



Mastermind Profile

The Last Heist

A scenario-based
tool for exploring
organizational
behaviors

A few things about you...

You're a planner, and don't love easily avoidable surprises.

You're a “big picture” thinker who doesn't get easily distracted.

You don't feel threatened by people who have their own expertise—that makes for a good team.

You and **GETAWAY DRIVER** go way back and look out for each other.



The first meeting:

You've met with the team to negotiate their percentage of the take—today is for planning the basics of the heist.

The gems are stored under close watch in a hotel safe; this job will require precision timing to shut off security cameras, to allow time for the actual theft. You have some initial plans and blue-prints, but **SAFECRACKER** and **HACKER** need to own the plan since they're the ones risking the most during key moments of action.

Shared goals:

Steal the gems without security noticing long enough to get away

Ensure that each member of the team is capable and reliable

Agree on what needs to get done before the next meeting

Your personal goals:

Feel confident that planning and supplies will be taken care of on schedule

Give **SAFECRACKER** and **HACKER** a sense of ownership

No loose ends—this heist is a last hurrah to a long career

**When you are done,
go to p. 5 in the gamebook**

The next meeting:

After a contentious meeting last month, everyone agreed to the time-table and their respective roles. They also promised to come to this next face-to-face meeting with a progress report on individual preparations for the heist, and any requests for help they might need from others.

The heist is scheduled to take place in two weeks.

Your current status:

You've made arrangements for sale of gems and plans for money transfers.

Your main goal at this meeting is to ensure everything is moving forward, on schedule, and that the team is staying focused.

Your concerns:

You've seen jobs like this go south when there was not time to practice—run-throughs are critical to identify where the biggest risks lie, and where you might need a Plan B, if it comes to that.

**When you are done,
go to p. 7 in the gamebook**

The final meeting:

The heist is three days away. There's no time to spend on second-guessing or any additional delays—it's nearly go time.

MASTERMIND has suggested on going over every item in great detail to be sure nothing is missed, and to determine any contingencies.

A lot is riding on **SAFECRACKER** and **HACKER** being ready with the technical stuff and **GETAWAY DRIVER** having planned the final route and car. Hopefully everything is going according to plan, even with the unexpected shift in schedule.

Your current status:

Everything you're in charge of is done. but as the leader of the group you're anxious that everyone's head is in the game and pulling their weight.

Your concerns:

The loss of a week of planning still nags... fingers crossed nothing fell through the cracks.

But all told you're feeling good about the chances for success

**When you are done,
go to p. 9 in the gamebook**

Developed for

**Design Intersections 2019:
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Getaway Driver Profile



The Last Heist

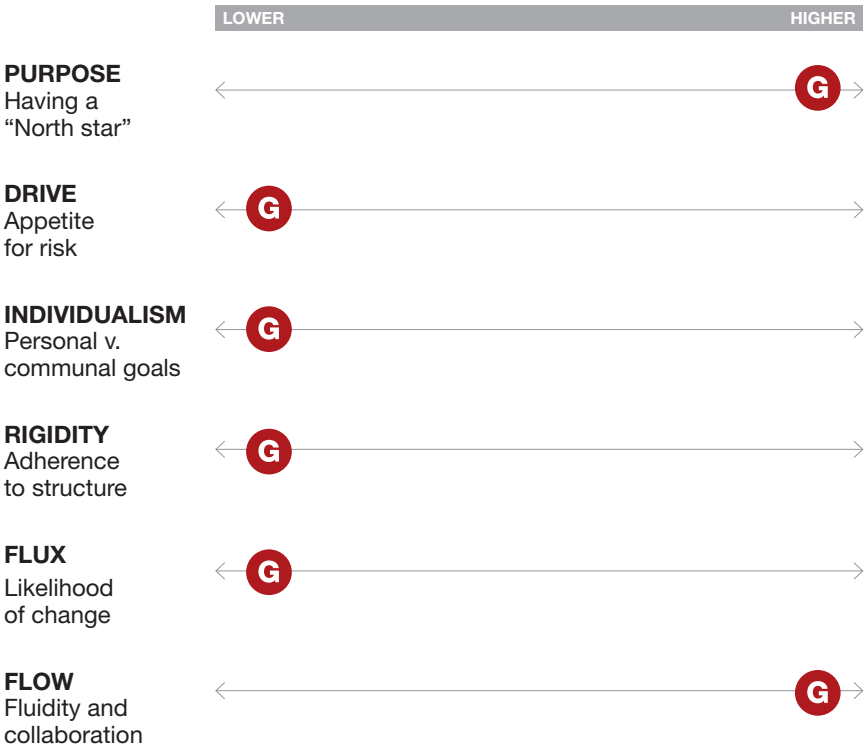
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A few things about you...

Your first allegiance is to **MASTERMIND**—you go way back and look out for each other.

You're not really a planner, but know it's important and want to be included on major decisions.

It's hard not to be annoyed that others think the getaway is less important. What, after all that work you want to get caught?



The first meeting:

You already met with **MASTERMIND** to negotiate your cut—25%—so today is for planning the basics of the heist.

The gems are stored under close watch in a hotel safe; this job will require precision timing to make sure the security cameras are shut off at the right place and time. A lot is riding (literally!) on a stealthy getaway, since it's at a hotel and the scene will be teeming with witnesses.

Shared goals:

Steal the gems without security noticing long enough to get away

Ensure that each member of the team is capable and reliable

Agree on what needs to get done before the next meeting

Your personal goals:

Planning is not your thing, but you want to be in the loop on decisions and have a say on things that matter to you.

This is **MASTERMIND**'s last run... so it 100% has to go well.

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go to p. 5 in the gamebook**

THE LAST HEIST – GETAWAY DRIVER

The next meeting:

After a contentious meeting last month, everyone agreed to the time-table and their respective roles. They also promised to come to this next face-to-face meeting with a progress report on individual preparations for the heist, and any requests for help they might need from others.

The heist is scheduled to take place in two weeks.

Your current status:

You've scoped out the potential escape routes and traffic flows for the time of the heist.

You're still deciding between two vehicles; one with more room for equipment, one with better pickup and handling.

Your concerns:

HACKER needs to provide more information on how much equipment will be in the van—this will affect vehicle and escape contingencies and needs to be figured out ASAP.

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THE LAST HEIST – GETAWAY DRIVER

The final meeting:

The heist is three days away. There's no time to spend on second-guessing or any additional delays—it's nearly go time.

MASTERMIND has suggested on going over every item in great detail to be sure nothing is missed, and to determine any contingencies.

A lot is riding on **SAFECRACKER** and **HACKER** being ready with the technical stuff and **GETAWAY DRIVER** having planned the final route and car. Hopefully everything is going according to plan, even with the unexpected shift in schedule.

Your current status:

Car and route are good to go, and you even convinced **HACKER** to try a test run with the gear.

Your concerns:

Your end of the job is good to go without a hitch, but you're not sure **SAFECRACKER** and **HACKER** appreciate how important your "non-technical" job is.

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Safecracker Profile



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A few things about you...

You like being prepared, and minimizing potential risks

You're not big on hierarchy—you enjoy being a lone wolf—but adhering to the agreed-on process and communication are key

Efficiency, elegance, and speed are what you aim for in a job



The first meeting:

You already met with **MASTERMIND** to negotiate your cut—25%—so today is for planning the basics of the heist.

The gems are stored under close watch in a hotel safe; this job will require precision timing to make sure the security cameras are shut off at the right place and time. The safe is new and high-tech—which is part of the fun!—but this means nailing down all the other variables to reduce risks.

Shared goals:

Steal the gems without security noticing long enough to get away

Ensure that each member of the team is capable and reliable

Agree on what needs to get done before the next meeting

Your personal goals:

Your cut of the take is lower than you'd normally accept a high-risk job, but still a good payday for the challenge and a day of work.

You've never met the rest of the team, and need to achieve a high level of trust quickly. You're willing to walk away if it doesn't feel right.

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THE LAST HEIST – SAFECRACKER

The next meeting:

After a contentious meeting last month, everyone agreed to the time-table and their respective roles. They also promised to come to this next face-to-face meeting with a progress report on individual preparations for the heist, and any requests for help they might need from others.

The heist is scheduled to take place in two weeks.

Your current status:

You've confirmed the make and model of the safe.

You also posed as a potential high-end client of the hotel to get a tour of the vault area and even managed to take some photos.

Your concerns:

HACKER hasn't been communicative about how long the security cameras will be down in order to open the safe, get the gems and reset the lock unseen. Getting—and trusting—that information is by far the most important thing to confirm in this meeting.

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The final meeting:

The heist is three days away. There's no time to spend on second-guessing or any additional delays—it's nearly go time.

MASTERMIND has suggested on going over every item in great detail to be sure nothing is missed, and to determine any contingencies.

A lot is riding on **SAFECRACKER** and **HACKER** being ready with the technical stuff and **GETAWAY DRIVER** having planned the final route and car. Hopefully everything is going according to plan, even with the unexpected shift in schedule.

Your current status:

You've been practicing daily with a similar safe model, with and without a blindfold, and have carved 15 seconds off your previous best time.

Your concerns:

You know you're prepared, but less certain about the others. **HACKER** seems way too blasé, and **GETAWAY DRIVER's** long-term friendship with **MASTERMIND** may mean they're looking out for each other rather than the good of the group.

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Hacker Profile



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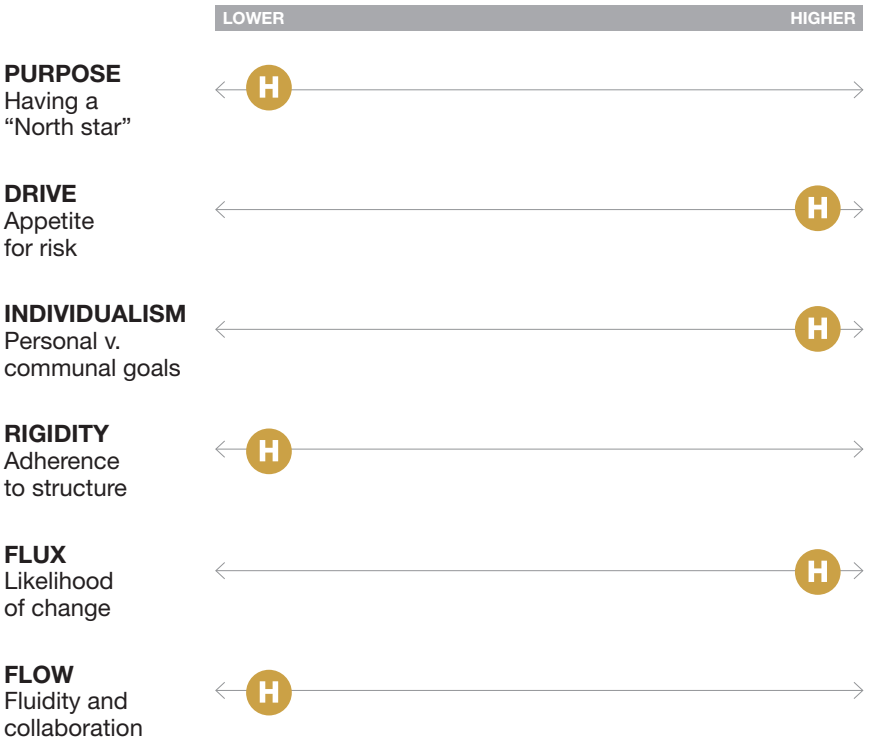
A few things about you...

You firmly believe that decent coders play by the rules, but great ones—like yourself—are improvisers.

You find planning boring; it usually leads to over-thinking things.

You're young and ambitious... you want to make a name for yourself in this business.

You don't like being bossed around.



The first meeting:

You already met with **MASTERMIND** to negotiate your cut—25%—so today is for planning the basics of the heist.

The gems are stored under close watch in a hotel safe; this job will require precision timing to make sure the security cameras are shut off at the right place and time. You've done jobs like this before, but not with this crew and never with such high stakes.

Shared goals:

Steal the gems without security noticing long enough to get away

Ensure that each member of the team is capable and reliable

Agree on what needs to get done before the next meeting

Your personal goals:

You're getting your fair cut of the cash, but the most important thing for you is being taken seriously.

Being bossed around or told what to do is a guaranteed to get things off on the wrong foot.

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The next meeting:

After a contentious meeting last month, everyone agreed to the time-table and their respective roles. They also promised to come to this next face-to-face meeting with a progress report on individual preparations for the heist, and any requests for help they might need from others.

The heist is scheduled to take place in two weeks.

Your current status:

You're set with the software patch but still testing some hardware for the surveillance—some hot new stuff just came on the market that might be perfect for this.

Your concerns:

This would be so much more fun if **MASTERMIND** or **SAFECRACKER** weren't such worrywarts. Over-planning means you're not flexible enough to improvise when something goes wrong... and it always does..

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The final meeting:

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MASTERMIND has suggested on going over every item in great detail to be sure nothing is missed, and to determine any contingencies.

A lot is riding on **SAFECRACKER** and **HACKER** being ready with the technical stuff and **GETAWAY DRIVER** having planned the final route and car. Hopefully everything is going according to plan, even with the unexpected shift in schedule.

Your current status:

Still a few things to iron out, but pretty much everything is ready to go. **GETAWAY DRIVER** even convinced you to do a test run with the gear before the main event.

Your concerns:

After last time, you're prepared for **MASTERMIND** or **SAFECRACKER** to be condescending and micro-managers, and you'll dig in your heels if that happens.

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