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Host a Dinner Game Genre



1 Dinner



2-13



7+

RULES VERSION 6  
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## THE TECH DECK – CONCEPTS

Playing cards were created in China during the 9th Century. Playing cards were imported into Europe from Mamluk, Egypt, in 1370. By 1377, the French used playing cards with Hearts, Diamonds, Clubs and Spades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21<sup>st</sup> century concepts on each card. It is **PORTABLE** and **VERSATILE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with.

## THE DOMAINS (SUITS) OF THE TECH DECK



### KNOWLEDGE (BOOK) INFORMATION TECHNOLOGIES

Knowledge is facts and information accumulated by science. It is the theoretical and practical understanding of a subject foundational to science and technology.



### SCIENCE (BEAKER) RESEARCH & DEVELOPMENT

Science is organized knowledge with testable explanations. The natural sciences (biology, chemistry, and physics) study nature. The social sciences (economics, psychology, and sociology) focuses on societies. The formal sciences (logic, mathematics, and computer science) are for abstract concepts.



### TECHNOLOGY (GEAR) INDUSTRY, MANUFACTURING

Technology is the application of scientific knowledge for practical purposes. Engineering is the creative application of science and math to the design and construction of machines, systems, and processes.



### SERVICES (GLOBE) MARKETING

Services are the integration of knowledge, science and technology to create a product to benefit consumers. Services provide a benefit or product for a customer.

## HOST A DINNER PARTY GAME GENRE



**HOST A DINNER PARTY GENRE** – The first murder mystery party game, wink murder, where one player was selected as a murderer, who "killed" other players by winking at them, debuted in the early twentieth century. In 1937, the first murder mystery game debuted, Jury Box. In Jury Box, the players are jurors who are given a murder scenario, and evidence of the crime scene presented by the prosecutor and defendant. The players deliberate whether the defendant is guilty or not. Clue was the first murder mystery board game in 1948, where players race to identify a killer. In the 1980s, "How To Host" role-playing murder mystery games were created. The scenarios were simple, the acting directions minimal, and relied on impromptu responses to questions.

## HOST A HEIST DINNER PARTY OBJECTIVE & WINNING THE GAME



**OBJECTIVE OF THE GAME** – Host a Heist is a cooperative game where the objective is to get onto Loki's estate, get past the guard, guard dog, and security system. Then, players try to crack the safe to retrieve the mighty sword of Avalon.  
**GAME END** – The game ends either when the safe is cracked with the players collectively winning, or players have failed in one of their objectives during some part of the mission.

## HOST A HEIST DINNER PARTY INTRODUCTION STORY



**INTRODUCTION STORY** – The city of Avalon was founded hundreds of years ago. The Mighty Sword of Avalon was crafted by its finest weaponsmiths. It has great sentimental value and was the pride and joy of citizens. They used it in ceremonies and events. It was crafted from the finest steel and has a jewel encrusted hilt. The sword has been passed down through the generations. It has come to represent the heart and soul of Avalon. The sword was stolen from the city reliquary in a daring caper. The players are a team of investigators. Our heroes have learned of recent evidence that implicates a thief who goes by the nickname "Loki" as the one who stole the Mighty Sword of Avalon. The players will plan and execute a heist to recover the ceremonial sword from Loki and return it back to the city of Avalon restoring the respect of its citizens. Loki's secluded estate is protected by a guard, a rottweiler, and a security system. The sword is in a large 6' safe on the estate. Mustering their wit and cunning, the players plan a heist to retrieve the Mighty Sword of Avalon.

## HOST A HEIST DINNER PARTY – GAME PLAY



**Game Play** – Host a Heist Dinner Party is played in six Stages: The Intro Story, Challenge #1 Getting into Loki's Estate, #2 Handling Helblindi the Guard, #3 Getting past Fenrir the Guard Dog, Bypassing the Security System and Cracking the Safe.



## HOST A HEIST DINNER PARTY – CHARACTER ROLES



**ROLES** – Players can pick from any of the following characters and are welcome to create roles. For an easier game, you may use the abilities associated with the characters roles once during the game. The abilities assist in solving the mission. For a more difficult game, do not use the character abilities. In that case, the roles are just for role-playing.

**Acrobat** – A skilled acrobat who is stealthy, good at climbing and infiltration. Add one to the value of the drawn Tech Deck result card when resolving the Estate Challenge.

**Animal Trainer** – A specialist knowledgeable about animals. Add one to your drawn card result in the Fenrir Challenge.

**Arms Specialists** – The weapons and small munitions expert. +1 to the value of the card for the Helblindi Challenge.

**Choreographer** – The person who coordinates the team movements. Automatically succeed in one Failure Test.

**Computer Hacker** – The computer software and electronics expert. Reveal 1 card in the Security system during setup.

**Designated Driver** – The driver who will get the team to and from Loki's estate. Redraw a card in the Estate Challenge.

**Engineering Specialist** – A specialist in home architectures and structures. +1 to the value for the Estate Challenge.

**Guard** – Guard at arms and martial arts expert. Add one to the value of the card drawn for the Helblindi Challenge.

**Lookout** – The person who is the lookout and communications expert. If you fail the Helblindi or Fenrir challenge, you can automatically succeed in one chosen failure test.

**Safe Cracker** – The person who is knowledgeable about safes. Play 2 cards (instead of 1) in one digit of one guess.

**Scout** – A tracker and naturalist able to ready the signs found in natural surroundings. +1 to the Fenrir Challenge.

**Security System Specialist** – A specialist in home security systems. Reveal 1 card in the Security system during setup.

**Team Leader** – The team leader and master planner. At the start of the game, choose an ability of any of the other character roles. You may use that ability for this game as if you were that character.

# HOST A HEIST DINNER PARTY – GAME PLAY



Host a Heist Dinner Party is played in six stages:

1. **INTRODUCTION STORY** – Read Loki and theft of the Mighty Sword of Avalon introduction story to all the players.
2. **CHALLENGE #1** – Loki is a private reclusive individual. Loki’s estate is in a secluded rural area off a lonely country road in a wooded area. His mansion has three garages, a pool and 26 rooms. Loki is often home but travels regularly. The estate has security cameras located at the porch entrance, pool, and portico. The nearest home is miles away. A drive to the nearest town is 6 miles away. CHALLENGE #1: The players need to plan how they would get onto grounds and how to get into Loki’s home.
3. **CHALLENGE #2** – The Loki estate has one armed security guard, Helblindi, who lives on the estate. He doubles as Loki’s assistant and the grounds caretaker. Helblindi has access to firearms and may shoot on sighting trouble if he is armed. He has a daily seasonal routine caring for the estate and regular patrol route. He takes trips into town to get groceries and sundry goods. CHALLENGE #2: The players need to plan how to deal with Helblindi, the guard.
4. **CHALLENGE #3** – Loki has a black and tan guard dog named *Fenrir*. It is a sturdy trained rottweiler. Fenrir is 3 years old, weighs 110 pounds (50 kg) and in its prime. It has a front right leg injury from the past but can still run. He will bark at any stranger it sees which will alert Helblindi, the home guard. Fenrir will attack to detain an intruder. Fenrir has free range of the grounds and does not have any regular routine. CHALLENGE #3: The players need to plan how to deal with Fenrir, the guard dog. Once the players get past Fenrir, proceed to the Security System.
5. **BYPASS THE SECURITY SYSTEM** – Loki has installed special Security System which requires a particular sequence of keys to be pressed to bypass. The keys are represented by face down Tech Deck cards laid out in a grid of face down cards. To bypass the security system, the players must reveal three matching pairs in an ascending sequence.
6. **CRACK THE SAFE** – The final part of the mission is to crack the safe. Loki’s safe uses a six-digit code represented by six face-down Tech Deck Cards. One of the players will serve as a Code master and administer clues when the other players make guess attempts to crack the code of the safe.

## BYPASSING CHALLENGES (Loki’s Estate, Helblindi, Fenrir the Guard Dog)



**BYPASS A CHALLENGE** – The players read each story challenge and discuss as a group how to overcome them. This is an open ended “dinner conversation”. Any reasonable suggestion can be tried. To test an attempt, reveal a Tech Deck Card and compare its value to the following to determine the results:

- **Value [1-4] ATTEMPT FAILS:** The attempt fails; and the players need to pick and succeed at a failure test. If the players fail three attempts, the mission fails. If they succeed in the failure test, try again with a new approach.
- **Value [5-9] SOMETHING GOES WRONG:** The attempt goes awry, and it does not work. The players can try to solve the challenge with a new approach. Discuss again and propose a different viable alternative to draw again.
- **Value [10-13] SUCCESS!** Proceed to the next Challenge or if Fenrir has been passed go on to the Security System.

## CHALLENGES – FAILURE TESTS



**FAILURE TESTS** – To try a failure test, select one of the following that the group has not yet picked:

- **ROTATE TEST:** One player balances a Tech Deck card on the tip of their index finger, another player must turn the card 360° using only their index finger. The Tech Deck card must remain balanced on the index finger.
- **BACKHAND TEST:** One player puts a Tech Deck card on the back of their hand and must transfer the card to the back of another player’s hand without touching the other player’s hand and without the card falling.
- **FLICK TEST:** One player puts a Tech Deck card on their thumb and index finger and flicks the card like flipping a coin in a coin toss. The Tech Deck card must land into another player’s upturned palm without falling.
- **PULL MY FINGER TEST:** One player puts a Tech Deck card on the tip of their index finger. They need to pass the card to another player’s index finger without either finger touching and without the card falling.
- **FRISBEE TEST:** One player throws a Tech Deck card, Frisbee style, to another player who is at least 3 feet (0.9 meters) away. The second player must successfully catch the thrown card.
- **HOUSE OF CARDS TEST:** Players build a two-story house of cards. Prop cards up by forming “T” shapes.

ROTATE TEST	BACKHAND TEST	FLICK TEST	PULL MY FINGER TEST	FRISBEE TEST	HOUSE OF CARDS TEST



# HOST A HEIST DINNER PARTY – BYPASSING THE SECURITY SYSTEM



After players have completing challenge #2, they then try to bypass the Security System by following these rules:

**SECURITY SYSTEM** – Loki has installed a special Security System which requires a particular sequence of keys to be pressed to bypass. The keys are represented by face down Tech Deck cards laid out in a grid of face down cards. The players must reveal a sequence of three ascending pairs of cards (representing a 3-digit code). E.g. A pair 3s, 4s and 5s.

**GRID SETUP:** For a 2-5 player game use a 4x4 Grid of face down Tech Deck cards. Set up the grid using cards of values 1-8 in two domains (suits). For a 6+ player game use a 5x5 Grid of face down Tech Deck cards. Set up the grid using cards of values 1-12 in two domains (suits) and one value 13 card.

**OBJECTIVE:** To deactivate the Security system, players try to get matches by revealing three ascending pairs of cards. Players must reveal three pairs in an ascending sequence within 7 attempts for a 4x4 grid and an ascending sequence of three pairs within 9 attempts for a 5x5 grid.

**BYPASSING SECURITY SYSTEM GAMEPLAY:** One attempt constitutes revealing pair(s) of cards. If the value of the first two revealed cards match, the players may reveal another pair of cards. If the second pair revealed also match in value and have a value one higher than the first pair, the players may reveal a third pair. If the third pair also matches and has a value exactly one higher in value than the second pair, they have cracked the keypad code and proceed to cracking the safe! If at any time a revealed pair of cards do not match in value, flip over all revealed cards and proceed to the next attempt. If players reach the maximum number of attempts before solving the security system code, the alarm sounds and they must flee with the mission ending in failure. Gameplay is cooperative and players may discuss what cards to reveal; but may not take notes and must rely on their collective memory to reveal matching pairs.

## BYPASSING THE SECURITY SYSTEM GAME PLAY EXAMPLE



### BYPASSING THE SECURITY SYSTEM SETUP

**2-5 Player Game SETUP:** For a 2-5 player game use a 4x4 Grid of cards with a 3-digit pass code. Use cards of values 1-8 in two domains (suits).

**6+ Player Game SETUP:** For a 6+ player game use a 5x5 Grid of cards with a 3-digit pass code. Use cards of values 1-12 in two domains (suits) and one value 13 card.



### SECURITY SYSTEM – FIRST PAIR MATCH

**FIRST PAIR MATCH:** The first pair revealed by the team, a pair of 6s, matches. They get to continue and reveal another pair of cards.

### SECURITY SYSTEM – SECOND PAIR MATCH

**SECOND PAIR MATCH:** The second pair of cards revealed, a 7-Service and 7-Technology match and have a value one higher than the first pair (6s). So, the players get to turn over another pair of cards.

### SECURITY SYSTEM – THIRD PAIR MATCH

**THIRD PAIR MATCH:** Because their second pair matched and are so far sequential (6s and 7s), the players get to reveal another pair. In this example, the third pair matched and has a value one higher than the second pair, and they have successfully cracked the security system and get to move on to cracking Loki's safe.



# HOST A HEIST DINNER PARTY – CRACK LOKI’S SAFE – GAME PLAY

After players have bypassed the security system, they then try to crack Loki’s Safe by following these rules:

**SELECT CODEMASTER:** Choose a player to be the Code master to administer code clues for the group.

**CODE SETUP:** Loki’s safe uses a six-digit code represented by six Tech Deck Cards. The Code master shuffles the Tech Deck, takes the top six Tech Deck Cards and places them face down in a row to form the code. If three or four cards in the code have the same values, the Code master shuffles the code cards back into the deck and redraws a new code. The rest of the cards form the draw deck. Only the Code master can look at the cards and may look at them any time.

**OBJECTIVE:** The objective is for the players to deduce the value and domains of the six cards that comprise the code within seven attempts.

**DRAW CARDS** – The players draw 10 cards to begin with.

**MAKE A GUESS** – Players make a guess by placing six guess cards face up in a row beneath each digit of the code.

**GIVE CLUES FOR GUESSES** – The Code master rotates guess cards for the code digit to give clues about the code:

(a) **VALUE MATCH:** If a guess card matches the value of the code card in that digit of the code, the Code master rotates that guess card 180° turning it upside down.

(b) **DOMAIN MATCH:** If the guess card matches the domain of the code card in that position, the Code master tilts the guess card 45°.

(c) **DISPLACED:** If the guess card value is in the code but not in that digit of the code, the Code master turns that guess card sideways (90°).

(d) **ABSENT:** If the value of the card is not in the code at all, the guess card is not changed.

(e) **EXACT MATCH:** If the players have deduced both the domain and value of a code card for a position of the code, explain the deduction. If they players are correct, the Code master reveals that digit of the Code card.

**DRAW CARDS** – Between attempts, players draw cards until they have 10 cards in their collective hand.

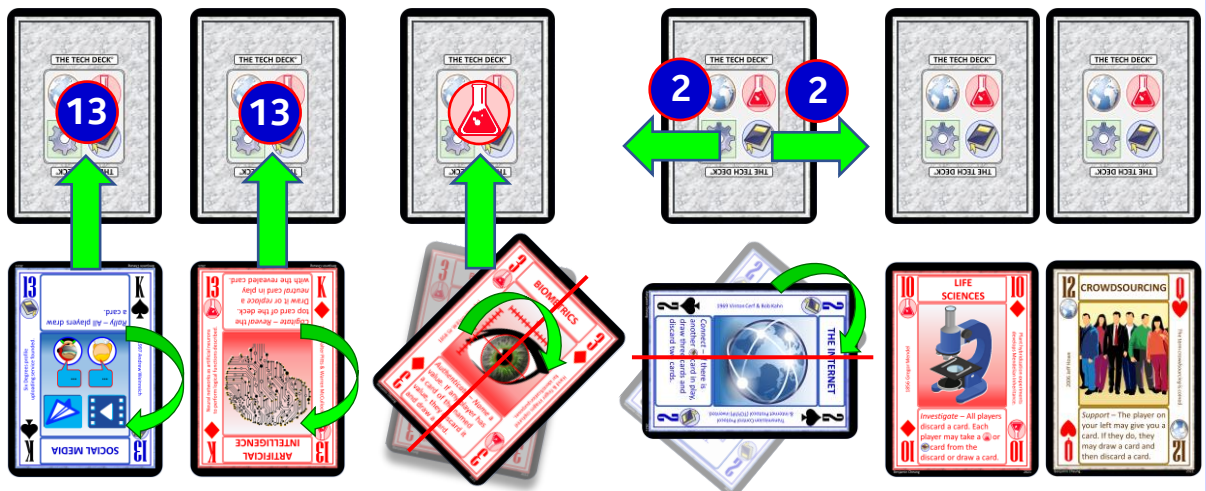
**DISCARD TO DRAW CARDS** – As players get more information about the code, some cards will be “dead cards”. At any time, and any number of times during their turn, players may discard 2 cards to draw a card from the draw deck.

**CARRY FORWARD CARDS** – Due to a limited number of cards, after guessing and drawing, players may “carry forward” guess cards from any prior round into the next round’s guess. Maintain the orientation of the forwarded guess cards.

**VICTORY** – If the players have deduced all 6 digits of the code, they have opened the safe and won the game!

# HOST A HEIST DINNER PARTY – CRACK LOKI’S SAFE – PLAY EXAMPLE

GUESS #1 CARDS CODE CARDS



## VALUE MATCH

The 13-Knowledge and 13-Science both have a value match. The first and second code card have a value of 13. So, the guess cards are flipped upside down to show they match in value to the code cards.

## SUIT MATCH

3-Science guess card is a domain (suit) match as the third code card is a Science domain card. So, the Code master turns the guess card 45° to indicate that.

## DISPLACED

The 2-Knowledge (guess card) is displaced. This means the value 2 is in the code but in the wrong place. The fourth digit is not a value-2 card. So, the guess card is turned sideways.

## ABSENT

The 10-Science and 12-Service (guess cards) are absent. There are no 10's or 12's anywhere in the final code. So, the guess cards are not altered.



# APPENDIX – CHALLENGE #1 LOKI'S ESTATE



A diagram of Loki's Estate for challenge #1 is shown here to help visualize the manor.



## TECH DECK RESOURCES: ONLINE RULES, RULES, VIDEOS



Rules and videos for Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Chronological, Elevator Pitch, Peer-to-Peer, Cardoku, Newsworthy, Card Barrage, Prisoner's Trilemma, Tricks of the Trade and Host a Heist Dinner Party are at my homepage [cheung.interzone.com](http://cheung.interzone.com), Boardgamegeek (BGG) and my Youtube channel.



<http://cheung.interzone.com>  
<https://www.youtube.com/@MagicBenTD>

## CREDITS



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