yellow tokens for the Morrigan player). The game also includes tokens for the Secondary Characters, who come into play depending on the Heists chosen for the game, and the Jaguar and CV Bank Van.



POLICE CARDS

These cards can be used by Ginko and Morrigan to oppose Diabolik and Eva. There are 4 types of Police Cards:    . Through combinations of different types of Police Cards, the Detectives can activate certain Clues for the Investigations. When the last Police Card is drawn immediately, shuffle the discards to form a new deck.



CRIME CARDS

These cards can be used by the Criminals to complete their Heists and escape the Police. There are 4 types of Crime Cards:    . Through combinations of different types of Crime Cards, the Criminals can activate certain Parts of the Heists. When the last Crime Card is drawn immediately, shuffle the discards to form a new deck.



MOVEMENT



GADGET



EVENT



PLAN

Note: Most of the Police Cards and Crime Cards are discarded immediately after play. However, some cards with the phrase "next to..." remain in play. In these cases, place the card face up next to the indicated object (for example, on the Map Board next to the boxes representing the Police Station, the Hideout, or the Jaguar, or next to a Location Card on one of the Movements *In the Shadows Tracks*).

WOUND CARDS

When Diabolik, Eva, Ginko, or Morrigan are hit, they add Wound Cards to their hand.



HEIST AND INVESTIGATION SHEETS

These sheets show the Heists Diabolik and Eva must complete and the corresponding Police Investigations. Each Heist and Investigation is composed of 3 Parts/Clues with their corresponding Activations.



COMBAT DIE

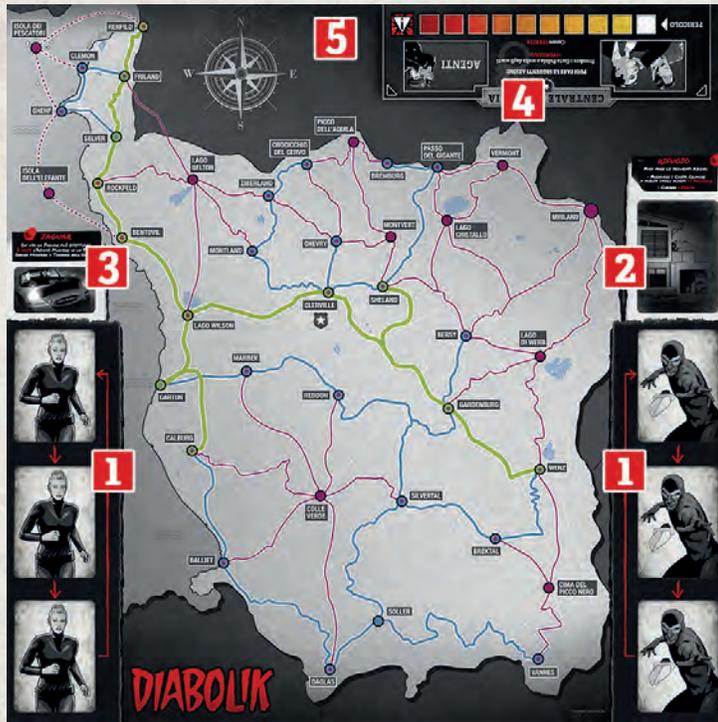
This is a six-sided die, with the icons:



It is used mainly for fights and to determine the outcome of certain cards. The die face with 2 Daggers or 2 Guns counts as a double result. The die face with 1 Dagger and 1 Gun is always considered a success, regardless of who rolls it.

MAP BOARD

This is a map of Clerville State, showing individual Locations where two or more roads intersect. There are three types of roads: **Highways (green)**, **State Roads (blue)**, and **County Roads (purple)**. There is no limit to the number of Characters that can occupy the same Location simultaneously.



- 1 - Movements *In the Shadows* Tracks:** These are for tracking the movements of Diabolik and Eva when they are hiding from the Police.
- 2 - Hideout:** This is the Location where Diabolik and Eva draw up their plans.
- 3 - Jaguar:** Criminals *On the Run* can use this car.
- 4 - Police Station:** This is where neutralized Police Officers are placed. It is located in the city of Clerville.
- 5 - Danger Level Track:** This tracks how dangerous the Heists are. If it reaches the maximum level, the Heists are a bust, and the Criminals lose the game.

SCREEN

The Screen hides the miniature Clerville State map from the Detectives. This smaller map shows the same roads and Locations as the larger map, and it is used by the Criminals to plan their moves and keep their targets hidden. Inside the Screen, there are also some phrases that can be used by the Diabolik and Eva players to communicate with each other without being heard by the Detectives.



LOCATION CARDS

The Location Cards show the 40 Locations depicted on the Clerville map. They are used to position the various Heist and Investigation elements at the start of the game (target, Hideout, Ginko's and Morrigan's starting Locations, etc.) and during the game (the

positioning of Secondary Characters, of random elements on the map, etc.). The Location Cards are also used by Diabolik and Eva to track their own movements when they're *Moving In the Shadows* (see "Moving In the Shadows", page 6). Usually, Diabolik and Eva draw face-down Location Cards, i.e., without showing them to the Detectives. When they are instructed to draw them face-up, the cards can be seen by anyone.



Note: We suggest shuffling the Location Card deck often, particularly when cards are returned to the deck or after each draw.

INVESTIGATION AND PLAN TOKENS

Investigation Tokens are used by the Detectives to mark Locations on the map where they find Clues about the Heist and the actual or supposed movements of Diabolik and Eva. Detectives can use the tokens as they see fit on the Map Board. Diabolik and Eva, for their part, use Plan Tokens to mark the objectives needed for completing the Heists on the miniature Clerville map, as well as their own movements.

INVESTIGATION TOKENS



Activations Ginko/Morrigan



Clue Locations



Possible Diabolik and Eva movements



Clues



Hideout



Roadblock

PLAN TOKENS



Activations Diabolik/Eva



Diabolik's Movements In the Shadows



Eva's Movements In the Shadows



Secondary Characters



Heists



Hideout



Trap

Note: The **D** tokens will be used in future expansions.

MOVEMENTS IN THE SHADOWS

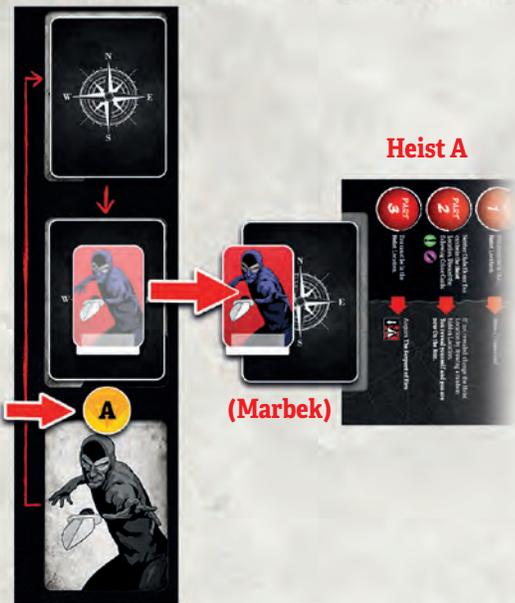
Diabolik and Eva move *In the Shadows* until the Police find them. While Diabolik and Eva are *In the Shadows*, their tokens are not placed on the Map Board, but are placed instead on the spaces of the *Movements In the Shadows* Tracks.

Whenever Diabolik or Eva move *In the Shadows*, choose a Location that can be reached (see "Move", page 8) from their current Location, retrieve its card from the deck, and place it face down on their *Movements In the Shadows* Track, in the space next to where their token is located (following the arrows; if all spaces are empty, reuse the space at the top). Then, move their token onto it. Keep in mind the following rules when moving *In the Shadows*:



✓ If the space where the new Location Card must be placed is occupied by another Location Card, **remove the old one** and return it to the deck (it is by now an old lead, no longer useful to the Police).

✓ If Diabolik or Eva move to a Location whose card is in play outside of the *Movements In the Shadows* Tracks (for example, the Location of a Heist, see page 12), **then move their token to the corresponding Location Card in play**. In this case, the Detectives will track these movements using the Investigation Tokens, placing one between one *Movements In the Shadows* space and the next (for example, an "A" token if Diabolik or Eva move to the Heist A Location Card).



Diabolik is *In the Shadows* in Reddon and wants to move to Marbek, but the Marbek Location Card is already in play on Heist and Investigation Sheet A. In this case, the Diabolik Token is moved directly to the Location Card there, outside of the *Movements In the Shadows* Track. The Detectives mark this movement by placing an Investigation Token A (that is, corresponding to the Heist and Investigation Sheet to which Diabolik has moved) between the Location Card on the *Movements In the Shadows* Track that the Diabolik Token moved off of and the next space on the track.

✓ If Diabolik or Eva move to a Location whose card is already in play on the *Movements In the Shadows* Track of the other Character, proceed as described above.

✓ If Diabolik or Eva retrace their steps to a Location Card that was already placed on their path on their *Movements In the Shadows* Track, **move that Location Card to the new position**.

✓ If the Police Investigate in a Location whose card is on one of the *Movements In the Shadows* Tracks, **this card must be turned face up** by Diabolik or Eva (and left visible in the currently occupied space). If this is the card one or both of the Criminals are on, they have been found, and they go *On the Run* (see page 7).

✓ If the Police Investigate in a Location whose card is not on one of the *Movements In the Shadows* Tracks, Diabolik and Eva **are not required to show it unless one or both of their tokens is on it** (for example, if they are Investigating the Location of a Heist). If one or both of their tokens is on it, they have been found, and they go *On the Run* (see page 7).

Use the Diabolik and Eva Tokens to mark their Locations while moving *In the Shadows* on the miniature Clerville map. This way, you will always know which Location Cards in play can be discovered by an Investigating Policeman.



Diabolik is *In the Shadows* in Belton Lake **1** and wants to move to Rockfeld, but the Rockfeld Location Card is already in play on Eva's *Movements In the Shadows* Track. In this case, the Diabolik Token is moved directly to that Location Card on Eva's *Movements In the Shadows* Track **2**. The Detectives mark this movement by placing an Eva Investigation Token between the Location Card on the *Movements In the Shadows* Track where the Diabolik Token was and the next space **3**. Should Eva be found and go *On the Run*, her *Movements In the Shadows* Track would be cleared, and the associated Location Cards returned to the deck, except for the card with the Diabolik Token on it, which would be placed on his *Movements In the Shadows* Track instead.



Diabolik is in Bersy and wants to move to Sheland, but the Sheland Location Card is already in play on his Movements In the Shadows Track. In this case, the Sheland Location Card is moved to the new position on the track (right after Bersy).

ON THE RUN

Diabolik and/or Eva go *On the Run* in the following cases:

- ✓ The Police **take the Investigate action** in the Location where Diabolik and/or Eva are located.
- ✓ The **Activations of Parts of certain Heists** instruct them to go *On the Run*.

Whenever a Criminal goes *On the Run*, their Character's token is placed on the Map Board on the Location in which they went *On the Run*, and **all Location Cards on their Movements In the Shadows Track are returned to the deck**, without the Detectives looking at them. If their partner's token is on one of these cards (and they are not also *On the Run*), move that Location Card and the token to their partner's *Movements In the Shadows Track*.

As long as they are *On the Run*, Diabolik and Eva perform their movements on the Map Board, moving their tokens on the map. When *On the Run*, the Criminals may take the *Go Back into the Shadows* action to hide again. **Each time each Criminal begins their turn *On the Run*, the Danger Level increases by 1.**

Note: It may happen that only one Character (Diabolik or Eva) is *On the Run* while the other remains *In the Shadows*.

GLOSSARY

POLICE/POLICEMEN Ginko, Morrigan, and Police Officers

DETECTIVES Ginko and Morrigan

CRIMINALS Diabolik and Eva

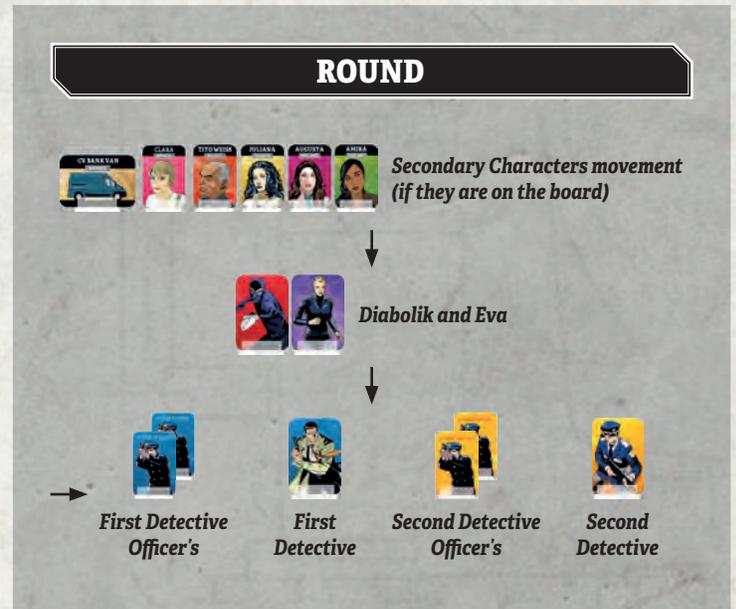
CHARACTERS Diabolik, Eva, Ginko, and Morrigan

SECONDARY CHARACTERS any Characters introduced by the Heists or Investigations

ROUNDS

The game is played in rounds. Each round has 3 phases, dedicated to different Characters:

- ✓ Secondary Characters
- ✓ Criminals
- ✓ Police



SECONDARY CHARACTERS

Secondary Characters move if they are in play on the Map Board (see page 13).

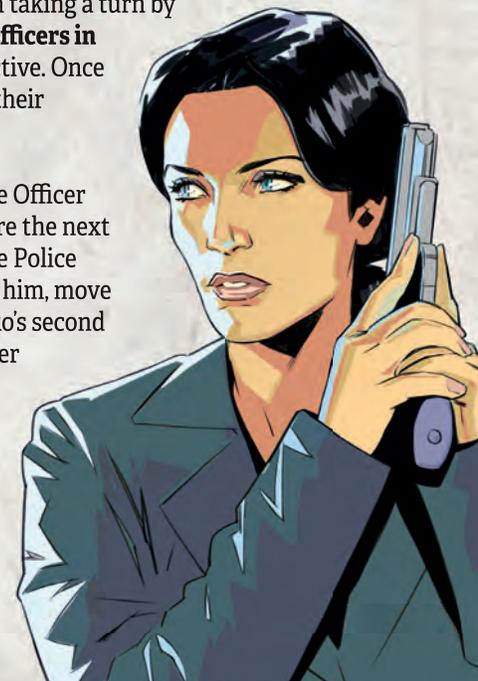
CRIMINALS

Each round, Diabolik and Eva can choose which of their two Characters activates first, taking turns one after the other. Once both players have carried out their turns, the Criminals Phase ends.

POLICE

Each round, Ginko and Morrigan can choose which of their two Characters activates first, each taking a turn by **using first their own Police Officers in play** and then their own Detective. Once both players have carried out their turns, the Police Phase ends.

Note: Each Character or Police Officer must end their own turn before the next one activates. For example, the Police cannot move Ginko, interrupt him, move Morrigan, then carry out Ginko's second action. Furthermore, remember that each Character has their own Special Ability, as indicated on their Character Sheet, that can be used during their turn. Using this Special Ability does not count as an action.



ACTIONS

Each Character may take **3 actions on their turn**, and each Police Officer may take 2. The same action may not be taken twice in the same turn, except for the Draw, Play, or Discard a Crime/Police Card action. Actions can always be taken in any order the player prefers. Certain actions can be taken by all Characters, while other actions are specific to Criminals or Policemen. The available actions (other than some special actions allowed by certain game effects) are:

ACTIONS FOR ALL CHARACTERS

- ✓ ✓ Move
- ✓ ✓ Advance Heist or Investigation
- ✓ ✓ Fight
- ✓ ✓ Heal a Wound
- ✓ ✓ Draw, Play, or Discard a Crime/Police Card
- ✓ ✓ Exchange Cards with Your Partner While in the Same Location

POLICEMEN ACTIONS

- ✓ Investigate
- ✓ Bring a Police Officer into Play

CRIMINAL ACTIONS

- ✓ Go Back into the Shadows

Police Officers **can only** take Move, Fight, and Investigate actions.

MOVE

The distance a Character or Police Officer may move with a Move action depends on the type of road:
HIGHWAYS (green):
 Characters and Police Officers may move up to 3 adjacent Locations.

STATE ROADS (blue):
 Characters and Police Officers may move up to 2 adjacent Locations.

COUNTRY ROADS (purple):
 Characters and Police Officers may move to an adjacent Location.

In the same turn, a Character or Police Officer may not travel on two different types of roads (unless certain cards are played or certain Special Abilities are activated).



ADVANCE HEIST OR INVESTIGATION (CHARACTERS ONLY)

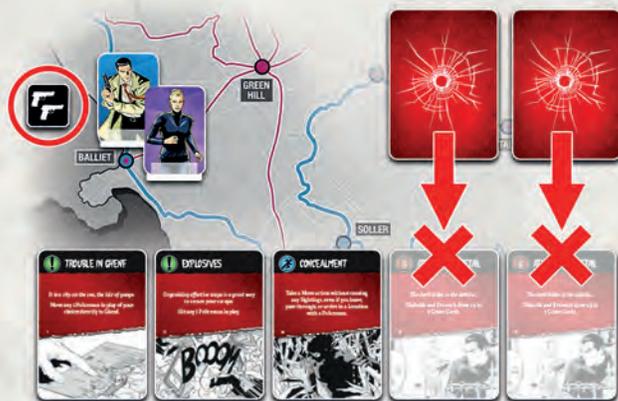
If the Conditions of the Heist or the Investigation are met, a Character can activate a Part/Clue, by placing their token in the designated space on the Heist and Investigation Sheet. **Diabolik and Eva cannot take this action when On the Run.**



Ginko is in Bentovil, the Clue A Location, which corresponds to the Investigation "The Golden Venus". The first Clue Condition is to be in the same Location as the Clue. Since that Condition is met, Ginko can use one of his actions to activate the Clue. The Activation shows that the Danger Level increases.

FIGHT

Any Character or Police Officer may fight if they are in the same Location as at least 1 adversary. The corresponding player chooses an eligible adversary as a target and rolls the Combat Die. A result showing at least 1 Dagger is a hit for a Criminal player, and a result showing at least 1 Gun is a hit for a Detective player. A result with 2 matching icons indicates 2 hits rather than 1. If a Police Officer is hit, move them to the Police Station Box on the Map Board. If a Character is hit, they take 1 Wound Card for each hit received. Wound Cards count against their hand limit. If they receive a Wound and already have a full hand, they must discard a Crime or Police Card of their choice to make room for it. However, if their hand is already filled with Wounds, the Danger Level is instead adjusted by 1 (+1 for Criminal, -1 for a Detective).



Ginko is in Balliet, the same Location as Eva, who is On the Run. He decides to use one of his actions to fight her. He rolls the Combat Die and gets 2 Guns: Eva must take 2 Wound Cards. Since she already has 5 cards in her hand, Eva must discard 2 Crime Cards of her choice to make room for the 2 Wound Cards.

HEAL A WOUND (CHARACTERS ONLY)

Diabolik or Eva may discard 1 Wound Card from their hand by increasing the Danger Level by 1. If they take this action while they are in the Hideout, then the Danger Level does not increase (see “The Hideout”, page 11).

Ginko or Morrigan may discard 1 Wound Card from their hand by decreasing the Danger Level by 1. If they take this Action while they are in the Police Station (Clerville), then the Danger Level does not decrease (see “The Police Station”, page 11).

DRAW, PLAY, OR DISCARD A CRIME / POLICE CARD (CHARACTERS ONLY)

Any Character may use an action to draw, play, or discard 1 card of the appropriate type, activating the effects indicated on any card they play. Each Character has a hand limit of 5 Cards. If a Character already has 5 cards in their hand, they cannot draw more, even if instructed to do so by a card.

Note: Diabolik’s Special Ability allows him to have a 6-card hand.

EXCHANGE CARDS WITH YOUR PARTNER WHILE IN THE SAME LOCATION (CHARACTERS ONLY)

A Character who is in the same Location as an allied Character may use an action to exchange one or more Crime or Police Cards with them. The number of cards given does not have to equal the number received.

INVESTIGATE (POLICE ONLY)

The Police may Investigate the Location they are in. If the Location Card is in play on one of the Movements *In the Shadows* Tracks, then Diabolik or Eva must turn it face up. If Diabolik or Eva are in that Location, they go *On the Run* (see page 7).

If the Location Card is in play, but not on one of the Movements *In the Shadows* Tracks, Diabolik and Eva are not required to turn it face up unless one or both of their tokens are on it.



*It's Ginko's Turn, and he's Investigating in Monvert. The Monvert Location Card is in Diabolik's Movements *In the Shadows* Track, so Diabolik must turn the card face up. If his token were on that Location Card, then he would have to go *On the Run*. Ginko's player marks all Locations that could be reached from Monvert with  Tokens, to try to figure out Diabolik's next move.*



*Morrigan is Investigating in Wilson Lake. The Location Card is in play on the “The Serpent of Fire” Heist and Investigation Sheet, and therefore is not on either Diabolik’s or Eva’s Movements *In the Shadows* Track, therefore Diabolik and Eva are not required to turn the card face up. However, if Diabolik’s or Eva’s token were in Wilson Lake, then they would have to turn the card face up and go *On the Run*.*

BRING A POLICE OFFICER INTO PLAY (DETECTIVES ONLY)

Ginko and Morrigan, regardless of their current Locations, may bring one of their Police Officers currently in the Police Station into play. In order to do this, they must discard 1 Police Card if none of their Officers is in play, or 2 Police Cards if one of their Officers is already in play. The Police Officer enters play in Clerville, and **his corresponding Detective may use him starting in the next round.** Ginko can bring into play (and activate) the blue Police Officers, while Morrigan can do the same with the yellow Officers.

GO BACK INTO THE SHADOWS (CRIMINALS ONLY)

When Diabolik or Eva are *On the Run*, they may use an action to Go Back into the Shadows, provided there are no Policemen in their Location with them. **This action counts as a Move action**, so it cannot be performed in the same turn as another move, unless they are using the Jaguar (see page 11).

They must choose a Location Card that can be reached from the Location they are currently in (see “Move”, page 8), which could be the Location they currently occupy, and place its card face down on the first space of their Movements *In the Shadows* Track with their token on top of it.

If the Location they want to reach *In the Shadows* is already in play, they place their token directly on that card instead.

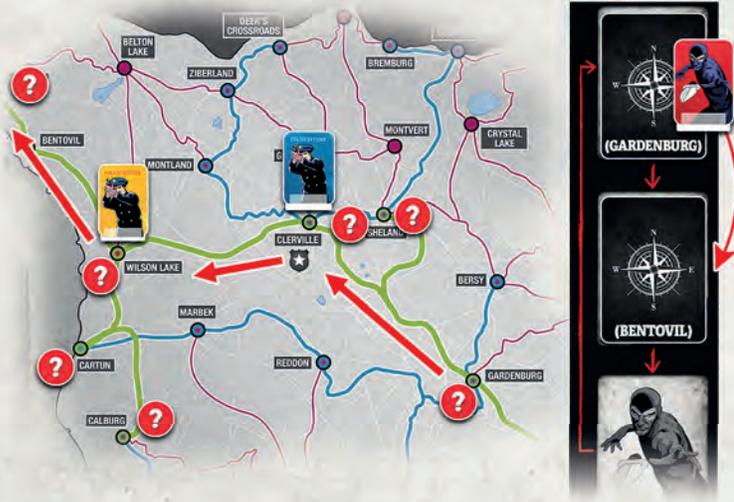
SPECIAL ABILITIES

The Special Abilities (shown on the Character Sheet) do not count as actions. Each Character can use their Special Ability once per turn. Ginko may discard 1 Police Card to move to an adjacent Location, Morrigan may reroll the Combat Die during a Fight, Eva, when drawing a Crime Card, may discard it and draw another, and Diabolik can hold 6 Crime Cards in his hand (his Special Ability is always active).

SIGHTINGS

When Diabolik or Eva are *In the Shadows*, if they leave, arrive in, or pass through any Locations containing Policemen during a Move action, there will be a Sighting. They must tell the Detectives which Policemen they passed by (without revealing where they are or the exact order of the Sightings).

Note: Sightings are fundamental and must always be declared. Thanks to them, the Police will be able to plan their game strategy and decide their actions.



Diabolik is in Gardenburg In the Shadows, and he moves to Bentovil. There are Police Officers in Clerville and Wilson Lake, therefore he must declare that both of them had a Sighting, without indicating in what order. The Detectives will then be able to make deductions and place ? Tokens on Gardenburg, Clerville, Lake Wilson, Sheland, Cartun, and Bentovil.

DANGER LEVEL

The Danger Level tracks how dangerous the Heists are. If it reaches the maximum level,  the Heists go bust, and the Criminals lose the game.



THE DANGER LEVEL INCREASES BY 1 IF:

- **The Detectives activate a Clue for an Investigation** (if indicated by this icon: )
- **Diabolik or Eva begin their turn and are On the Run** (1 point for each Character On the Run)

Other ways to **increase** the Danger Level:

- Diabolik or Eva take the Heal a Wound action when they are not in the Hideout
- Diabolik or Eva are hit and their hand is already filled with Wounds
- The last Crime Card is drawn, when the discards are shuffled and the deck restored
- Diabolik or Eva use the Hideout to take 1 Crime Card from the discard pile

THE DANGER LEVEL DECREASES BY 1 IF:

- **The Criminals complete a Heist** (1 Point for each Clue previously activated)

Other ways to **decrease** the Danger Level:

- Ginko or Morrigan take the Heal a Wound action when they are not in Clerville
- Ginko or Morrigan are hit and their hand is already filled with Wounds
- Ginko or Morrigan use the Police Station to take 1 Police Card from the discard pile
- The last Police Card is drawn and the discards are shuffled to form a new deck



THE JAGUAR

If Diabolik and/or Eva are *In the Shadows* and are found, they go *On the Run*. If it is available (see below), they can choose to use the Jaguar at that time. In such case, they take the Jaguar Token from its box on the Map Board and place it in the Location where they were exposed on the Map Board, then they move their token (Diabolik or Eva) to the Jaguar Box, to indicate that they are in the car. The Jaguar allows them to in the same turn either take the Move action twice, or take both the Move action and the Go Back into the Shadows action. When the Character using the Jaguar goes back *In the Shadows*, they automatically get out of the Jaguar (which makes them more noticeable on the roads of Clerville) thus showing that they are no longer racing to escape the Police. Then, they put the Jaguar Token back in its box on the Map Board (they cannot give it to the other Criminal if they are *On the Run* at that point).

Note: Only one Criminal can use the Jaguar at a time. If Diabolik and Eva are both exposed and go *On the Run* at the same time, only one of them can use the Jaguar.



1) Ginko Investigates in Green Hill and finds Diabolik. Diabolik goes *On the Run* and decides to use the Jaguar, exchanging his token for the car's token.



2) On his turn, Diabolik decides to use his first action to move to Silvertal and his second action to Go Back into the Shadows (he can take 2 Move actions thanks to the Jaguar). He chooses the Wenz Location Card and places it on the first space of his Movements In the Shadows Track with his token on it, and returns the Jaguar Token to its box.

THE HIDEOUT

The Hideout is the starting Location for the Criminals. While in the Hideout, Diabolik or Eva can take the Heal a Wound action without increasing the Danger Level and/or use an action to choose 1 card from the Crime Card discard pile at a cost of increasing the Danger Level by 1.

THE POLICE STATION

The Police Station is in Clerville. While in Clerville, Ginko or Morigan can take the Heal a Wound action without decreasing the Danger Level and/or use an action to choose 1 card from the Police Card discard pile at the cost of decreasing the Danger Level by 1. A Police Officer that is hit in a fight must be moved to the Police Station. When the Police Officers come into play from the Police Station Box, they are placed in Clerville.



RESOLVING HEISTS AND INVESTIGATIONS

On each Heist and Investigation Sheet, there are 3 Parts of the Heist and 3 Clues for the Investigation, which can be activated in order starting from number 1 by the Criminals and Policemen, respectively.

Each time Ginko or Morrigan activates a Clue, a **Location Card** is drawn to show where the next clue is, and the corresponding token is placed on the Map Board. Each Clue activated often also increases the Danger Level by 1.

Conditions
Activations

THE BLOOD IDOL

CLUE 1 You must be in the Clue Location.

CLUE 2 Discard the following Police Cards at the Clue Location:

CLUE 3 You must be in the same Location as **Amira**.

CLUE 1 If **Amira** is in play, reveal her Location; otherwise, draw a revealed Location Card and put her in play there. Remove the Clue Token for this Investigation.

CLUE 2 If **Amira** is not already in play, draw a hidden Location Card and put her in play there.

CLUE 3 Acquire the Blood Idol. You reveal your Location and are now *On the Run*.

PART 1 Discard the following Crime Cards at the Heist Location:

PART 2 You must be in the same Location as **Amira**.

PART 3 Whoever activated **PART 2** must be *In the Shadows* at the Hideout.

PART 1 If **Amira** is not already in play, draw a hidden Location Card and put her in play there.

PART 2 Acquire the Blood Idol. You reveal your Location and are now *On the Run*.

PART 3 Secure the Blood Idol.

LOCATION OF THE HEIST

Clues for the Investigation

Parts of the Heist

Place for the Location Card

CONDITIONS

Parts and Clues need certain Conditions to be activated (for example, discarding combinations of different types of Police Cards or Crime Cards in your possession, or being in a specific Location).

If the Condition is met, then the player can take the Advance Heist or Investigation action to activate the next Part or Clue, following the instructions on the sheet.

ACTIVATIONS

Activating the Parts of the Heists is the only way for Diabolik and Eva to complete the Heists and win the game.

Activating the Investigation Clues is the only way for the Police to discover the “sensitive” Locations (for example, those not on the Movements *In the Shadows* Tracks) so they can better predict the movements of Diabolik and Eva.

After a Part or a Clue is activated, place the corresponding Plan or Clue Token on it and follow the instructions.

PART 1 Discard the following Crime Cards at the Heist Location:

A

Ginko is in Marbek, the Location of Clue A, which corresponds to the Investigation “The Necklace of Queen Esmeralda” He also holds the right types of Police Cards as required by the Condition to activate the first Clue, so he decides to activate it.

A

As a consequence, he increases the Danger Level by 1, as instructed by the Clue Activation, and draws a Location Card to place Clue A on for the second Clue.

COMPLETING A HEIST

When all three Parts of a Heist have been activated, that Heist has been completed, and the Criminals take the corresponding Heist and Investigation Sheet.

The Heist’s Location Card is returned to the deck, or, if Diabolik’s or Eva’s token is on it, placed in the corresponding Movements *In the Shadows* Track.

Any Clues that were not activated are lost, and the Danger Level decreases by 1 for each Clue that was activated.

SECONDARY CHARACTERS

Secondary Characters come into play during certain Heists. They have tokens showing their name and a Location.

If they are brought into play by the Criminals, they must draw a Location Card, place it face down beside the Map Board, and place the Secondary Character's token on it to indicate the Location they are in. Only Diabolik and Eva will know, and they can mark this on their miniature Clerville map with the corresponding Secondary Character Plan Token.

If a Secondary Character is revealed by the Police (because of their Investigations), their token is moved to the Map Board in the Location they current occupy, and the Location Card is returned to the deck.

If the Secondary Character is brought into play by the Police, however, a revealed Location Card is drawn, the Secondary Character is placed in that Location on the Map Board, and the card is returned to the deck.

After a Secondary Character has been revealed by the Police (and their token is on the Map Board), they are activated during the Secondary Character Phase of each round, moving 1 Location closer to the Location shown on their token, always following the shortest route (if the distance is tied, Diabolik and Eva choose the route). Once the Location has been reached, the Secondary Character stops moving.

Note: The CV Bank Van Token from the "The CV Bank Van" Heist and Investigation is not considered a Secondary Character, and works as shown on the sheet.



Ginko activated Clue 2 of "The Blood Idol" Investigation. The sheet instructs him to turn the Location Card where Amira is face up, or to bring her into play if she is not already in play. Since she is not already in play, Ginko draws a Location Card and places Amira's token in the matching Location on the Map Board. In subsequent rounds, during the Secondary Characters Phase, Amira's token will move 1 Location toward Sheland until it is reached.

END OF THE GAME

The game ends if either the Criminals complete 2 out of the 3 Heists or the Danger Level reaches the maximum. In the former case, the Criminals win, while in the latter the Detectives win.

ADJUSTING THE DIFFICULTY

If one of the two teams (Criminals or Detectives) is an expert or a novice, you can adjust the difficulty of the game. To make the game "diabolically" hard for the Criminals, let the Detectives always bring an Officer into play by discarding just a single Police Card. On the other hand, if you want to make the game easier for the Criminals, have bringing a Police Officer into play always cost 2 Police Cards.



1) Plan Token on Part of the Heist activated

2) Amira Token on Location Card

3) Amira Token on miniature Clerville map

Diabolik just activated Part 1 of the "The Blood Idol" Heist. The sheet instructs him to bring Amira into play. Diabolik draws a Location Card and places it face down next to the related Heist, then he takes Amira's token and places it on the Location Card he just drew. Finally, he places the Amira Plan Token in the corresponding Location on the miniature Clerville map.



2-PLAYER RULES

Use the following variant rules for 2 players.

- One player plays the Criminals, and the other the Detectives. All of the Characters (Diabolik, Eva, Ginko, and Morrigan) are in play.
- Remove the Police Card “Walkie Talkie” and the Crime Card “Radio Watch” from their respective decks during setup.
- Each player has 1 hand of cards. The Exchange Cards with Your Partner action cannot be taken.
- The Diabolik and Eva Special Abilities apply to the Criminals player, so they can have a 6-card hand (Diabolik’s Special Ability) and may discard a drawn Crime Card to draw another one (Eva’s Special Ability).
- During the Police Phase, first all of the Police Officers in play are activated, and then the Detectives are activated.
- Each player may take 4 actions per turn. Actions may be used for either or both Characters of each team (Criminals or Detectives), but the normal rules for taking actions for the same Character in the same turn apply (see “Actions”, page 8). Police Officers may take 2 action per turn, as in the standard rules.
- The Bring a Police Officer into Play action requires discarding 1 card for the first Police Officer of each color, and 2 cards for the second Police Officer of the same color.

TIPS AND STRATEGIES

Here are some tips for the Criminals and the Detectives:

CRIMINALS

If Diabolik or Eva are *On the Run* and there are 4 Police Officers in play, it is better for the Criminals to eliminate some of them, otherwise covering your tracks can become very difficult.

DETECTIVES

If, during an Investigation, the Police discover the sensitive Locations for the Heist, they can watch them by placing Police Officer Tokens on them and waiting for Diabolik or Eva to go to that Location and trigger a Sighting.

When the Police turn a *Movements In the Shadows* Location Card face up, it can be useful to try to turn over the next movement that Diabolik or Eva may have done, even if they are not there. The **?** Tokens may be of help: place them on all Locations that could be reached from the Location that was just turned face up with 1 Move action. By Investigating the individual Locations, you can eliminate **?** Tokens until you find the Location closest to where Diabolik or Eva went, then repeat the process until you flush them out.

If Diabolik or Eva are *On the Run*, moving to their Location to try to inflict Wounds on them may not necessarily be the best thing to do. If you can surround them or prevent them from moving on fast roads, you can prevent them from going back *In the Shadows*, or find them more easily if they do, and the Danger Level will increase.

The more effectively you can use the available Investigation Tokens, the better you will be able to retrace the Criminals’ movements as soon as you find a solid lead. Some Detectives note their intricate hypotheses down on paper, to try to make the correct deductions.

FAQ

Certain Crime or Police Cards instruct you to take an action of one of the standard types (such as Move or Go Back into the Shadows). Does playing such a card count as the single action of that type available during your turn?
Yes. For example, you cannot play a card that instructs you to “take a Move action” and then also take a Move action normally (or vice versa). However, cards that do not use the words “take an action” don’t count as such. For example, a card that instructs you to “move 1 Location” or “move directly to” a Location does not count as a Move action, and a card that instructs you to “hit” an adversary doesn’t count as a Fight action.

If Diabolik or Eva interact with a face-up Location (for example, by moving to a Heist Location already pinpointed by the Police), do they remain *In the Shadows*?

Yes, until a Policeman takes an Investigate action in that Location.

If a Secondary Character is found by the Police and is in the same Location as Diabolik or Eva, is the Criminal now *On the Run*?

No, they remain *In the Shadows* until a Policeman takes an Investigate action in the Location they are in.

If a Location Card for a Heist is turned face up by activating a Clue while Diabolik’s or Eva’s tokens are on it, are they now *On the Run*?

No, they remain *In the Shadows* until a Policeman takes an Investigate action in the Location they are in.

Can 2 Clues be in the same Location?

Yes, it can happen, since each time you draw a Clue Location Card, the card is returned to the deck.

During the activation of Part 1 of the “The Necklace of Queen Esmeralda” Heist, do you cause Sightings when you move?

Yes.

If a Criminal is *In the Shadows* and wants to use a Fight action to target a Policeman, can they do that and still remain *In the Shadows*?

Yes, however the Police can easily deduce their position. This also applies if they use Crime Cards to target Policemen in their own Location.

Can the Criminals use an action to expose themselves and go *On the Run*?

No, Diabolik and Eva cannot voluntarily expose themselves, but they can trigger Sightings to become exposed.

Can I use the “Hypnosis” Crime Card to make a Police Officer fight a Policeman?

Yes, he still hits with the Combat Die Gun result.

Note: When a card contradicts the Rulebook, the card is always right.

KEYWORDS

HIDDEN when referring to a Location Card, it indicates a card in play face down, and it is normally known only to the Criminals.

REVEALED when referring to a Location Card, it indicates a face-up card, which everyone can see; it is normally drawn by the Detectives, and then returned to the deck.

ADJACENT a Location 1 position away. For example, Marbek is adjacent to Cartun.

POLICEMEN indicates both the Detectives (Ginko and Morrigan) and the Police Officers.

ABOUT DIABOLIK

Created in 1962 by sisters Angela and Luciana Giussani, *Diabolik* has for more than 50 years been one of the best-selling comics in Italy, known all over the world thanks to several international publishers. It was the subject of a 1968 cult movie directed by Mario Bava, a Fox animated series, and a new movie with Luca Marinelli, Miriam Leone, and Valerio Mastandrea, due in 2021.

A professional thief, he remorselessly steals the most precious jewels and huge amounts of money, and does not hesitate to eliminate those who get in his way with his deadly daggers. For this reason, he has earned the nickname "King of Terror."

Eva Kant, the love of his life and trusted companion, is always by his side in all the "impossible heists" he schemes. Detective Ginko is his bitter rival, relentlessly hunting him, trying to hinder his criminal plots. The adventures of Diabolik take place in the imaginary state of Clerville.

CONTRIBUTORS

DESIGNER

Luca Maragno

EXECUTIVE PRODUCER

Silvio Negri Clementi

DEVELOPMENT SUPERVISOR

Andrea Vigiak

PLAYTESTERS

Massimiliano Amato, Il Dado Giallo Club di Biella, Agnese Storer, Nicoletta Gomboli, Rachel Kelly, Dario La Rocca, Marco Leurini, Gabriella Manicone, Alessandro Maragno, Marco Maragno, Flavio Mortarino, Valeria Motta, Silvio Negri Clementi, Guido Pace, Fabio Paglianti, Paolo Paglianti, Inti Maria Seveso, Christopher Storer, Roberto Vicario, Andrea Vigiak, and Alexandra Zanasi.

CREATIVE DIRECTOR

Mathias Mazzetti

EDITORIAL LIAISON AND GRAPHICS REVISION

Agnese Storer

RULEBOOK REVISION

Massimiliano Amato, Valeria Motta, Silvio Negri Clementi, and Roberto Vicario

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EDITING

Kevin Chapman and Fabrizio Rolla

ADDITIONAL LAYOUT

Honda Eiji and Laura Neri

SUPERVISION

Roberto Di Meglio and Fabio Maiorana



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Via dei Metalmeccanici 16,
55041, Capezzano Pianore (LU), Italy.

www.aresgames.eu.

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