Smugglers, a Family Friendly Strategy Game
Instructions
Copyright © 2008 Phil Tasto

SETUP

Each player starts with a truck and:

$2,000 in money	2 "legal" cards	2 "smuggler" cards	5 delivery cards

Set out the remaining delivery cards face down, on the board for easy access to all players. Set out the upgrade cards face up in 3 stacks – 1) Turbo, 2) Double Carrier, and 3) Radar Gun.

Each player rolls 2 dice. The player rolling highest goes first; in addition, the number rolled determines the player's truck's starting square (note that certain cities have numbers 2 through 12 on them). After rolling, all players must discard 2 of their 5 delivery cards and keep 3. NOTE - If, at any time during play, all of a player's deliveries require a boat to complete, that player can elect to discard all delivery cards and draw new delivery cards.

OBJECT OF GAME

Have the most money at the end of the game (see END OF GAME, on reverse).

GAME PLAY

Play proceeds clockwise. A player can do the following on a turn, in any order (except that a player may not MOVE after taking one of the actions in step 2):

1) Move truck by rolling 2 dice (*or* 3 dice with turbo) *-or-* move boat by rolling 1 die only. The amount rolled is the *maximum* number of spaces that can be moved (the player may elect to move less). See below for determining boat movement.

2) START a delivery *-or-* COMPLETE a delivery *-or-* attempt to CHECK another player's delivery (if desired)

   A) To START a delivery, a player must be in the first-mentioned (TOP) city on the delivery card. At this time, the player puts the delivery card face up for all to see. The player also secretly decides whether to make a legal or smuggled delivery by placing a "legal" or "smuggler" legal-or-not card face down underneath the delivery card.

   B) To COMPLETE a delivery, a player must be in the second-mentioned (BOTTOM) city on the delivery card, and have previously started a delivery at the first-mentioned (TOP) city. The player receives the amount of money listed on the delivery card if the delivery is legal. The player receives DOUBLE the amount of money on the card if the delivery is smuggled. The player also discards the completed delivery card. Finally, the player can then draw 2 new delivery cards from the card stack and discard 1 delivery card (out of all the player's delivery cards).

   C) To attempt to CHECK another player's delivery, a player must be on the same square as another player, and the other player must currently be in transit with a delivery. Both players must roll 2 dice, unless a bribe is initiated and accepted. If the checking player rolls higher, that player can check the other player's delivery. If the other player is smuggling, the other player loses the delivery AND the checking player receives a bonus of $1,000. (The other player can immediately draw one new delivery card to replace the lost delivery card.)

3) PURCHASE 1 or more of the upgrades below, if desired. OPTION: for more strategy, allow purchasing only at the END of a turn.

WEIGH STATION $500		A weigh station can be placed on any square, excluding city squares or squares already containing a weigh station. A weigh station gives its owner the right to attempt to check all deliveries passing through. Trucks do not have to stop at the weigh station, but must submit to a CHECK by rolling off against the weigh station owner. No more than 1 weigh station may be purchased and placed per turn.
RADAR GUN $1,000	RADAR GUN [ADD ONE TO ROLL WHEN USING YOUR TRUCK OR ANY OF YOUR WEIGH STATIONS TO CHECK OTHER PLAYERS' DELIVERIES] COST: $1000.	A radar gun allows its owner to add '1' (e.g. a roll of '7' becomes a roll of '8') when checking other players with truck OR with any of weigh stations owned. No more than 1 radar gun may be purchased per turn.
DOUBLE CARRIER $2,000	DOUBLE CARRIER (CARRY UP TO 2 LOADS; DRAW UP TO 4 CARDS) COST: $2000.	A double carrier allows its owner's truck to carry 2 loads at once. In addition, the owner can hold 4 delivery cards instead of just 3. If the double carrier owner is in transit with 2 deliveries, a checking player (whether using a truck or a weigh station) can only attempt to check one of the deliveries. The checking player gets to decide which delivery to check.
TURBO $3,000	TURBO (ROLL 3 DICE TO MOVE TRUCK) COST: $3000.	A turbo allows its owner to roll 3 dice when moving truck.
BOAT $3,500		A boat allows its owner to make overseas deliveries (deliveries along the sea-route lines cannot be made without a boat). The boat can initially be placed anywhere along the sea-route lines. Subsequently, the boat owner must roll 1 die to move the boat as follows: '1' = no movement; '2', '3', or '4' = move 1 space along the sea-route lines; '5' or '6' = move up to 2 spaces along the sea-route lines. Boats can ONLY be used to make deliveries to or from overseas cities. In addition, each overseas delivery requires a transfer from a truck to a boat, or vice versa. Transfers of cargo from trucks to boats are automatic (and can occur at the player's discretion) once both vehicles are in the same port. Boats can check other boats, but boats cannot check trucks and trucks cannot check boats.

COUNTING CHIPS

During game play, players receive counting chips as follows:

WHITE – (Immediately upon) completing a legal delivery
BLACK – Completing a smuggled delivery
RED – Catching a player in transit with a smuggled delivery
BLUE – Completing an overseas delivery (overseas deliveries are also eligible for a black or white chip)
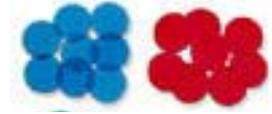
End of Game

BONUSES

At the end of the game, 4 bonuses of $2,000 each are awarded to the player with the most chips in each color. If players tie for a color, the total bonus amount of $2,000 for that color is split between the deadlocked players. (OPTION - for additional strategy, add 2nd places bonuses of $1,000 each for the player with the 2nd most chips in each color. See www.smugglersgame.com for details.)

END OF GAME

When the 1st player completes 7 deliveries (total of white + black counting chips = 7), each other player gets one more turn. Then, the game ends. The player with the most money, after calculation of bonuses, is the winner.

Popular Variations

TRANSIT CARDS

Transit cards (or "calamity cards") add spice to the game. If the players elect to play with transit cards, anytime a player rolls a '7,' the player MUST draw a transit card and follow the instructions on the card. NOTE: If a player draws a transit card which would potentially affect a delivery in transit, but the player does not currently have any deliveries in transit, the card does not apply and has no effect.

Additional variations (recommended for use with transit cards):

1) Random police / coast guard checks apply to all players with deliveries in transit, not just to the drawing player. Each player with deliveries in transit must roll separately to see if a police check occurs.
2) Remove all transit cards that say "Keep this card" from the transit card deck. If desired, allow players to purchase "Keep this card" transit cards at random: $500 for the 1st card, $1,000 for the 2nd card, $1,500 for the 3rd card, etc.
3) The transit card that allows a player to sabotage another player's truck with an engine problem should either be discarded or modified to allow a sabotaged player with turbo to move up to 8 per turn.

MISSION CARDS

Mission cards are another variant to the basic game. If desired, each player draws a mission card at random at the beginning of the game. There are four different types of missions. Each player has the option to take a different (random) mission card, if she does not like the first mission card. This option is only available once at the start of the game, unless a transit card provides an exception. All players should agree on whether missions should be disclosed or kept secret from other players.

Each player that is successful in completing the mission on the card receives an additional $2,000 bonus at the end of the game.

SHORT GAME

Play to 6 deliveries or to 5 deliveries. Do not use transit cards or mission cards. Radar guns cost $500. If playing to 6 deliveries, boats and turbos cost $2,500. If playing to 5 deliveries, boats and turbos cost $2,000 and double carriers cost $1,500.

VARIATIONS WITH BOATS

1) *Recommended*: Allow players to rent boats to other players at an agreed, market price. The negotiations should contemplate which player "pilots" the boat as part of the player's turn. Players can also agree not to check each other's deliveries, if desired.
2) Limit the total number of boats allowed to TWO (2) to make game play more competitive when playing with 3 or more players.
3) For a simpler game, do not use boats.

PLAY WITHOUT MONEY

This is a fun, fast, cutthroat version of the game. Do not use money. As players make deliveries, they receive only counting chips: 1 counting chip for a delivery with a face value on the delivery card of $1,000 or less, 2 chips for deliveries with a face value of $1,500 to $2,500, and 3 chips for deliveries with a face value of $3,000 or more. Upgrades cost 2 chips of any color, or 1 chip of any color for weigh stations / radar guns. The game ends immediately when the first player accumulates either A) 10 black chips, or B) 2 red chips. The player that causes the game to end wins!

ADD INTENSITY

These variations add intensity to the latter part of the game:
1) Reward smugglers by giving the usual double payout, PLUS $200 times the number of black chips already held by all players.
2) Reward smugglers by giving the usual double payout, PLUS $200 times the number of weigh stations on the board.
3) Allow players to upgrade weigh stations for $1,000, by placing the weigh station on its side. The upgraded weigh station allows the weigh station owner to roll 3 dice in the roll-off, thereby almost assuring a check will occur.

OPTIONAL ENDING

This variation provides greater uncertainty at the end of the game. Once the first player completes 7 deliveries, each other player gets one more turn. In addition, a roll of doubles at any time on each players' last turn ('7' or '11' with turbo) allows that player an *additional* turn (and subsequent rolls of doubles / '7' or '11' allow subsequent additional turns as long as doubles / '7' or '11' continue to be rolled). Finally, when the players have no more free turns, each player (including the player who ended the game) can elect to pay money to the bank to take further turns, as follows: 1st additional turn: $500; 2nd additional turn: $1,000; 3rd additional turn: $2,000.