



**INSTRUCTION MANUAL
BEDIENUNGSANLEITUNG
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI
HANDLEIDING**



players



1-2hrs



age



MISSION

Your character is a DEALER and his/her mission is to meet the needs of the CARGO list. Equipped with a ship, money and cards your adventure begins on **START**. Roll both dice and follow the instructions of the specific fields you land on. The roll of the dice will determine your destiny as you move along the path to fulfill your mission. Players roll in clockwise direction.

You require a **Red Visa Card** to enter the Countries to **buy your stash**. Each **Deal Card** shows the quantity and variety of the specific Cargo including buying and selling prices. Place your acquired dope and Homegrown stash on your ship. This is your CARGO. Now you must secure your investment by selling it, therefore you must transport your cargo to the selling Cities by rolling the dice.

Your **Green Visa Cards** determine the cities you may enter to sell. Once sold, mark the amount on your Cargo Card and collect the money from the bank. **Every time you pass START** you will be provided with a new set of cards (1-Deal card, 1 Green and 1 Red Visa Card) and 25,000 cash, which can be utilized for the next turn.

Beat your opponents by hindering their mission and stealing their cargo. During your voyage along the gameboard you'll dive into the dark reality of drug dealing, a threatening world of unexpected events. **The first DEALER to complete his/her CARGO list or to collect 2,000,000 in cash is the winner.**



CONTENT

- 1 x gameboard
- 8 x playing figures
- 6 x ships
- 2 x dice
- 6 x Cargo Cards
- 1 x Marker
- 27 x Deal Cards
- 3 x 40 Shit Happens Cards (3 languages)
- 28 x Green Visa Cards
- 28 x Red Visa Cards
- 35 x Harvest cards
- 1 x Instruction manual in 3 languages

Tip for beginners: We suggest to shortening the game time by reducing the Cargo list requirements, otherwise the journey may take too long.
(E.g. 700 kg-Marocco; 300 kg-Afghan; 300 kg-Ganja; 300 kg-Homegrown).



SETTING UP



Distribute the following items to each player:

1 x figurine

1 x Cargo ship



1 x Cargo Card: This card contains the list of the varieties and the quantities that you must acquire to complete your mission and the spaces where to keep track of your sales. On the backside you'll find the HOMEGROWN conversion chart and the spaces to place your bets during an auction.



2 x Deal Cards: Each Deal Cards lists an amount of a variety which you may buy, transport and sell. Write the amount on your CARGO Card only when the cargo (stash) has been sold.



2 x Red Visa Cards: The red Visa Cards give you the permission to enter the countries to buy your Cargo/stash; Jamaica, Mexico, Afghanistan and Marocco.



2 x Green Visa Cards: The green Visa Cards give you the permission to enter the cities to sell your Cargo/stash; New York, Barcelona, Berlin and Amsterdam.



252,000 in Cash:

- 1 x 100.000
- 2 x 50.000
- 4 x 10.000
- 2 x 5.000
- 2 x 1.000



Shuffle and place The "SHIT HAPPENS" Cards and the Harvest Cards face down on the designated water-marked spaces on the board.

Place the figurines of each player on START. Choose a banker to manage the cash (Lord of Bucks) and one to manage the VISA and DEAL cards (Lord of Cards) responsible for distributing and collecting the cards after they have been used. Now you are ready to jump into the world of DIS-Organized crime!



BUYING

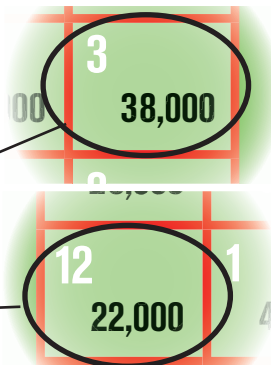
As a DEALER your goal is to buy and sell the stash listed on your CARGO Card. You must buy the Cargo in the buying countries and then sell in the selling Cities. Where and what you can buy and sell is determined by the DEAL and VISA cards you have in hand.

Example: You are on "Just visiting JAIL" and you roll a 5. One, two,...you are now on Jamaica and you possess a "Red Jamaican Visa card". You can decide to enter Jamaica with the remaining three moves or continue along the board. If you enter you must use your "Red Jamaican Visa Card " and give it to the Lord of Cards. You are now on square 3 in Jamaica. Choose one of the Deal cards in your possession (E.g. Ganja 100KG) and decide whether to buy at the price listed for square 3 or risk and try to get as close to square 12 as possible (prices drop as you move closer to square 12). If you decide to risk you must wait until your next turn to roll the dice. Luck is in your favor and you roll a 9 and move into square 12. Your buying price is 22.000 instead of 38.000. Pay the money to the bank. Wait!...its not over yet. Since you landed on square 12 you get a bonus flight to a field of your choice (Attention! You may not choose POT ISLAND and you may not enter a Country/City.) Add the purchase to your Cargo (100kg Ganja DEAL Card) on your ship and now transport it to a selling City to secure your investment.

NOTE: Risking paid off, but be careful because if you had rolled a 10 you would have left Jamaica without making a purchase. Remember you are allowed to enter buying countries only if you possess the corresponding Visa Card for that Country. You can only purchase one Deal card in one country during your visit. You may now visit another country for another purchase in accordance to the cards in your possession. buying a variety is not limited to a particular country.

Quantity **Variety**

DEAL		GANJA	
BUY 100 KG		SELL	
7	34,000	7	56,000
8	33,000	8	57,000
9	31,000	9	59,000
10	29,000	10	61,000
11	26,000	11	63,000
12	22,000	12	67,000



NOTE: The red column determines the Buying price



SELLING

You have bought your stash, now you need to sell it. You can sell your Stash/CARGO in the buying Cities (New York, Barcelona, Berlin and Amsterdam), which you can enter only if you possess a valid Green Visa Card for the corresponding City. To sell you must follow the same procedure as when buying, the only difference is the selling price rises as you get closer to square 12 allowing you to increase your profits. If we utilize the same example of "100 kg GANJA DEAL card" you can sell your stash for 50.000 on square 1 or risk and sell for 67.000 on square 12.

NOTE: You must sell your whole CARGO (DEAL CARDS and HARVEST Cards) in one time during your visit in a City. You may not sell a part of your cargo on one square and try to sell the rest on another square by rolling a second time during your visit. The conversion chart for your HOMEGROWN is on the backside of your cargo Card. Collect the money for your cards from the bank and write down the amount (KG) of the cargo sold on your list and give the Deal or Harvest Cards back to the "Lord of Cards".

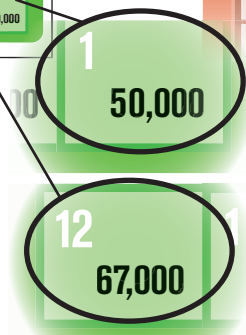
Attention: Once again, Only if you sell on square 12 you will get a Bonus-flight, which allows you to move to any square of your choice (Same as before, you may not choose POT ISLAN and you may not enter a Country/City). When you pass START you get one set of cards and 25.000 cash

DEAL		GANJA	
BUY 100 KG		SELL	
7	34,000	6	35,000
8	33,000	5	36,000
9	31,000	4	37,000
10	29,000	3	38,000
11	26,000	2	39,000
12	22,000	1	40,000
		7	56,000
		8	57,000
		9	59,000
		10	61,000
		11	63,000
		12	67,000

DEALER'S CUP CARGO			
MAROCCAN 1,000 KG	AFGHAN 500 KG	GANJA 500 KG	HOMEGROWN 500 KG
500KG	100KG	300KG	100KG
900KG	300KG	500KG	
		600KG	

NOTE:

The green column determines the Selling price



Recording sales:

Each sale is recorded by adding it to your list. In this example the required amount of GANJA has been reached, but you can buy/sell as much as you want. Once sold and recorded, the cargo (Deal Cards) goes back to the "Lord of Cards" and placed back into the deck.



ROBBING

There is the possibility to rob other players. If you land on a field which is occupied by another player you have the opportunity to rob his/her cargo.

Each of you roll a die. If you (the thief) rolls higher than the victim, the victim has to give up all his unsold cargo (Deal Cards and Harvest), but if he rolls a lower number nothing happens. The sold/noted cargo is safe and unaffected. A player can not rob or be robbed if he is within the confines of a country or a city, but may participate in all game activities.

Important!!! The robbery is always the first action enacted when landing on an occupied field, after which you continue to follow the action dictated by the the field itself.

Note: You can not rob or be robbed if you are on the following fields: START, DRINKS, JAIL, POT ISLAND, ROLL ONE or when visiting a COUNTRY or CITY.

EXCHANGING DEAL CARDS

On certain fields you can exchange your unwanted Deal Cards by giving them back to the "Lord of Cards". He will replace them with unreveiled new ones. (see Board Spaces).





BOARD SPACES



You begin your adventure on **START**. Each player rolls a die. Highest roller goes first and then the play moves clockwise. If you roll doubles you can roll again. Each time you pass START you get a set of cards (a Green and a Red Visa Card, a Deal card and 25.000 cash from the bank. If you land directly on START you get 2 sets of cards and 50.000 cash.



Drinks! If you land here you have to ask your play mates if they would like something to drink and you have to stop playing until everyone has been served the drink of his/her choice. During this time you can not be robbed and you can not participate in auctions or other activities of the game. You can exchange your Deal Card: Give the Deal Cards you don't need back to the "Lord of Cards". They will be replaced with new ones. Here is the same as ROLL ONE... if a player lands on the same field he inherits the task and you are free. (Alternative: lose 2 turns)



Harvest fields appear often on the board. Landing here you draw a "Harvest-Card". Listed on the back of the card you will find the amount of Homegrown stash you are harvesting. Put this card on your ship and it becomes part of your cargo. It is not possible to buy HARVEST cards. You have to collect them.



SHIT Happens fields also appear often on the board. Draw a "SHIT HAPPENS CARD" and follow the given instructions. Some cards will bring advantages, others disadvantages. Some cards are protection and are kept until you need to use it. After use slip the card on the bottom of the deck.



There are 2 **Immigration** fields. One makes you lose your Red Visa Cards and the other the Green Visa Cards, unless you possess a Shit happens card that protects you for this event.



Baksheesh is a bribe which is often times non-verbally requested by corrupt authorities to get out of a sticky situation. The 20,000 cash bribe goes to POT ISLAND on the middle of the board.



Checkpoint can be devastating unless you have a protection card that counteracts this experience. There are 2 checkpoints on the board and landing on this field you either lose all your Deal Cards or all your Harvest cards. Without Deal Cards you have to pass by all the beautiful



buying countries without entering.

JAIL has no effect on you if you are just visiting. You may exchange your Deal Cards for a new set at this point, whether you are a visitor or a prisoner. If you are a visitor you can be robbed and you are allowed to take part in auctions and all other activities of the game. However if your destiny has sent you to be behind bars you can not be robbed, and you are not allowed to take part in auctions or any other activities of the game.



LIFE Insurance Sometimes we are forced to pay for protection. By giving the 20.000 cash to Pot Island you increase the value of the pot.



Pot Island is the wonderful lush oasis were you cash in the pot. All the money from the island is now yours. Furthermore you get one set of cards. You are protected from robbery and you can take part in auctions and all other activities of the game.



Save the Rain Forest contribute to a good cause! Roll one die, multiply the number by 10.000 and add the amount to the pot on Pot Island!



Roll One! And we don't mean the dice. It's not our intention to force anyone to commit a crime, but rather to test your fine motor skills by making you roll a big fatty with a filter tip! You can not participate in the game until you finish rolling the joint. During this time you can not be robbed, nor can you take part in auctions or other activities of the game. You can also exchange your Deal Cards at this time. If a player lands on the same square while you are rolling you are dismissed from the task and the duty passes to him/her. (Alternative: Lose 2 turns)



Go to Jail is self explanatory. You go to Jail, lose your cargo and lose a turn, do not pass START, therefore no new cards and no money. The only way to change your fate is by possessing a Get out of Jail card. You can exchange your Deal cards at this time. You are not allowed to take part in auctions or any other activities of the game.



Pay a **Tax!** One of those things we can't avoid in life. Pay 20,000 cash, as written on the board, to Pot Island.