



CUBA CUBE

Try the harsh life under difficult conditions in a land of few possibilities. Luckily thanks to this game you have five ways to do it and at the same time four different game Versions to cope with it.

You can have a Race for the best and fastest driver on Cuban roads (**Version I – The Race – page 2**). This Version is recommended for a quick introduction to the game. You can also become Smugglers and compete against each other to be the best one (**Version II – The Smugglers (Deathmatch) – page 6**). Or you can try to team up and fulfill jobs given to you by your Boss, while evading the Police (**Version III – The Couriers (Cooperative) – page 10**). Or you can put yourselves in the positions of Merchants and fill your pockets by buying and selling Goods (**Version IV – The Marketers (Business) – page 14**). Lastly you can board vehicles in pairs (a **team version for more players, Version V – The Cobbers – page 16**).

GAME COMPONENTS

- 4 City cards, surrounding the playing area
- 3 big cards: Cop, Smuggler Boss card and Goal card
- 38 Sector cards (Road cards); from top: Kilometer value (in III), a picture showing the Gates to cross (in I, II, III and V) and for trading (IV), distance to the City (III) and its Name (in I, III, IV, V) and a list of Goods for trade (in III, IV)
- 16 Vehicle cards (cards with Vehicles in 4 Levels, which list Price and Level ①, Cargo Space – how much Goods it can carry (⊖), Vehicle Life – the amount of damage it can sustain (⊖) and the number of Bumpers in its outfit (⊖))
- 5 Pawns (in player colors) and 5 Vehicle dice (in player colors)
- 7 colored Gate dice (dice with Goods; 2x red, 2x blue, 2x green, 1x yellow)
- 5x 10 Goods cards (10 Gems, 10 Weapons, 10 Statues, 10 Cases, 10 Alcohol)
- 13 Cop cards and 11 Special Bumper cards
- 25 Damage tokens (plastic orange tokens)
- 52 Banknotes (26 x 1000, 26 x 2000)
- 2 Walking distance rulers
- Game rules for five Versions

BEFORE YOU START PLAYING

- Paste the Goods symbol stickers and Vehicle Upgrade stickers on the Gate dice according to the drawing on the stickers sheet.
- Paste the appropriately colored symbols on the Vehicle dice (paste each symbols stickers for a given Vehicle color on each such die)
- We recommend playing the game on a tablecloth, a carpet or a similar clothed surface.

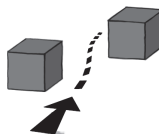
ATTENTION: the flicking technique

BEWARE! Wherever a die move is mentioned in the rules, it means you have to flick the die. The flick is invalid if the die only flips to another side; in this case the player loses his Turn. If you agree that specific flips was not intended, you can allow it. The flicking technique choice is at your own discretion.

SECTORS, GATES AND THEIR SUCCESSFUL CROSSING

If a Sector is mentioned in a Version of the game, we are talking about flicking a Vehicle die through a Gate. A Gate is composed of two Goods dice, or a Goods die and a Vehicle die, as is shown in the upper half of the Sector card. A Gate on the Sector card can be made of two colored dice, or a colored and a grey die, which stands for any color the player wishes, or a Vehicle picture represented by a white die, which belongs to one of the other players. If a player wants to cross a Sector, it must be rideable, which means that in the Gate axis (the imaginary line connecting the two Gate dice) no other Gate – or Vehicle die may be located, nor the Vehicle of the acting player. If any player would cross such a Sector, the move would not be counted and he would simply gain no benefit from it.

For a player to successfully finish a Sector, i.e. cross the Gate, he has to flick his Vehicle die through the Gate pictured on the Sector card. At the end of the movement his Vehicle (die) has to stand behind the Gate axis with its whole shape.





I. THE RACE (a competitive Version – each against each entering a speed Race)

You bang away as a Smuggler, avoid the Police and race through dangerous mountain passes. You are by right proud of your driving skills. It is clear that the offer from Gonzales for the ultimate illegal race and a hefty pile of money cannot be turned down. (Note: Gonzales is a well-heeled Boss from Bayma wallowing fast Vehicles.)

■ USED GAME COMPONENTS

In this Version the following will be used: Vehicle cards, Sector cards, Pawns, Vehicle dice and Gate dice, Damage tokens, Walking distance rulers, Special Bumpers cards (see Special Bumpers). From the Sector cards you will only use the pictured die symbols in their upper part and the City names. Neither the distance in kilometers nor the Goods symbols in their lower part will have any meaning in this Version.

■ THE GOAL AND THE END OF THE GAME

The players drive through the individual Sectors of the Race in that they flick their Vehicle die through the Gate, made of the colored dice shown on the Sector card. When a player passes through the last Sector and gets to the target City, the Race is over. Rewards are paid out according to the placement and everything sets up for the next Race. After finishing all Races the winner is determined. It is the player with the most Money. The number of the Races should be set up according to the desired length of the game (2 Races for 40 mins., 3 Races for 60 mins.). If you wish to use slightly more challenging rules, check out the "HINTS for hardened Racers", or play the game with the Raid expansion.

■ GAME PREPARATION

- Put four City cards to the corners of an imaginary square. They should be spaced around 28 to 35 centimeters apart (you can use the ruler on the box for this). They determine the boundaries of the playing area in which the Race will take place.
- Prepare the Damage tokens and Special Bumpers cards (see Special Bumpers) and put them to next to the playing area.

- From the Sector cards remove the cards with the neutral (grey) dice and shuffle the rest. Then flip over the top 6 cards. The first card represents the target City. Place the square Flag card onto the target City card so that the lower half of the City card with the Name of the City is visible. Place the next 5 cards to a row before the target City card. These cards represent the Sectors which need to be driven through in the given order, so that you can get to the target City. Put the other Sector cards aside.
- Each player takes his Pawn. Its color also determines the color of his Vehicle die. Put the remaining Pawns and Vehicle dice in the corresponding colors away. They will not be used in the game.
- Put the Boss card before the first Sector card (as he will start the Race) and put the player Pawns on it.
- Each player gets a Level 1 Vehicle card.
- Put the Walking distance ruler to the side of the playing area, it will be used for measuring the distance to the City or the usage of Bonuses. If you are not experienced players yet, use the longer ruler which increases the tolerance.
- The player who most recently raced somebody starts. He takes the Vehicle dice with the player colors and all Gate dice (the coloured dice with pictured symbols). He throws all of them so that they preferably scatter in the playing area. If any die falls out of the playing area, put it next to the inner border of the playing area in the direction it fell out. After that you can start playing.

■ THE COURSE OF THE GAME

The game consists of alternating player Turns. Each player may flick a Gate die in his Turn (any coloured die) and thus prepare his way for the race. Then he must flick his Vehicle die and cross the Sector on the card, in front of which his Pawn currently stands (see Sectors, Gates... at the beginning of the rules). Then the next player moves. If the player crosses the Sector successfully, he moves his Pawn to the crossed Sector card and in the next Turn he will try to get through the next one in order. If he is not successful, in his next Turn he has to try again. The Sectors must be crossed one by one, from the first to the last. No Sector can be skipped over.



■ A PLAYER'S TURN

The acting player executes the following steps in his Turn:

1. Preparation (not mandatory)

- Flicking any one of the Gate dice (regardless of the current Gates on the Sector card) the player may prepare his way to attempt the crossing. He can't flick any white vehicle die.
- If after flicking the die moves out of the playing field or hits another die, the player could not prepare for the driving properly and his Turn ends right here.

2. Usage of Special Bumpers (not mandatory; an optional rule, see Driving a Vehicle – Special Bumpers)

- If after crossing the Gate the player wants to damage a different Vehicle without damaging himself, he announces the usage of Special Bumpers, after which he discards the appropriate token to the common supply. If the player has no Bumper cards, he cannot use this feature.

3. Driving a Vehicle

The player must flick his Vehicle die in such a way, that he crosses the needed Gate and perhaps even gains or uses some Bonuses. He has only one attempt per Turn.

- If before crossing the Gate the player hits any Gate die (even the one he tries to cross through), he can not handle his vehicle well and damages it – he gains a Damage token. The eventual crossing through the Gate does not count and the Turn ends. (see *Damaging a Vehicle*).
- If he crosses through the Gate successfully, he can choose one of the Bonuses pictured on the upper sides of the Gate dice (those two he crossed through) – see *Bonuses*.
- If after a successful crossing of the Gate the Vehicle die additionally hits a die/dice with a Goods symbol, he takes the card/s of the relevant Good/s as a Bonus (see *Bonuses*).
- If the player has any Bonuses influencing any of his opponents, he successfully crosses through the Gate and his Vehicle die lands within the dis-

tance of the Walking distance ruler from another player's Vehicle, he can use one of the Bonuses on that player (see *Bonuses*). If there are more Vehicles in range, the player may choose his target.

- If the player hits another player's Vehicle without Bumpers (anytime, even before crossing through the Gate), he damages both Vehicles. He himself gets 2 Damage tokens, the other player only gets 1 Damage token (see *Damaging a Vehicle*).
- If the player's Vehicle leaves the playing area, that is when his Vehicle die crosses the playing area boundaries with its whole shape, he gets 1 Damage token and gains no Bonuses in this Turn! He then puts the Vehicle die approximately to the center of the boundary through which he left the playing area (see *Damaging a Vehicle*).

Optional rule – Special Bumpers: If before flicking the player "installs" Special Bumpers to his Vehicle, successfully crosses the given Gate and after that hits an opponent's Vehicle, he damages only the other player's Vehicle, not his own. The other player gets 1 Damage token. If a player installs Bumpers, but hits another Vehicle before crossing the given Gate, he damages both Vehicles. He himself gets 2 Damage tokens and the other player gets 1 Damage token (see *Damaging a Vehicle*).

BEWARE! If the player crosses the Gate, but damages his Vehicle in the process, or leaves the playing area, he cannot gain or use any Bonuses that Turn. This means that he does not get any Bonuses from Gates or dice, nor can he use them against an opponent. He cannot even leave his Vehicle to get to the City – he simply recovers this Turn from the wild ride.

If during your Turn you hit something, the dice are always left as they were after the collision. Only in case they land outside the playing area, put them back on the inner boundary roughly to the place where they exited (in case of Gate dice or opponent's Vehicle dice) or to the middle of the side of the playing area (in case of your own Vehicle die).

4. Transfer the Turn to the next player



BONUSES

- **Toolbox suitcase** – the player can repair 2 Damage – this means that he returns 2 Damage tokens to the supply. Or he repairs one Bumper (takes a Bumper card). A player may never own more Bumpers than his Vehicle allows.
- **Diamond** – if you obtain 2 Diamonds during the Race, then if you do not finish last or have no Cops on your tail, you get additional 1000 Pesos at the finish line.
- **Lucky Statue** – if you have 2 Statues, you can use (and discard) them and flick your Vehicle die once more.
- **Alcohol** – you can bestow an alcoholic mood on a player (if you are within Walking distance to them after successfully crossing the Gate): that opponent must flick blindfolded in the next 2 Turns (he can prepare the hand for the flick, but after that he must close his eyes, count to five and only then may he flick).
- **Weapons** – you can use them against opponents (if you are within the Walking distance to them after crossing the Gate). The target player receives 1 Damage and in the next Turn he has to move in the direction where the wheels on his Vehicle die point to. This direction has a 60° tolerance from the imaginary central axis, measured between the wheels of the Vehicle shown on the die.
- **Crate** – a random Bonus – the player rolls the die with the Crate again and takes the new Bonus the die shows; if the Crate is rolled again, the player gains 2 Damage instead.
- **Vehicle** – the player takes a better Vehicle (see A better Vehicle), but its Damage remains the same.

Keep the gained and unused Bonuses for the rest of the game. Once you want to use them, discard them to the supply.

If you have enough Bonuses, you can even use more of them during a single Turn. However you can only direct the effect from one Bonus to each opponent.

DAMAGING A VEHICLE

Each Vehicle has its own Life printed on the card at the Key symbol. If a player damages his Vehicle, he gets a Damage token. If his Damage tokens exceed the Life of his Vehicle, his Vehicle is nearly destroyed and the player has to have it repaired in the City. He needs to flick his Vehicle within a Walking distance to a City. On his way there he need not cross any Gates. The trip to a City may take any number of Turns. But while his Vehicle is damaged like this, no Gates are counted as crossed and he also cannot gain any new Bonuses. After arriving to a City he loses all his Damage.

Damage (a token) is obtained, when the player and his Vehicle:

- hit any Gate die before crossing the required Gate – the player gains 1 Damage and any subsequent Gate crossing is not counted; his Turn ends
- hit/enter a City – the player gains 1 Damage
- hit another Vehicle – the player gains 2 Damage, the other player gains 1 Damage (if the flicking player installed the Special Bumpers and hit the other Vehicle after a successful crossing of the required Gate, only the owner of the hit Vehicle gains 1 Damage)
- leave the playing area – the player gains 1 Damage
- got a Crate symbol and after a second roll the Crate has fallen again – the player gains 2 Damage

Damage is dealt by a player to the others (he deals a Damage token) if:

- he hits another Vehicle with his own one – the opponent gains 1 Damage, the flicking player gains 2
- he uses Special Bumpers before the ride, successfully crosses the required Gate and hits another Vehicle with his own – the opponent gains 1 Damage, the flicking player gains none.
- he uses Weapons against an opponent's Vehicle to which he moves within a Walking distance after a successful Gate crossing – the opponent gains 1 Damage.

During a risky ride it is possible for the player to hit multiple obstacles. In that case the Damage adds up.



■ A BETTER VEHICLE

A player can acquire a Vehicle one Level higher, if he successfully crosses the Gate whose die shows a Vehicle symbol, or if after a successful crossing he hits a die showing a Vehicle symbol. If there are multiple vehicles of the same Level available, he can choose. If there is no Vehicle available at that Level, he cannot get any. During a Turn he may raise the Level of his Vehicle only by 1.

With an improved Vehicle the player fills up the Bumpers to the full capacity, but the junk-shop owners leave him with the same Damage he had before. All Damage from the previous Vehicle is transferred over to the new one. In this Version the Cargo Space information (near the Truck symbol), nor the Price information has any meaning.

■ FINISHING THE RACE

Once a player crosses the last Sector, he needs to drive to the City yet. He needs to get within a Walking distance to the given City. While driving to the City he does not need to cross a Gate, however the other rules still apply. Once a player gets to a given City after crossing all Sectors, the current Round is played to an end and then the Race is over. Each player gains Money according to crossed Sectors. The winner (or winners) gets 5000 Pesos and the rest is awarded according to their positions. The Money can be hidden from view so that the other players do not know your actual balance.

If there is a Race waiting for you yet, do not discard the unused Bonuses, you can use them during the following Race(s). Shuffle the Sector cards back to the Sector pile and prepare a new Track in the same way as the first one (the target City and the Sector cards in front of it). Discard the Damage tokens back to the supply as you all have enough time to repair your Vehicles in the meantime.

The player who finished last in the previous Race will be starting the new Race. If there are more players like that, it will be the one who acted last.

■ END OF THE GAME

Once you finish and evaluate the second (or third) Race, the game ends. The winner is the player who accumulated the most Money during the Races.

■ HINTS FOR HARDENED DRIVERS

- Gaining Bonuses from Gates after their successful crossing is too easy for you, so you trash the idea completely. Introduce a rule where the Bonus is only gained, if after a successful crossing you hit a Goods die.
- After gaining the "Toolbox" Bonus you can only repair 1 Damage.
- While using the Special Bumpers you deal 2 Damage to the opponent you hit.
- The Races are interconnected, so you have no time to repair your Vehicles between them.

■ GAME EXPANSION: RAID

If you wish to spice the Race up a bit, give 1 Cop card to each player at the beginning. All of them are pursued and threatened by jail for the illegal Race and therefore they need to get rid of the Cop during the Race. Each racer then has to stop by in a City (different than the target City) before the end of the game. This can only be done after successfully crossing a Gate and stopping within the Walking distance to the City. Only then the player loses the trailing Cop (he returns the Cop card back to the supply) and he can continue the Race without further ado.

If the player stops in a City with a damaged Vehicle for repairs, he cannot lose the Cop in there.

The player who could not get rid of the pursuing lawman before the end of the game gets no reward.



II. THE SMUGGLERS (a competitive Version – each against each; 2 – 5 players, 50 – 70 mins.)

There goes a saying among the smugglers: “Make a run for it or pack up.” And if the competition is near, make it twofold. Add exciting Goods, Cops hungry for easy money, Vehicle chases or accidents into the mix... And you know where you are currently standing. Together with the other players you all plunge into rivalry for “the best Cuban smuggler there is” in your old and corrupted fatherland.

■ USED GAME COMPONENTS

In this Version all game components are used with the exception of the big Cop card. However only the coloured dice symbols in the upper half of the Sector cards will be used. Ignore the other symbols on these cards!

■ DESCRIPTION AND THE GOAL OF THE GAME

Traverse the prepared routes, collect Goods, sell them for the best Prices, wreck the Vehicles belonging to the competition and improve yours. While doing that also keep a look out for the opponents gaining more Money than you. The winner is the player whose possessions (the Price of his last Vehicle and his accumulated Money) have the highest value.

■ GAME PREPARATION

- Put four City cards to the corners of an imaginary square. They should be spaced around 28 to 35 centimeters apart (you can use the ruler on the box for this). Thus you create a playing area made up by the joined lines on the outer edges of the City cards.
- Sort the Goods, Cop and Bumper cards and the Damage tokens to the side of the playing area. Also put the Money and the Vehicle cards (sorted by Level) close by. Then put the Boss card somewhere with a bit of space around it. This card symbolizes the Cuban black market and the sold Goods will be placed next to it.
- Put the Walking distance ruler to the side of the playing area, as it will be used for measuring the distance while walking. If you are not experienced players, you

should use the longer ruler, which increases the tolerance and distance.

- Shuffle the Sector cards and put them in a stack face-down outside the playing area. Each player takes two Sector cards. Then he gets a Level 1 Vehicle card and puts it in front of him.
- Each player takes his Pawn. Its color also determines the color of the Vehicle on its die. Players then take the appropriate Vehicle card and put their Pawn on it, which means that they will drive.
- The player who went the fastest ever in his life plays first. He takes the Vehicle dice with the player colors and all Gate dice. Then he throws all of them so that they preferably scatter in the playing area. If any die falls out of the playing area, put it closest to the inner border in that direction.
- After that you can start playing.

■ THE COURSE OF THE GAME

Players alternate making their Turns. Each player executes the given Steps depending to the fact that he either travels with a Vehicle (the Pawn stands on the Vehicle card) or walks (the Pawn is in the playing area; for instance if that player destroys a Vehicle or deliberately moves away from it).

■ THE PLAYER RIDING A VEHICLE:

1. Route planning – playing a Sector card

- Plays a Sector card to the discard pile for all players to see – it is the Sector that he wants to cross (see Sectors, Gates... at the beginning of the rules).
- After playing a Sector card the player draws a new Sector card. At the beginning of each Turn a player always has two Sector cards.
- Note: Choosing a Sector should be based on the question of what Objects (or a better Vehicle) need to be acquired, how passable the terrain is and eventually what City needs to be reached.
- Once you empty the Sector deck, make a new one by shuffling its discard pile.

HINT: Play with open cards. Then you can predict the opponent's moves better. Or keep them hidden and explore the unexpected moves.



2. Preparing the ride (important but not mandatory)

- By flicking any one of the Gate dice (regardless of the Gate card) the player may prepare his way for the crossing attempt.
- If by flicking the die moves out of the playing field or hits another die, the player could not prepare for the driving properly and his Turn ends right here.

3. Picking the Gate to cross

- He shows the Gate to the other players – and with it the two specific dice between which he needs to drive and whose color is determined by the Sector card.

4. Usage of Bumpers (not mandatory)

- If the player wants to damage a different Vehicle after crossing the Gate without damaging himself, he announces the usage of Special Bumpers, after which he discards the appropriate card to the common supply. If the player has no Bumper cards, he cannot use this feature.

5. Driving a Vehicle

During his Turn the player may flick his Vehicle die once. By doing that he tries to cross the chosen Gate and eventually also get some Bonuses.

- If before crossing the Gate the player hits any Gate die (even the one he tries to cross through), he cannot handle his vehicle well and damages it – he gains an orange Damage token (see Damaging a Vehicle).
- If he successfully crosses the chosen Gate he can pick one of the Goods pictured on the Gate dice (see Acquiring Goods) or he can improve his Vehicle, if there is a Vehicle symbol on one of the dice (see A better Vehicle).
- If after a successful crossing of the Gate the Vehicle die additionally hits a die/dice with a Goods symbol, the player takes the card/s of the appropriate Good/s as a bonus (see Acquiring Goods). If a Car symbol was rolled on a die, he can get a better Vehicle (see A Better Vehicle).
- If the player hits another player's Vehicle without Bumpers (anytime, even before crossing the Gate), he damages both Vehicles. He himself gets 2

Damage tokens, the other player only gets 1 Damage token. (see Damaging a Vehicle).

- If the player leaves the playing area with his Vehicle, which means that his Vehicle die crosses the playing area boundaries with its whole shape, he gets 1 Damage token and gains no Bonuses in this Turn! He then puts the Vehicle die approximately to the center of the boundary through which he left the playing area (see Damaging a Vehicle).
- If a player installs Bumpers to his Vehicle, successfully crosses the given Gate and after that hits an opponent's Vehicle, he damages only the other player's Vehicle, not his own. The opponent has to take 2 Damage token. If a player installs Bumpers, but hits another Vehicle before crossing the given Gate, he damages both Vehicles. He himself gets 2 Damage tokens and the other player gets 1 Damage token (see Damaging a Vehicle).
- If after a successful crossing of the Gate he hits another player's walking Pawn, he can try to rob him (see Hitting another player's Pawn).

Then the events connected to the City occur:

- You can get to a City only on foot. A trip through road checks would be too dangerous!
- If the player succeeds in crossing the chosen Gate, he may leave the Vehicle in the same Turn and walk to the City (see Walking on foot). **BEWARE!** If he does not leave his Vehicle in the same move (for instance because the City is too far away), he must cross the chosen Gate in the next Turn again.
- If the player hits the City, he gets 1 Damage token and may not leave his Vehicle in that Turn (see Damaging a Vehicle).
- If the player leaves his Vehicle and walks, he cannot continue driving until he re-enters the Vehicle (see Walking on foot).

BEWARE! If the player crosses the Gate but damages his Vehicle in the process, or he leaves the playing area, he cannot use any Bonuses in that Turn. This means that he will not get any Goods from the Gate dice and he cannot leave the Vehicle to walk to the City. He also cannot run down an opponent's Pawn to get Goods. During this Turn he only recovers mentally from the wild ride.



If you hit something during your Turn, always leave the dice as they are. Only in case they fall out of the playing area, put them back to the boundary to the place where they fell out (in case of Gate or opponent's Vehicle dice) or in the middle of the given side of the playing area (in case of your Vehicle).

WALKING ON FOOT

If a player leaves his Vehicle and walks on foot, his Turn is simplified into the following rules, until he re-enters the Vehicle again. Player can walk how many turns he want.

- The player puts the Walking distance ruler in front of his Pawn and moves the Pawn the ruler's distance. If he exits a Vehicle, he puts the ruler right before the Vehicle. If he leaves a City, he puts the ruler next to the edge of the City card. If you are not skilled players, we advise you to use the long one.
- If the Pawn reaches and crosses the edge of the City card, the player enters the City and can sell his Goods there (see Selling Goods) or repair his broken Vehicle (see Repairing a Vehicle). In a Turn the player may repair his Vehicle as well as sell Goods.
- If the player sold Goods in the City where there are less than three Cops and he is now leaving, he puts another Cop into the City (see Selling Goods).
- If the player wants to continue using his Vehicle, he needs to get to its die – the base of his Pawn has to cross the edge of the Vehicle die as he enters it (he puts his Pawn to the Vehicle card again). Then he can continue driving in the same Turn. So he makes one die movement with his Vehicle – see the "Driving a Vehicle" section. At the end of the ride he cannot exit the Vehicle however. (Because he can move with his pawn only one time per turn.)

BEWARE! While walking the player is more vulnerable (see Hitting an opponent's Pawn).

DAMAGING A VEHICLE

If the number of the Damage tokens equals the Life of a Vehicle, the Vehicle is severely damaged. The Life value is printed on the Vehicle card near the Key symbol. The player needs to exit the damaged Vehicle in the next Turn and walk to the City for help (he cannot exit right after the accident because he recovers from the shock). Once the

Pawn enters a City, he calls his comrades and they fetch him a new Vehicle for free. However the player only gets the worst possible type of Vehicle from his comrades (a Level 1 Vehicle). The player puts his Vehicle die next to the City and in the same Turn he came to the City he may enter the Vehicle (die) and leave – flick...

BEWARE! If the player transported any Goods when he crashed the Vehicle, he loses it (it gets destroyed together with the Vehicle).

The player damages his Vehicle (gains a Damage token) if while driving he:

- hits any Gate die before crossing the required Gate, or he hits one of that Gate's dice – he gains 1 Damage
 - enters a City card or crosses it – he gains 1 Damage
 - hits another Vehicle – he gains 2 Damage, the other player gains 1 Damage
 - hits another Vehicle after using Bumpers and successfully crossing the required Gate – he gains no Damage, the other player gains 2 Damage
- HINT:** If you wish to make the game a bit more peaceful, lower the Damage by bumpers to 1.
- leaves the playing area – he gains 1 Damage and puts his Vehicle to the center of the boundary through which he left

The player causes Damage (deals a Damage token) if while driving he:

- hits any other Vehicle – the opponent gains 1 Damage, the player gains 2
- uses Special Bumpers before driving, successfully crosses the required Gate and hits another Vehicle – the opponent gains 2 Damage, the player gains none. **HINT:** If you wish to make the game a bit more peaceful, lower the Damage by bumpers to 1.

BEWARE! During a risky ride it is possible for the player to hit multiple obstacles one after the other. In this case the Damage adds up.

REPAIRING A VEHICLE

If the player wishes to repair the damaged Vehicle before it is completely destroyed, he needs to walk to a City and pay 2000 Pesos for the repairs. After the payment he removes all his Damage tokens. With a repair work the Bumpers are also fully re-supplied up to their capacity (the value near the Bumper symbol on the Vehicle card).



If he only repairs his Vehicle, he need not pay any Bribes to the Cops. But if he also wants to sell some Goods, he has to bribe the local Cops (see *Selling Goods*).

■ HITTING AN OPPONENT'S PAWN (if the opponent is walking)

An opponent's Pawn can only be hit by a player's Vehicle after a successful crossing of the required Gate. If a Pawn is hit differently, it is placed back to where it was standing and nothing happens to it.

If the player hits an opponent's Pawn, he can rob him. The opponent has temporarily passed out and thus cannot fight back. However the opponent has a right to hide the Money anywhere to up to four places in any proportion (for instance hide the whole amount to one place and nothing to the other three places). These places need to be real. For instance the Money can be hidden in pockets, hands, under any Vehicle card, with a comrade (another player) etc. When the opponent is hiding his Money, the attacker must have his eyes closed. Once the hiding is finished, all options are revealed to the attacker. He then may search the player(s) – guess one of the four places. He then gets all the Money the opponent hid there.

Example: *Peter hits Thomas's Pawn with his Vehicle. He decides to rob Thomas and closes his eyes. Thomas has 9.000 Pesos. He hides 5.000 to his left hand and 4.000 under the Vehicle card. The third and fourth hiding place stays empty. He also closes his right hand and tells Peter that the Money is hidden under the Vehicle, in the left and right hands and in his pocket. Peter chooses the right hand. Thomas has nothing hidden there and therefore Peter's looting failed.*

HINT: If you wish to make the game a bit harder, introduce a rule where the Money can only be hidden in three places instead of four.

■ A BETTER VEHICLE

The player can get a Vehicle one Level higher, if he successfully crosses the required Gate and on one of its dice a Vehicle symbol is shown, or if after the successful crossing he also hits a die with a Vehicle symbol on it. If there are multiple Vehicles of the same Level available, he can choose. If there is no Vehicle on the needed Level

available, he cannot get any new one. During a Turn the player may only gain 1 Car Level.

Each Vehicle has a certain Value which is added to the acquired Money at the end of the game. The sum of the Vehicle Value and the Money determines the winner! With an improved Vehicle the player also re-supplies all the Bumpers, but the junk-shop owners leave all the Damage from the previous Vehicle on the new one. Damage tokens transfer over to the new Vehicle.

■ ACQUIRING GOODS

The player can acquire Goods only if he gains no Damage in his Turn. Goods can be acquired as follows:

- the player successfully crosses the Gate – he chooses 1 Good type from those shown on the top sides of the Gate dice
- he player successfully crosses the Gate and after that he also hits some dice showing Good symbols – he takes the Goods shown on the top sides of these dice
- the Crate symbol on the dice has no meaning in this Version of the game (alternative rules for the Crate can be found on www.jirasgames.com)

Each Vehicle has a certain Cargo Space for Goods that can be transported (the value on the Vehicle card near the Truck symbol). If the player exceeds this capacity, he has to discard any excess Goods he chooses right away – he puts them back to the Goods pile. If a certain Good is no longer available (players already divided those 10 Good cards among themselves), the player cannot acquire it, nor take any other as a replacement.

■ SELLING GOODS

The player can sell the collected Goods only in a City. He needs to walk to the City before that (he can exit the Vehicle after a successful Gate crossing). He can only sell in the same Turn in which he entered the City.

If a player enters a City where he wants to sell, he gets a Cop card. He puts it to the City when he leaves it.

BEWARE! The first player who executes a sale gains a reward of 2000 Pesos.

The price for the Goods is decided by the Cuban black market. It is the same for all Cities. The best price is always attached to the Goods that are the most rarely sold currently. Store the sold Goods next to the Boss card



– divided to rows by type, so that you can get a quick overview of the prices. The Goods which are sold the most (the row is the longest) always cost 1000/piece. The Goods which are sold one piece lower, sell for 2000/ piece. The next Goods sold even lower sell for 3000/ piece etc. If the amount of two types of Goods is equal, they cost the same. Always start counting the price from the Goods that are sold the most. **BEWARE! The Goods price is always counted before an actual player's sale. During a single sale it does not change!**

If there are Cops in the City, the player has to bribe them in order to be ignored. If there is only one, the player pays a 1000, if there are two, he pays 3000 and if there are three, he pays even 6000 Pesos. The Cops are paid after the sale, so he can pay them with the earned money. Once a player leaves the City, he puts a Cop card there (*they send in reinforcements and hope they will not be bribed this time*). Once there are three Cops in a City, no additional ones are added.

Example: *There are 3 Statues, 2 Weapons, 2 Diamonds and 1 Case sold already. The player in the town, where there were 2 Cops before, wants to sell 2 Diamonds and 1 Alcohol. He counts the Goods price: Statues: 1000, Weapons and Diamonds: 2000, Cases: 3000, Alcohol: 4000. The Goods Price is therefore 8000 (2x2000 and 4000). He pays 3000 to the Cops. From the Bank he receives 5000. He puts the Goods next to the Boss card to the appropriate rows. In the next Turn he leaves the City and adds a Cop card to it.*

END OF THE GAME – determining a winner

The game ends when one of the Good types is completely sold (all Goods cards from one type are sold and laid next to the Boss card), or when there is a certain number of Cop Cards on all the Cities together (there is no safe spot for the Smugglers anymore):

- in a 2 player game – 6 Cops
- in a 3 player game – 8 Cops
- in a 4 player game – 10 Cops
- in a 5 player game – 12 Cops

The players add the Value of the Vehicle they currently own to the Money they gained throughout the game. If the Vehicle is completely damaged, it has no Value. The winner is the player with the highest wealth.

III. THE COURIERS (a cooperative version – all against the game; 1 – 5 players, 40 – 60 mins.)

The smuggler Boss is a demanding guy and he does not delegate his jobs to anyone. He wants a synchronized team which can deal with a dangerous journey and obtrusive Cops. Because you need to drive long distances you have to take turns driving. If you fail, the Cops will get you. If you give up, mafia will. You definitely have to make it!

USED GAME COMPONENTS

No Money are used in this Version. All other components will be used. You will also use all symbols on the Sector cards.

DESCRIPTION AND THE GOAL OF THE GAME

As Couriers you need to fulfill Jobs – and deliver shipments. You finish the Job when you reach the given City while having all the required Goods in your trunk. When you finish all Jobs in the given total value (or more), you win. But if the Cops get you before that, you all lose and end up in Jail.

You can choose the Difficulty level of the game by agreeing on a target point value:

- **Easy** – finish Jobs in the total value of 6 points
- **Normal** – finish Jobs in the total value of 9 points
- **Hard** – finish Jobs in the total value of 12 points
- **Hardcore** – finish Jobs in the total value of 15 points
- **Variable** – try to be better than in your last game.

Experienced players may get even more points by introducing harder rules. You can find them under Hardcore HINT titles. If you will be using the harder rules, you can even double the final Point value. Each used Hardcore hint means as much Points again as is your final Point value.

GAME PREPARATION

- **Playing area:** Put the four City cards to the corners of an imaginary square. They should be spaced around 28 to 35 centimeters apart (you can use the ruler on the box for this). They determine the boundaries of the playing area in which the Race will take place.



- **Cards, tokens, game material:** Next to the playing area put the Goods cards and Bumper cards to the appropriate piles. Also put the Vehicle cards there, sorted by Level.
- Put the Walking distance ruler close by as it will be used for measuring the walking distance. Use the longer ruler which increases the tolerance.
- **Sector cards:** Shuffle all Sector cards and put them next to the playing area face-down.
- **Smuggling routes:** Thanks to the news from your friends in the underground you have an overview of police checks and roadblocks. Your route choices are therefore limited. Put the Boss card next to the playing area. Draw five Sector cards from the Sector pile and put them next to the Boss card. These cards make up the "smuggling routes" that you can take.
- **The Pawn:** Choose a Pawn together. The Vehicle die will have the same color.
- **Vehicle:** Take the appropriate Vehicle card on the lowest level and put your Pawn on it.
- **Starting player:** The starting player will be the one who recently delivered something. He takes all Vehicle and Gate dice and throws them into the playing area so that they scatter within the playing area. If any of them would leave the playing area, return it to the border through which it left.
- **Choosing a Job for delivery:** Do this after rolling all the dice. Turn the four topmost Sector cards from the Sector pile and look at them together. These cards represent the Jobs from the smuggler Boss. Each card has a little number in a black circle in its lower-right part. This number shows the Point value of the Job. Basically the higher this value is the harder the Job is to finish. Above the City silhouette a destination for the Job is given and how far the City is located. In the lower part directly on the City background there are Goods symbols. Each symbol always represents one Goods card which needs to be obtained and delivered to the given City by the players. Choose one Job and put it next to the playing area. Put the other three Sector cards on the bottom of the Sector pile.
- Put the square card with the flag (representing the goal) onto the Job card so that the dice on the

Job card are covered and only the destination and Goods type is seen. Leave enough space next to this card, because the crossed Sector cards will be laid out there.

- **Police pursuit:** Put the big square Cop card above the Job card. Make enough room to its side as there will be Sector cards added here for the Police.

■ DISTANCE TRAVELLED (a quick overview of the basic game mechanism)

When it is your Turn, choose a Sector card from the "smuggling routes". Each such card shows not only the Sector to be crossed (see Sectors, Gates... at the beginning of the rules), but also a certain amount of kilometers at the top of the card. If you flick your die through the pair of coloured dice shown on the Sector card, you have driven the given amount of kilometers. The travelled distance is used for finishing the Job and also for evading the Cops.

Once you travel the distance needed by your Job and you also have all of the required Goods, you need to reach the target City and deliver the Goods there. If you can make it, you finish the current Job (see Finishing a Job) and are closer to victory.

■ GAME TURN

Players alternate acting in their Turns. Each player may do the following steps during his Turn:

1. **He can choose one card from the "smuggling routes" which he would like to travel through.** He puts the card to the side so that it is clear what he has chosen. If there is only one card left in the smuggling routes, he can discard it to the discard pile and draw five new Sector cards for setting new "smuggling routes" to choose his new card from.
2. **Then he can flick once, either any one Gate die, or the joint Vehicle die.**
 - The player flicks a Gate die if he wishes to prepare it for a successful crossing for his teammates, or to prepare the needed Goods. But if he hits something with the Gate die during the preparation, he causes trouble and alarms the Police (see Hitting something with the Gate die).



- The player flicks the joint Vehicle die only if he chose a Sector card from the smuggling routes before. He tries to flick the Vehicle through the Gate shown on this Sector card (see Sectors, Gates...), gain the required Goods and travel the required distance.

BEWARE! You cannot flick the white Vehicle dice not belonging to anyone. If the player hits any die or leaves the playing area in his Turn – he damages the Vehicle (see *Damaging a Vehicle*).

Trip to the City: If you need to visit a City, you need to cross the Gate from the chosen "smuggling routes" card in a such way that your Vehicle die is flicked within the Ruler's distance to the City (put the ruler next to the Vehicle die: if it reaches even a little into the City card, you can enter the City). You can enter the City only in the Turn during which you crossed the chosen Gate! **Note:** In this Version you cannot leave the Vehicle and walk on foot for a longer distance than the length of the ruler.

3. If he successfully crosses the Gate that is pictured on the Sector card from the "smuggling routes":

- he gets this Sector card and puts it next to the Job card. He travelled the distance printed in the upper part of this card.
- he can choose one Good from the two Gate dice (their upper sides). He takes the Goods card and puts it onto the joint Vehicle card. **This way the players gain the Goods required for the Job.**

A Crate on the Job card means any Good. A Crate on a die also means that the player acquires any one Good type.

BEWARE! The distance travelled by the Smugglers is defined as the total amount of kilometer values from the crossed Sector cards.

If the player is not successful in crossing the Gate, he returns the Sector card back to the "smuggling routes" pile.

In this Version you cannot gain Bonuses from dice that you hit after crossing a Gate. Quite on the contrary, hitting any die even after crossing a Gate means a Damage for your Vehicle (see *Damaging a Vehicle*).

4. If the Police gains knowledge of the Smugglers' presence, they will set out a pursuit. This happens if a player:

- Flicks the joint Vehicle (whether successfully or not)
- Flicks a Gate die for the second consecutive time

BEWARE! The Police thus moves at least once per two player Turns. In this case the player needs to take the role of the Police. He flips the topmost Sector card and puts it next to the square Cop card.

The distance travelled by the Police is represented by summing up the distance on the Sector cards, placed next to the Cop card. If the Police pursue the Smugglers long enough, they will catch them (see Police).

5. If one of the Endgame conditions is met, the game end immediately (see End of the game).

POLICE

Once the Cops have more distance travelled than the Smugglers in two consecutive Turns, they catch them and put them into custody. The Smugglers have now lost.

The players have the opportunity to cover their tracks and thus slow the Cops down. In such a Turn they do not draw a Sector card for the Police, but they even remove the last Police Sector card:

1. After a successful crossing of the required Gate the joint Vehicle ends within the ruler's distance from another Vehicle (a white Vehicle die), the players can switch Vehicles and remove the previous Vehicle's die from the game (*they steal a new Vehicle to wash their trail while destroying the old Vehicle*). There are 5 Vehicles in the game, so the players have the opportunity to do the switching 4 times at most (but do not forget the Gate cards which require one of the Gate dice to be a Vehicle die!).
2. After a successful crossing of the required Gate the player ends within the ruler's distance to a City (*he enters the City and loses the Cops in it*). Once the player moves out of the City, he puts a Cop card into it. That City is watched thereafter and no player may enter it for this purpose anymore. However he can get into the City for repairs and for fulfilling a Job.



● A BETTER VEHICLE

The player can get a new Vehicle one Level higher, if he successfully crosses the required Gate according to the Sector card from the "smuggling routes", which has a Vehicle symbol pictured on one of its dice. For big Jobs (where there are four Goods cards to be delivered) a better Vehicle is even the prerequisite. Each Vehicle has a given number of Bumpers. When you choose to use a Bumper, you need to announce it before your actions and you gain no eventual Damage during that Turn. Once you use a Bumper, discard its card. The Price of your Vehicle has no meaning in this Version.

■ DAMAGING A VEHICLE

The player gets 1 Damage token every time he hits another die with his Vehicle, or a City, or when he leaves the playing area. If the player drives too risky, he can gain even multiple Damage tokens in one Turn.

BEWARE! Every time the player leaves the playing area, he puts the Vehicle die to the center of the boundary through which he left.

Once you gain Damage equal or higher than the Vehicle Life (the value given on the Vehicle card next to the Key symbol), the Vehicle breaks. During this accident one of the Goods has been destroyed. Now you have to tow the Vehicle to the City for repairs (you cannot choose the City being your Job's destination). **BEWARE!** See the rules for the entering the city! In a City only a certain number of Damage tokens can be repaired – the Vehicle Life value. In the next Turn you already have the Vehicle repaired and can move on. The Level of the Vehicle is retained because your Vehicle was not destroyed.

Until the Vehicle is repaired you cannot acquire any new Goods. You still have to evade the Police, but the kilometers moved since the accident are not counted towards your needed travel distance for the Job. Put these kilometer cards to the opposite side of the Job card as the cards used for the Job (*you literally left the road and drive in a different direction to a service*). These kilometers are however counted towards your kilometer moved total. Once you repair the Vehicle you can return to your original route and the kilometers are once more put to the original side of the Job card.

● HITTING SOMETHING WITH A GATE DIE

If while flicking a Gate die you hit any other die (a Vehicle or a Gate) or you leave the playing area, you raise suspicion and alarm the Police. In that case after the standard Turn evaluation add one additional Sector card to the distance travelled by Police. If for instance you already added a Sector card to the Police for moving a Gate die for the second time, the Cops gain two Sector cards.

■ FINISHING A JOB

You finish the Job when you enter the required City, have a certain distance travelled (the summed kilometer values on your Sector cards) and also have all required Goods in your trunk.

After finishing a Job keep the Job card. You have gained its Point value! All other Sector cards from the Smugglers and the Police are shuffled back to the Sector pile. Then draw four new Sector cards and choose a new Job. The game continues.

Everything in the game stays as it was when the previous Job was finished.

● END OF THE GAME

When you finish all Jobs in the given Point value, you have won and the Boss will shower favors on you!

If the Police gets you before you can acquire the required Point value, you lose. You all go to jail and wait for the severe Cuban punishment.

■ CONCLUDING HINTS

Once you evade the Police for a longer time, there will be many Sector cards next to the Cop card and your Job card. Remove a set of cards to unclutter the card rows and leave only cards that show the difference between the distance travelled by the Smugglers and the Police. For instance remove the cards like this: First the 20-kilometer cards from each row equally and once a row has no 20-kilometer cards anymore, move on to the 30-kilometer cards... The difference should always be made of the last cards added.

If you are unsuccessful in "flicking" the Goods on the dice you need. You can discard the Job and choose a new one. Remove all kilometers-moved cards except



the ones that show the difference between the distance travelled by the Smugglers and the Police. Everything else in the game stays as it is.

■ **HINT FOR A FAMILY** (if you wish to make the game a big easier):

You have a one-Sector-card advantage over the Police. Start turning the cards for the Police until you add the second card from the "smuggling routes" to your Job. To be able to get to the City or switch Vehicles, you do not need to cross a Gate from the "smuggling routes" beforehand. Further if you finish a Job, remove all Cop cards from the Cities and roll all Vehicle dice again.

■ **HARDCORE HINTS** (if you wish to gain more Points)
Each Hint package means an additional Point value equal to the Point total after finishing the Jobs.

- **Hardcore Hint package 1:** 1) You can enter a City or a different Vehicle, or you can get any Goods from the dice only in case you have not gained any Damage in that Turn (therefore you need to drive smoothly). 2) A Crate on a die no longer stands for acquisition of any Good type.
- **Hardcore Hint package 2:** 1) While damaging your Vehicle completely all transported Goods are destroyed (instead of just one). 2) If you hit anything with your damaged Vehicle while driving to the service, you draw an additional Sector card for the Police. 3) The Vehicle can be repaired anytime when you enter a City (you do not have to wait for it to break down), however no Cops may be in that City. You can thus enter a City only if you deliver the Goods for the Job – luckily your Boss arranges this...
- **Hardcore Hint 3:** Use the shorter ruler.

IV. THE MARKETEERS (each against each; without flicking; 2 – 4 players, 40 – 50 mins.)

Copper one's pocket. Get some bucks and bug out. Buy cheap and sell if for the highest price ever. Wipe some merchant noses and use the niches in the market. In any case you need to be cautious and sly. Now it does not come down to your driving skills, but rather your business mind. Good luck then!

■ **USED GAME COMPONENTS**

In this Version you only use the Sector cards, Goods cards, Cop cards, Gate dice (seven coloured dice), Vehicle dice being played and Money. All symbols on the Sector cards will be used, except the kilometer distances in the upper part of the card and the distance over the City picture.

■ **DESCRIPTION AND THE GOAL OF THE GAME**

Sell your Goods in the Cities where it is the most advantageous. Use the Offer cards wisely to earn the most Money. The winner is the player having accumulated the most Money until there is a certain number of Cops introduced into the game. With two players we recommend 9 Cops, with three players 10 Cops and with four players 12 Cops to end the game.

■ **GAME PREPARATION**

Put the four City cards randomly to a row. Leave enough space above and under them, as there will be Goods and Cops laid there – Goods below and Cops above. Sort the Goods and Cop cards to the side of the playing area. Also put the Money cards close by. Shuffle the Sector cards and put them in a stack face-down outside the playing area. Each player takes four Sector cards. Each player then takes his white Vehicle die. He puts it on one of the two outermost Cities. There can be multiple Vehicles in one City. The player who sold something in his life for the most Money begins.

■ **A GAME TURN**

You play in Rounds. During a Round the players are alternating their Turns in order of play. But as each Round



is started with a different player, the starting player position moves every Round.

At the beginning of the Round the starting player rolls all Goods dice (all dice without the white Vehicle dice). According to the rolled values this player then plays one of his own Sector cards, which in this Version represent the Offers (see Sector card usage). This ends his Turn and the next player on his left acts. Every player plays a Sector card in this manner. Once they all do, the Round ends. In every Round the values rolled by the starting player always count for all other players as well. In the next Round the starting player position passes to the left of the actual starting player, the new starting player rolls all Goods dice and plays a Sector card as the first one...

● SECTOR CARD USAGE (basic game mechanism)

You can only play one Sector card (Offer) in each Turn. Once you play it, discard it to the discard pile and take a new one from the Sector pile. In every Turn you can choose from four Sector cards.

BEWARE! Each Sector card can be used in two ways. After playing it you have to choose which one you will use: you will either acquire Goods and move his Vehicle, or generate profit by sales.

1. Acquiring Goods and moving your Vehicle

- **Acquiring Goods :** Coloured or grey dice, or Vehicle symbols are shown in the upper part of the Sector cards (Offers). According to the color of the dice on the card you can choose the Goods from the matching dice on the table. Each die on the card represents exactly one thrown die of the same color. For instance if you have one blue die and one red die on the card, you may take one Good from two blue dice and one Good from the red dice (never two Goods from the blue dice). Take the Goods cards you chose and put them in front of you face-up.

BEWARE! You can have 5 Goods cards at most. When you are about to take the sixth, you have to discard one of them to the supply.

If there is a grey die on the Sector card, the player may not take any Goods for it! A Crate shown on the rolled dice represents unavailable Goods, so nothing can be gained here either.

- **Moving your Vehicle:** If there is a Vehicle symbol on the card in addition to a die symbol, the player may take the Goods for the die and move his white Vehicle die to an adjacent City. If a Vehicle symbol was rolled, instead of acquiring Goods the player may use this die to move his Vehicle to an adjacent City. A situation may arise in the game where the player uses the card for moving his Vehicle and additionally moves his Vehicle again by using a die with a Vehicle symbol – effectively moving by two Cities card.

The player need not take the Goods, as well as he need not move his Vehicle when he plays such a card.

2. Selling Goods and gaining Money

Each Offer card lists the name of the City and in the lower part a combination of Goods that are of interest there. To be able to sell the Goods in that City you have to have the required ones and you need to be standing on that City with your white Vehicle die. You can only sell Goods in a City that are shown on the Sector card, whereby each symbol represents one Goods card (not a Good type). But you need not sell everything. You can use your Sector card for selling only one Good for instance.

Take your Goods cards shown on the Sector card for sale and put them under the City where they can be sold. The price of the Goods always depends on the price of the Goods already sold in that City. The best price is always attached to the Goods that are currently the most rarely sold in that City. Store the sold Goods under the City card – divided to rows by type, so that you can get a quick overview of the prices. The Goods which is sold the most (its row is the longest) always costs 1000/piece. The Goods which is sold one piece lower, sells for 2000/piece. The next Good sold even lower sells for 3000/piece etc. You always get the best price for Goods that are not available in the City. If the amount of Goods is equal with some of them, they cost the same. Always start counting the price from the Goods that are sold the most.

After each sale a Cop visits the City. Put a Cop card on the top of City card! If you are selling in a City with Cops around, you need to pay a provision for each sale. Each



Cop gets 1000 Pesos. The number of Cops in a City is not limited, the only limitation is the number of Cops per game (see Goal and End of the game).

BEWARE! The Goods price is always counted before an actual player's sale. During a single sale it does not change!

Example: In La Habana there are 3 Statues, 2 Weapons, 2 Diamonds and 1 Case sold already. The player in the town, where there were 2 Cops before, wants to sell 2 Diamonds and 1 Alcohol. He counts the Goods price: Statues: 1000, Weapons and Diamonds: 2000, Cases: 3000, Alcohol: 4000. The Goods Price is therefore 8000 (2x2000 and 4000). He pays 2000 to the Cops. From the bank he thus receives 6000. The Goods are placed under the City card to corresponding rows.

The Crate symbol on an Offer card allows a sale of any one Good for half the price. The price is rounded down however. For instance if the price should be a half of 1000 Pesos, it would be a zero.

BEWARE! First sold Goods in a certain City means a bonus of +2000 Pesos for the player (regardless of the number of Goods he sold).

If the player does not want to use the Sector card in any way, he can simply put it aside and take a new one.

■ END OF THE GAME

The length of the game is limited by the number of Cops in Cities. Once a player puts down the last Cop, the game ends.

The winner is the best merchant. It is the player who acquired the most Money during the game. If there is a tie the winner is the one having less Goods in his storage (he was more effective at buying and selling stuff). If there is another tie here, the winners share the first place.

● CONCLUDING HINTS

HINT: If you want to lengthen the game a bit and make it more dramatic, introduce a rule where the Cop comes to a City only in case there is a sale of 3000 Pesos or more.

Further hints, such as how to use the grey dice on the Offer cards or the Crate on the thrown dice, can be found on www.jirasgames.com

V. THE COBBERS (a Version for more than 5 players; 5 – 10 players, 60 – 70 mins.)

Drivers need to take turns on a long trip. You have a partner in the Vehicle. Even if you are sharing the profit you are more confident to even arrive safely...

● GAME DESCRIPTION

This game has no separate rules. It is a variation of the Race (I) or the Smugglers (II) games. These games are played by the same rules except that a team of two players races/drives a single Vehicle die. In both Versions the player's Turn consists of two die flicks. First a player may flick a Gate die and then his Vehicle die. In this team Version one of the players flicks the Gate dice and tries to prepare the road for his team-mate, who then flicks the Vehicle die. In the next Turn the roles are reversed.

CLOSING WORDS

On the www.jirasgames.com pages you can find answers to the most common questions to the rules, or interesting hints or bonuses ready for download. What makes this game extraordinary is that it is created by a small publisher, who is far from the giants in the gaming business and their massive productions.

There are people I would like to thank for participating on the creation process of this game and without which it may have never been born. Above all there is my wife Darinka, with whom I have consulted the whole game since its first ideas, then Lomi from Plzeň, who is a member of the Board game club Tírka, the Goada team (www.goada.cz) and the Board game rental shop Kavenu (www.kavenu.cz). I thank Lomi for many interesting notes and impulses to the game or to the rules and for the general support. Next there are all those people who have tested the game: My brother and Evička, Vašek from Plzeň, then "The Pragues" Pepa, Staňa, Kristýna, Adam, Terka and all the other friends. Lastly I would like to thank my parents for their support and belief in my work. A special thanks go to Tomáš Vrana who made these cool illustrations and Petr Poltavec for the main sign. Last thanks belongs to Joe Kundlak for the translations from Czech.

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