How to play | The Great Vault Heist

Your team

Play in a team of 3-5 with pens, printed pages and a table number. All fictional locations and objects are on paper. There is no acting or searching your venue.

Before Round 1

Write one whole-number tie estimate from 0 to 999. The host records it before any puzzle opens. You will not see the sealed count page first: this is a chance-based estimate, not a solvable puzzle.

Scoring

Five core rounds earn 20 points; five bonus tasks earn another 10. Maximum 30. Record requested working as well as answers. At each deadline stop writing, exchange answer sheets with the next numbered table and mark ONLY the finished round from the host key. Record score and marker number, then return. Do not rewrite earlier answers. The host gives the carry-forward key after marking.

Fair play and help

Open only the announced packet. Keep earlier evidence. No phones or reference books except agreed access support. No speed bonus. Hints and extensions go to everyone equally. Tell the host immediately about missing pages or unreadable print.

Winners

Highest total wins. Tied totals use the closest valid locked estimate. Equal distances share the win. Blank, late, altered or invalid guesses lose to valid guesses on equal points; if none is valid, share the win. Raise marking disputes before winners are confirmed.

Access

Ask privately about reading, writing, hearing or visual support before play. A neutral helper can read worksheets without giving answers.

Small-group printing | The Great Vault Heist

Choose A4 OR US_Letter, single-sided at Actual Size / 100%. Print one test pack before bulk copying. Host and promotional sheets are extra.

Guest set per team

GUEST_RULES.pdf: 1 page(s)

TEAM_ANSWERS.pdf: 1 page(s)

PUZZLE_1.pdf: 1 page(s)

PUZZLE_2.pdf: 1 page(s)

PUZZLE_3.pdf: 1 page(s)

PUZZLE_4.pdf: 1 page(s)

PUZZLE_5.pdf: 1 page(s)

BONUS_MISSION.pdf: 3 page(s)

Quantities including one spare

10 sheets per team. 10 players: 2 teams, 30 sheets. 20 players: 4 teams, 50 sheets. 30 players: 6 teams, 70 sheets. 40 players: 8 teams, 90 sheets. For any count, teams = CEILING(players/5); sheets = (teams+1) x 10.

Host pack

START_HERE, HOST_RUNBOOK_V2, HOST_EVENT_SUPPORT, HOST_SHOW_SCRIPT, HOST_SOLUTIONS, SCOREBOARD, SEALED_TIE_REVEAL_HOST_ONLY, HINTS and BONUS_SOLUTIONS_HOST_ONLY.

Release and collect

At each round deadline stop writing and pass the answer sheet to the next numbered table; the last table passes to table 1. Mark ONLY the completed round from the host key. Write the round score and marker table number, then return it. Earlier answers cannot be rewritten. The host gives the correct carry-forward key so a missed answer cannot block later play.

Prepare one closed packet per core round per team, plus a separate bonus packet. Keep bonus pages closed until the announced bonus start.