

Apple:
Apple is found in agents bag, you peek at one of bags and then it, face down to same position.



ie a day keeps the away. Well fingers if its not poisoned.

Cartel's

Rule Book

You may use agents ability to peek at one of bags and then it, face down to same position.

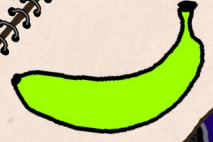
you discard your rule page's (abilities).

Be sure to follow the rules or the cheif will throw the book at you. It hurts.



Cargo

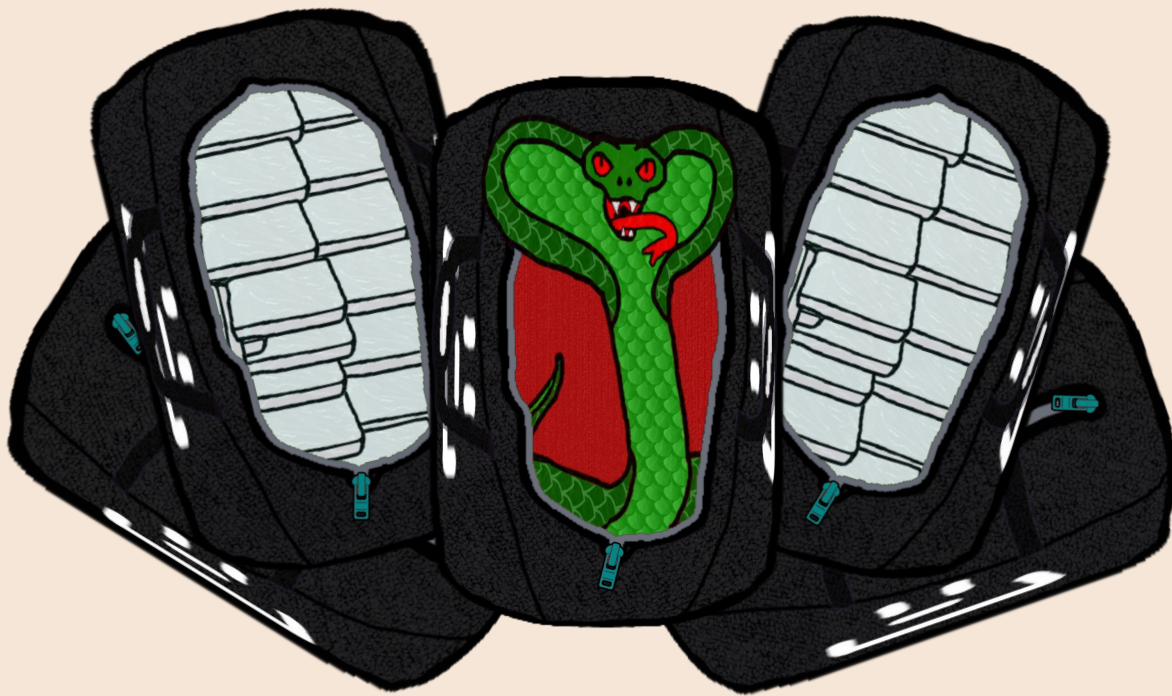
Banana:
If a Banana is found in an agents bag, you may peek and return another bag from that agent. Then return it, face down.



is found in agents bag, you check the agents badge. Then return it to them, face down. Agents should always carry their badge on them. Be suspicious of those who don't.

Introduction

Welcome Agents! The cartel has snuck some cocaine on a plane from Columbia. You and your fellow agents must find and destroy the cocaine and keep the city safe. But the Cartel has bribed some of you or your fellow Agents to not examine their packages but to conceal them. The Agents win if all the cocaine is found. The Cartel wins if their snake is released or any of the cocaine gets through security.



Will you help your fellow Agents take down the Cartel or will you lie and betray those closest to you? Keep your wits about you as those you trust may not be so trustworthy. Teamwork and co operation or key skills every Agent should have. Can you sniff out the Cartel or will their cocaine sneak right under your nose?

Good luck Agents!

Setup

Each Agent shall be given a Badge and a select page from the Rule Book. Well they are not pages from this rule book but from the training rules. Agents will also be given a set of Bags, dependant on what round of play you are in will change the amount of bags each agent will have in front of them.

In front of each Agent



Each agent shall be given a Badge & a page from the rule book, face down. This is a hidden role and ability that each Agent will have. Each ability card is different and should only be revealed if your ability is used or another agents ability requires you to.

Badge

Rule Book Page/ Player Guide

How to play:

A) Dealing Phase:

- 1) Deal out all the **bags**, **books** & **badges** face down.
- 2) Check your items for your **team**, **abilities** and for **drugs**, **snakes** & / or **contraband**.
- 3) Shuffle your bags.
- 4) Place them in front of you, face down, in a row.

B) Declaration Phase:

- 1) Hold up your fingers, to indicate your claim, **left** for **drugs**, **right** for **snake**.
- 2) Go around the table and say what you have. Starting the first player.

C) Picking Phase:

- 1) The player with the **magnify glass** will ask a player to flip a bag over. Then hand them the **magnify glass**.
- 2) Any player may use their **ability** if they see their item in the **newest** revealed bag.
- 3) repeat these actions until one bag for each player has been revealed this round.

D) Clean Up Phase:

- 1) Place all revealed **drugs** to the side, Then discard flipped "**safe**" bags. Shuffle the remaining **hidden** bags.
- 2) Game ends after **4** rounds.

Badges



Each Agent shall be given a badge at the start of play. You may look at your own badge at any time but you may not reveal it to anyone unless otherwise stated. There are two different faces to the badges. Blue, meaning a good and trustworthy Agent. Or Red, an evil, sneaky, deceitful Cartel member who snuck into the agency to complete their nefarious tasks.

Blue Badge:

The Blue Badge shows your loyalty to your fellow Agents and the force. A good Agent like you is hard to come by. Your goal is to find all the cocaine by any means necessary.



Red Badge:

On the other side there is the Red Badge. This Badge is for those bribed by the Cartel and shows how un-loyal a person can be. Your goal is to hide the cocaine until the end of the game OR have the snake released in the center and cause a panic amongst the ranks.

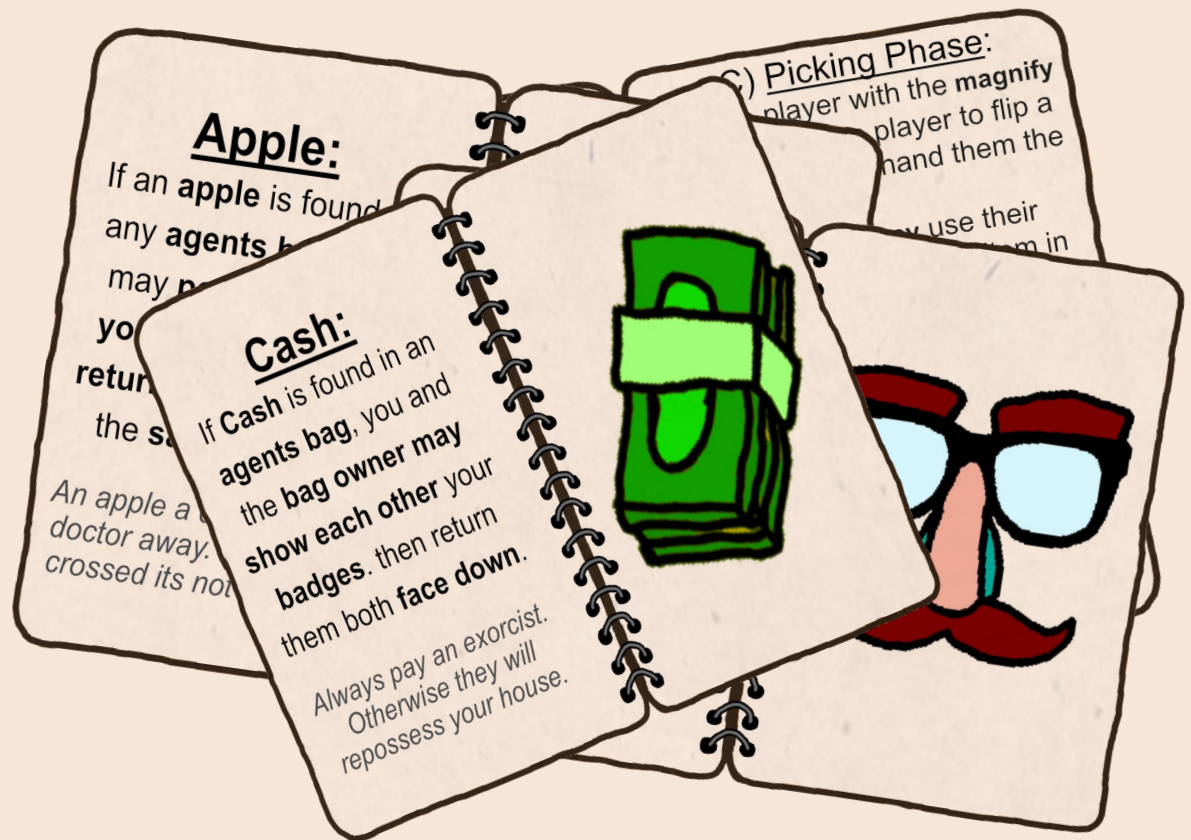


Ratios:

When setting up the badges, Cartel's Cargo works best with a **7 Blue to 4 Red**. This number may seem odd or unbalanced in lower player games but does allow more mystery on either side. Where each game may be customized to suit your tables preferred ratios.

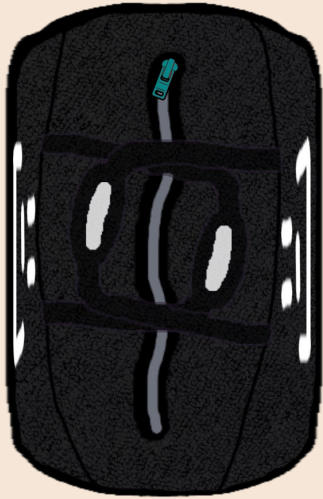
Rule Book Pages

Each Rule Book Page has a different face but a matching back. The back of each page is a helpful player guide to walk every player through each phase and round of play.



The front of each rule book page is different and will be gone into more detail at a later page. The main idea of them is to find the required item in the most recent revealed bag and then you may use your ability, No ability is forced and as such may be skipped if an Agent forgets to use it or misses the contraband item required to use it. When your ability is used you must flip and reveal your ability card BUT you may use your ability again if you happen to find another contraband item in a new bag. Some bags may have multiple different contraband and any contraband in

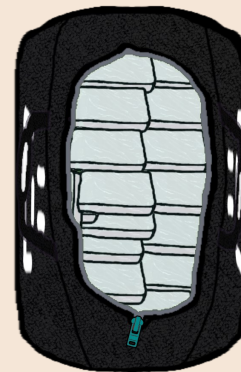
Bags



This is where things get good. The amount of bags in use changes depending on the amount of players. Now keep in mind that no two bags are the same, Well besides the cocaine bags you can only really pack that one way to get your monies worth. With each bag there may be some hidden contraband inside. Use your keen eyes Agents and do all you can to find out who is with you and who is against you. Then use your knowledge to win and defeat the Cartel!

Cocaine Bags:

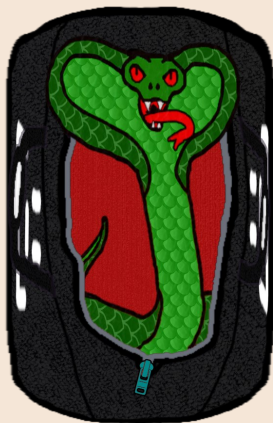
This is your goal of a bag. There will be one of these for each Agent in the game. Meaning a 5 Agent game will mean there is 5 Cocaine bags.



Snake:

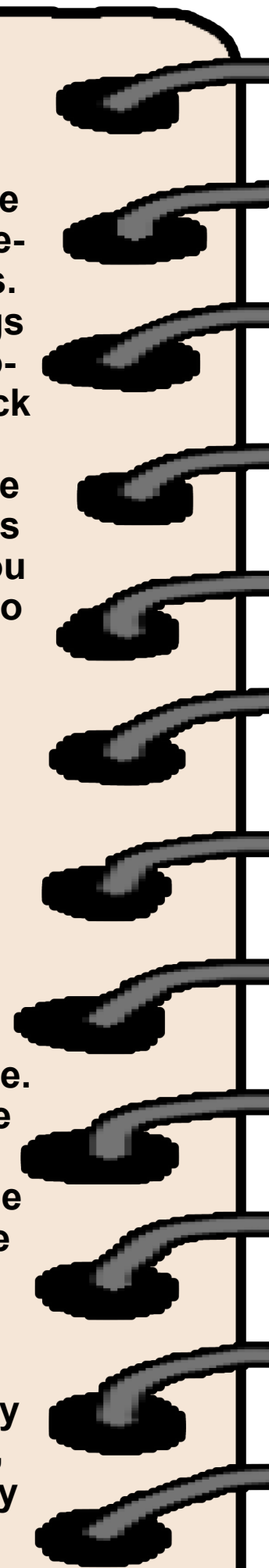
AHHHH A SNAKE!!!

One snake card is used in each game. Now keep in mind there may only be one snake in a bag but this little Danger Noodle has a mean bite. If the Snake is revealed at any point in the game ends and the Cartel win.



Normal Bags:

Now the rest of the game will use normal bags. They will have randomized items in them such as shirts, shoes, or even some underpants. Anything you may bring back from vacation. These Bags should be mixed with Contraband Bags.



Contraband Bags:

These bags may look the same as a normal bag and well have many of the same materials inside. But these Bags have a little secret, They are sneaking in contraband. These are the bags the Rule Book Pages rely on to use their abilities.

Some Contraband may be hard to find or some may be easy. Each bag is different. Bags like the example to the side show two different contraband, Beer and Wine bottles. So if any player has an ability relying on finding one of these items they may use it. I don't think that's the best way to get alcohol through security.



Deck Setup

Here is where things get a little complex. To setup a game, follow these steps.

- 1) Add one Cocaine Bag for each Agent playing.
- 2) Add the Snake Bag to the deck
- 3) Shuffle all the Normal Bags and Contraband Bags together then add them to the deck until there is enough bags in the deck to give each Agent 5 Bags. Read bellow for a better guide.

<u>Agents:</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
Snake:	1	1	1	1	1	1
Coke:	3	4	5	6	7	8
Normal:	11	15	19	23	27	41
Total:	15	20	25	30	35	40



Magnifying Glass

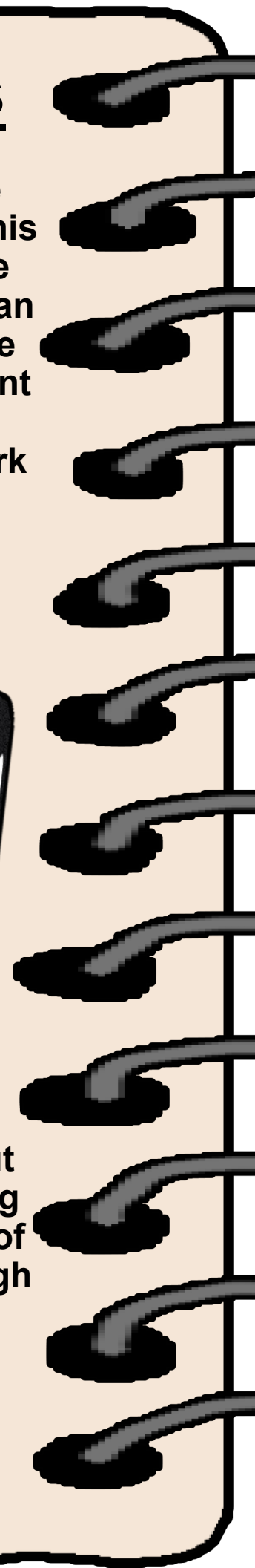
The Magnifying Glass is the active player marker. The player who has this is the Investigator and the only one who can reveal the next bag unless an ability takes control. This is also the first player marker. The starting Agent is the last person to have lost and found something. If that doesn't work maybe a duel?

Dealing the Deck

After the deck is setup and each player has a Badge and Rule Book Page in front of them, It is time to deal out the deck. Each round Agents will receive less and less Bags until the end of the game. For the first round, the deck is shuffled and then each player is dealt 5 Bags faced down. This is the conclusion of setup.



Remember, no two games are alike and to try and reset as many materials between play as possible, This may make between games take a bit longer but shuffling all possible Rule Book Pages and shuffling all Normal and Contraband Bags will change many of the abilities possibilities and make every play through a little more complex feeling.



Rounds

The game takes place in 4 phases and 4 rounds. Each of these are summarized on the back of every Agents Rule Book Page. Shown again bellow.

How to play:

A) Dealing Phase:

- 1) Deal out all the **bags**, **books** & **badges** face down.
- 2) Check your items for your **team**, **abilities** and for **drugs**, **snakes** & / or **contraband**.
- 3) Shuffle your bags.
- 4) Place them in front of you, face down, in a row.

B) Declaration Phase:

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- 1) The player with the magnify glass will ask a player to flip a bag over. Then hand them the magnify glass.
- 2) Any player may use their **ability** if they see their item in the **newest** revealed bag.
- 3) repeat these actions until one bag for each player has been revealed this round.

D) Clean Up Phase:

- 1) Place all revealed **drugs** to the side, Then discard flipped "**safe**" bags. Shuffle the remaining **hidden** bags.
- 2) Game ends after **4** rounds.

About the Phases

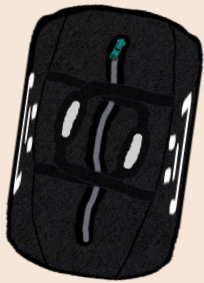
- 1) **Dealing Phase** - The Bags are all dealt to each Agent.
- 2) **Declaration Phase** - Around the table each Agent will declare what Bags they have.
- 3) **Picking Phase** - Where Agents will ask each other to reveal a bag and search its contents.
- 4) **Clean Up Phase** - Where the Bags are mixed or cleaned between rounds of play.

Round Count

Cartels Cargo is played in 4 rounds, With each round players are given less Bags and smaller and smaller odds for success. As less Cocaine is around it feel harder and harder on the Agents to succeed.

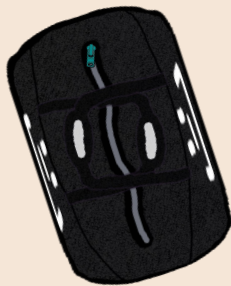
Round 1

5 Bags
Each



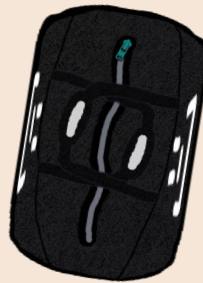
Round 2

4 Bags
Each



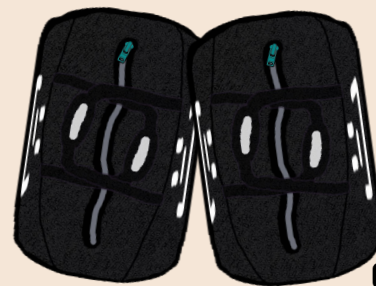
Round 3

3 Bags
Each



Round 4

2 Bags
Each



Dealing Phase

As mentioned in Setup for Dealing the Deck, The Bags shall be dealt to each Agent Following the guide above for each round. The player with the Magnifying Glass Is in charge of both Clean Up and Dealing the Bags.

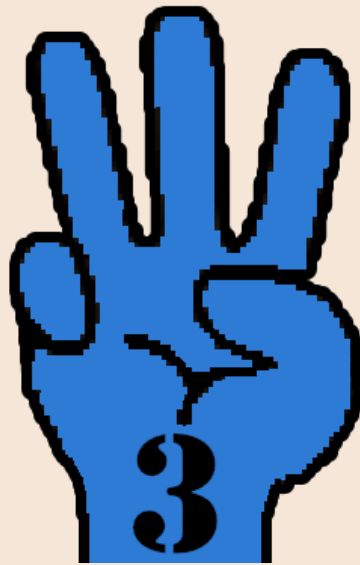
The Bags should always be shuffled when placed into a deck as we don't want the Cartel to go after specific Agents who know to much. Well also to help prevent cheating.

After all in play bags have been dealt, Agents may look at their Bags, Remember them and then shuffle and place them in front of themselves in a row, face down.

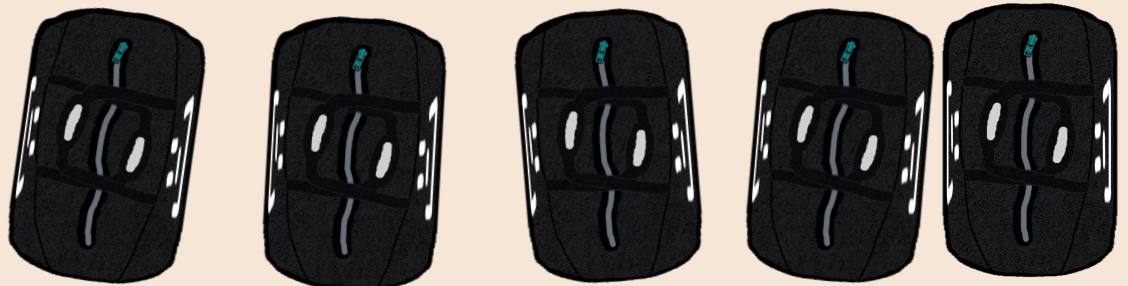
Declaration Phase

Agents will now go around the table taking turns declaring what Bags they have, starting with the Agent with the Magnifying Glass then continuing clockwise. When declaring all Bags are already placed in front of each Agent and may be picked back up, checked, reshuffled and replaced.

It is recommended that Agents hold up their left hand to show how many Cocaine Bags they have and their right to show if they have a Snake or not.



Keeping all this in mind, Agents may lie to get their Bags either picked or not picked as this is a game of deception. Be sure to not believe those sneaky Cartel lies and trust your gut. Or well think before you do something.



Picking Phase

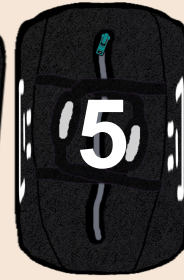
Agents will take turns picking one another to reveal a select bag of the picked agent.

Meaning, you may not reveal your own Bags but only other Agents.



The player with the Magnifying Glass will be the Investigator and be the only one who may ask another player to reveal a bag.

Bags are “numbered” from left to right, starting with 1 and ending with 5 or the highest possible number.



After You are picked and a Bag is either moved or the number is said, it is locked in. There is no accidents in this agency. So do be cautious on your decisions.



Beer Bottle:

If a beer bottle is found in any agents bag, you may reveal your badge.

*99 bottles of beer on the wall, 99 bottles of beer.
Take one down and pass it around, 98 bottles of beer on the wall.*



Using Abilities

After a Bag is revealed and an Agent spots a Contraband item that matches their Rule Book Page, They may reveal it and declare they are using their ability. This is to prevent an Agent from skipping your ability. After an ability is finished, play may resume.

Remember if a new Bag is revealed you may not use an old Bags Contraband.

Turns per Round

The amount of turns or picks, revealed Bags in a round is the amount of Agents playing the game. Meaning a 5 Agent game will have 5 Bags revealed before the picking phase ends.



Turn Count Chart

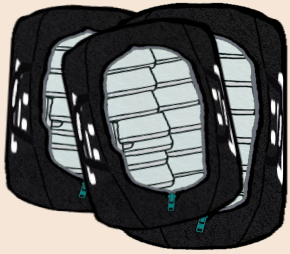
Agents	Each Round	After Round 1	After Round 2	After Round 3	After Round 4
3 Agents	3	3	6	9	12
4 Agents	4	4	8	12	16
5 Agents	5	5	10	15	20
6 Agents	6	6	12	18	24
7 Agents	7	7	14	21	28
8 Agents	8	8	16	24	32
9 Agents	9	9	18	27	36
10 Agents	10	10	20	30	40

Passing the Magnifying Glass

Remember to pass the Magnifying Glass to the player who you ask to reveal a Bag. That player will hold the Magnify glass between rounds and will hold it to show who will start the next phase.

Clean Up Phase

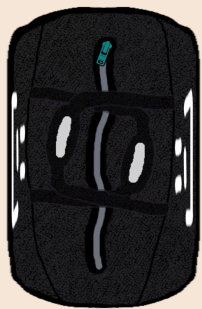
After the Picking Phase is the Clean Up Phase. The Agent with the Magnifying Glass is in charge of cleaning up, They may delegate some actions to other Agents, This helps avoid confusion and relieves the often host player of their "duties".



How to Clean Up

The Agent in charge of clean up will start with the revealed Cocaine Bags, and place them at the center of the table so all Agents may see how many were found.

Next all revealed Normal and Contraband Bags can be placed in a discard pile off to the side as those are no longer needed this game.



Next all unrevealed Bags shall remain unrevealed and shuffled together. Be sure to watch the bottom of the deck is not shown as this will give information to that may affect some Agents. Be sure to really shuffle the Bags.

When cleaning up always be sure that no new Bags are revealed as any change in the numbers Bags will affect the game. Also do remember this is a game of lying not cheating. Following the rules and everyone's best judgment is an asset.

That's the end of the Clean Up Phase. Begin the next round with the Dealing Phase.

