

CARTEL

v0.7b

CRIMINAL EMPIRE BUILDING IN A CITY OF BETRAYAL

In Cartel, you take on the role as the head of a criminal gang that's part of a Cartel. Building businesses in towering Neo York expands your forces, which you must manoeuvre to control the most lucrative businesses to generate income and buy important figures in the city into your pocket. But watch out! When corruption gets out of hand, someone could turn snitch and sell all the cartel's secrets out for amnesty and wealth!

PRINT & PLAY
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FILE

THIS PRINT & PLAY
REQUIRES:

73 cards, making up the
communal Bankroll deck

4 double sided quick
reference sheet cards

40 tokens in four colours, 10
of each colour.

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Quick Overview

The goal

Win the game by controlling the most
Victory Points ♦ when the game ends.

Each player gains Victory Points ♦ by:

1. Having control of **Businesses** ■ that are **operational** at the end of the game.
2. Having **Officials** ☺ in your service at the end of the game.
3. Playing **The Snitch card** (*Selling out the Cartel*).

Playing

- Each turn, each player has two **Actions** ▶

Actions ▶ are spent to:

- a. Play a card from hand,
- b. Draw a card, or
- c. Move an Agent.

Businesses ■ & buildings

- When a **Business** ■ is built, you gain an **Agent** ♀ if it is **operational**.
- **Businesses** ■ are **operational** when their placement fulfils the criteria stated on the card.
- When you build a **Business** ■ on top of others, you must be able to pay the building **Cost** ☒ by discarding from your hand. (*The building cost is the number of Businesses + Agents in the building you are building on*)
- **Agents** ♀ are your soldiers that you move around the city to control buildings and battle rival gangs.

Officials ☺

- **Officials** ☺ are played from hand but not into the city.
- **Officials** ☺ you buy off stay in front of you.
- **Officials** ☺ in your service confer to you special abilities, either **Once-off** when played, or **Ongoing** as long as they are in your service.

- If another **Official** ☺ of identical name is in another player's service when a player plays one, the existing one is discarded. This is the treachery mechanic.

Resource & costs

- The number of cards in your hand represents your gang's resources.
- All **Costs** ☒ are paid by discarding cards from your hand.
- Each turn, after your actions, you draw as many cards from the **Bankroll deck** as there are **Businesses** ■ in the tallest building you control.

Endgame:

The game ends in one of three ways:

- When the deck runs out for the second time.
- When one of the gangs has 10 **Agents** (variable by the number of players)
- **The Snitch** is played

All players' **operational** **Victory Points** ♦ are tallied and the winner is the one with the most points!

Icons Summary

- ♦ **Victory Points:** They come from controlling Businesses and Officials.
- ▶ **Actions:** Each player has two actions per turn to spend to do things.
- ☺ **Officials:** Buy them off by playing them for special abilities.
- **Businesses:** They stack to form buildings and generate resources (agents and cards).
- ♀ **Agents:** Your soldiers that you move around the city to control buildings.
- ☒ **Costs:** Costs are paid by discarding cards from your hand.



1 Setup

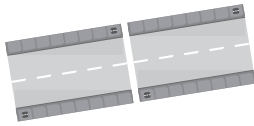
- Each player chooses a color and takes a number of the corresponding **Agent** tokens as follows:

2 Players - 10 Agents each
 3 Players - 9 Agents each
 4 Players - 8 Agents each

- Pull out two straight road cards from the deck and lay them side by side.



Bankroll deck
(communal draw deck)



Starting Streets



Starting hand



Reserve pool of Agent tokens

- Shuffle the **Bankroll deck** and deal five cards to each player.
- If a player has no **Businesses** in their hand, they may reveal their hand and draw a new hand, shuffling their old one into the deck.
- A starting player is selected at random.
- Each player, in turn, places a **Business** from their hand, without resolving the effect on the card, and puts one of their **Agents** on it.
- Setup is complete, play commences in a clockwise direction.

2 Turn sequence

- Perform two **Actions**.
- Discard down to 4 cards.
- Draw as many cards as the tallest building you **control**.

Control

You control a building if you have the most Agents in that building. In the case of a tie, no one controls that building.

DRAW A CARD

Spend an action to draw a card from the Bankroll deck.
(This action is separate from drawing cards at the end of your turn.)

PLAY A CARD

Spend an action to play a card from hand. There are four types of cards:

1. Build a Road:

- You must extend an existing road.
- At least one side of the road must lead to an open space.



2. Build a Business:

- You may only build on the sidewalk side of roads.



Building Cost

For each **Business** and **Agent** (owned by anyone) in the building you are building on, you must discard one card. If you can't pay the cost, you can't build there.
(It is therefore free to build on the ground floor)

- When you build a **Business**, resolve the effect on the card.



Gaining Agents: Whenever you gain an **Agent**, you may place it where you built the **Business**, or where you already have an **Agent**.

3. Buy off an Official

- Playing an **Official** is free unless stated on the card. When you play an **Official**, simply place it in front of you and resolve any effects.
- Officials** either have *when played* effects which are resolved immediately when playing the card from your hand, or *ongoing* effects that can be used for as long as its in play under your control.



Treachery! If another copy of the same **Official** is on the table when one is played, the existing copy is discarded.

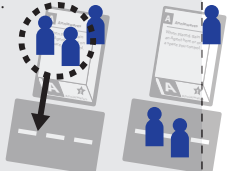
4. Snitch!

- The Snitch** can only be played when all seven **Officials** are in play (under any players's control)
- Resolve the effects on **The Snitch**, and the game ends immediately.

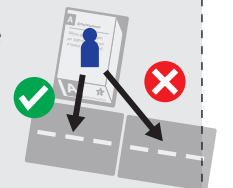
MOVE

Spend an action to Move one or more **Agents**.

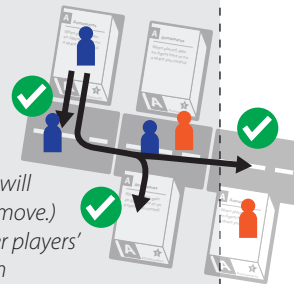
- You may move any number of **Agents** with one move, as long as they all started from the same space.



- The **Agent/s** may move adjacent to itself, but not diagonally.



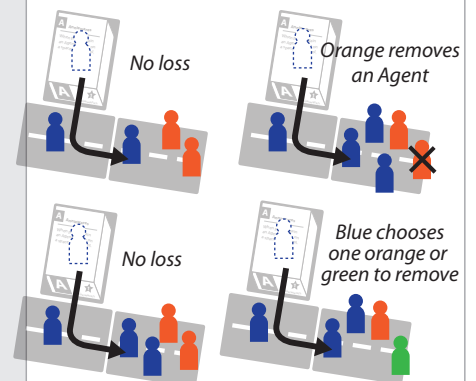
- The **Agent/s** may move through other **Agents** in your gang without ending its move, using each other like a bridge. (Other players' **Agents** will not block the bridged move.) (You may not use other players' **Agents** as bridges, even with their permission.)



- Buildings on roads with turning corners are considered adjacent.



Attacking: Whenever you move **Agent/s**, if the space the move ends has more of your **Agents** than any other players', you may choose an agent in that space to trash.



Trashing Agents: When an **Agent** is trashed, it is returned to its owner's reserve pool, ready to be deployed again.



3 Finishing

When any of these three conditions are met, the game ends:

1. When any player has placed all their **Agents** on the board, the game ends immediately.

Players start with different amounts of **Agents** in their pool, depending on how many players are in the game.

- 2 Players - 10 **Agents**
- 3 Players - 9 **Agents**
- 4 Players - 8 **Agents**

2. After the Bankroll deck is exhausted for a second time the game ends immediately.

The first time the Bankroll deck is exhausted: The discard pile is shuffled to form a new Bankroll deck.

After this second Bankroll deck is exhausted the game ends immediately when a player is unable to draw a card because none are available.

(This can be as a result of a player choosing the Draw Card action during their Actions (step 1 in the Turn Sequence), or during Step 3 in the Turn Sequence when drawing cards for the tallest building.)

3. When **The Snitch** is played, the game ends after **The Snitch** is resolved.

Scoring

When the game ends, tally up the score according to the scoring reminder card:

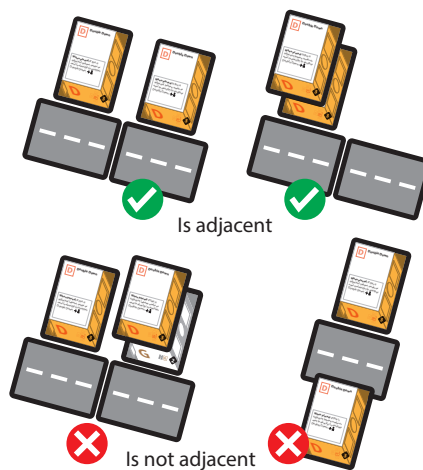
SCORING

When the game ends, you score only on the buildings you control (*have more Agents than anyone else*).

- 1 for **A** placed anywhere.
- 4 for **T** with nothing above it.
- 2 for **G** on the ground floor.
- 3 for **D** adjacent to another **D**.
- ? for special **Businesses** , refer to the card itself.
- ? For **Officials** you control, also refer to the card.

Double Down clarification:

Adjacency counts if they are above one another, or next to each other on the same floor. Diagonally adjacent does not count.



Tiebreakers

In the case of a tie, these are the tiebreakers, in order of importance:

1. Most buildings owned.
2. Most officials owned.
3. Most Agents owned.

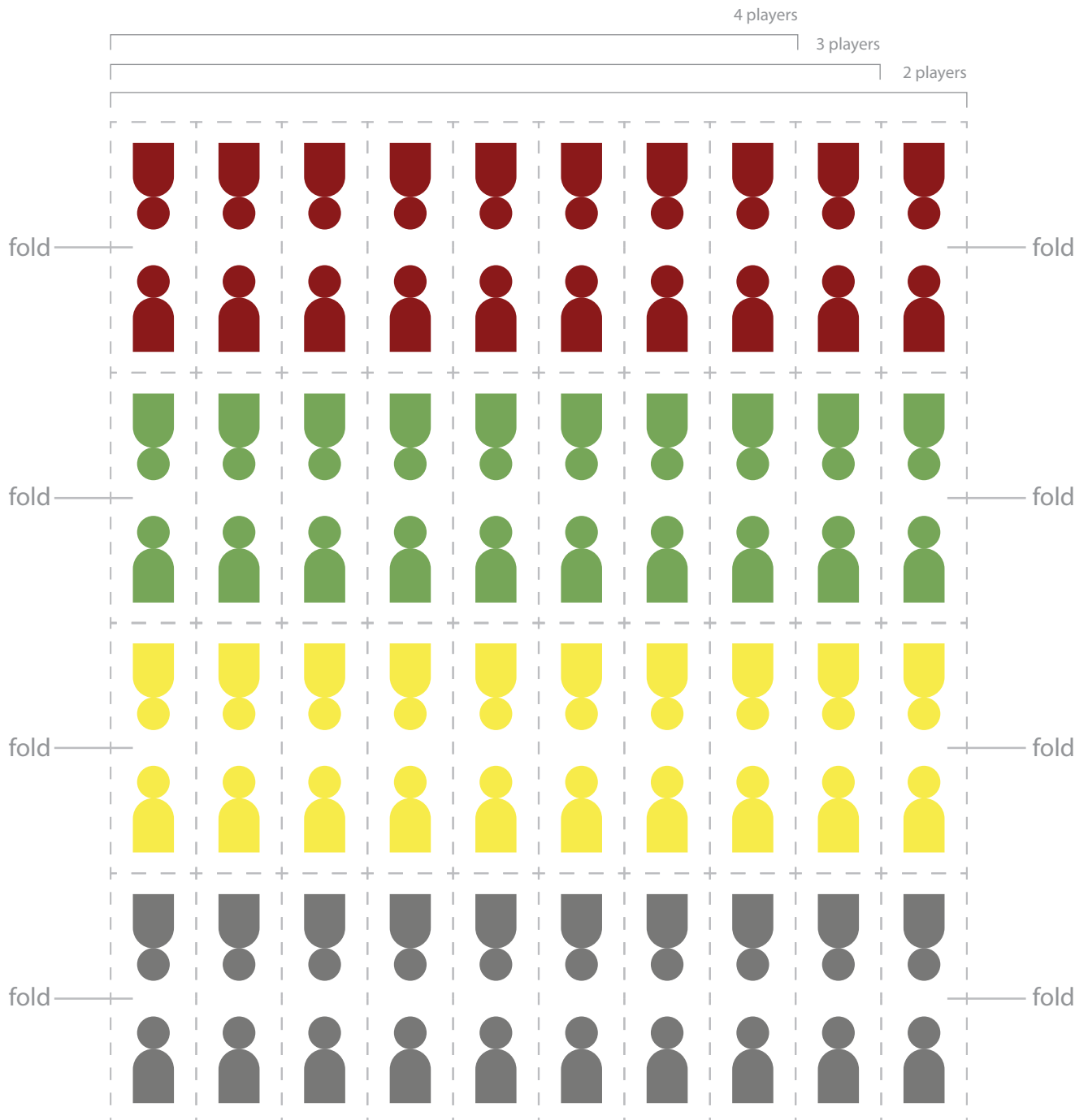
And if there's still a tie after those, pat yourself on the back, take a photo of the game state, and email me at steven@twoplusgames.com for a prize :P

Thanks to

Just a few of the great people who have supported Cartel in either playtesting, advice, ideas and just being plain awesome human beings :)

Landi Raubenheimer
Hertzog Johannes Van Heerden
Danny Day
Andre Odendaal
Ernest Loveland
Manuel Ingeland
Richard Mulholland
Jacques "Pudding" du Preez
Tracy Benson
Sias Mey
Corne Prinsloo
Luke Saunders
Daniel Smith
Vincent (the_vinman)
Paul Dodds
Tomello Visello

Colourblind friendly Agent tokens





Anniewares

When placed: gain an Agent 

A

1



Anniewares

When placed: gain an Agent 

A

1



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1



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1



Anniewares

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A

1



Anniewares

When placed: gain an Agent 

A

1



Anniewares


When placed: gain an Agent 

A

1




ShelfCorp

When placed: Ignore all building costs  (from floors and Agents)

!



**Lucy's
Laundromat**

When placed: draw as many  as you discarded to place this.

!



Double Down

When placed: If this is adjacent (*above, under or next to directly*) to another Double Down, gain an Agent



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Neue News Network

When placed: If you have any Officials gain an Agent

When scoring: Neue News Network is worth as many as Officials you control.



Skyline Construction

When scoring: Skyline Construction is worth as many as the number of Businesses in this building.





TopTech

When placed: gain an Agent



4



TopTech

When placed: gain an Agent



4



TopTech

When placed: gain an Agent



4



TopTech

When placed: gain an Agent



4



TopTech

When placed: gain an Agent



4



TopTech

When placed: gain an Agent



4



TopTech

When placed: gain an Agent



4



Private Security

When placed: Ignore all building costs , then Pay 3 cards for every Agent in this building. Then trash all Agents in this building.





Groundhog Coffees

When placed: If this is on the ground floor, gain an Agent



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Manned Managing

When placed: If there is an Agent here, gain an Agent

When Scoring: This Business is worth as many as Agents in this building.



SNITCH



This card can only be played if all the **Officials** (7 in all) are in play.

When played: You gain control of all **Officials** in play. The game ends immediately.



Captain Juan

When played: Remove one **Agent** of your choice owned by the player or players with the most **Agents**

"Aim for the big ones."

2



Congressman Tu

Ongoing: As an **Action**, choose a player. That player must put an **Official** down without resolving its When Played ability. If they do not have an **Official**, they must reveal their hand.

"You don't get a say."

2



Detective Tracy

Ongoing: Once a turn, if you move one of your **Agents**, you may move one of an opponent's **Agent** by one space.

"I leave as many clues as I find, except that I know I'm leaving them."

2



Inspector Ford

When played: You may look through the discard pile and take one card into your hand.

"We keep doing what we do because we examine what we do."

2



Informant Fivel

Ongoing: You only need an equal numbers of **Agents** to an opponent's to win an attack. You cannot move **Agents** into a space occupied by other player's **Agents** unless you discard two cards

"You don't need to punch harder if you know where to punch."

2



Warden Sachs

Ongoing: When one of your **Agents** is about to be trashed, you may instead move it to your tallest building by discarding three cards

"No one gets out of jail... For free."

2

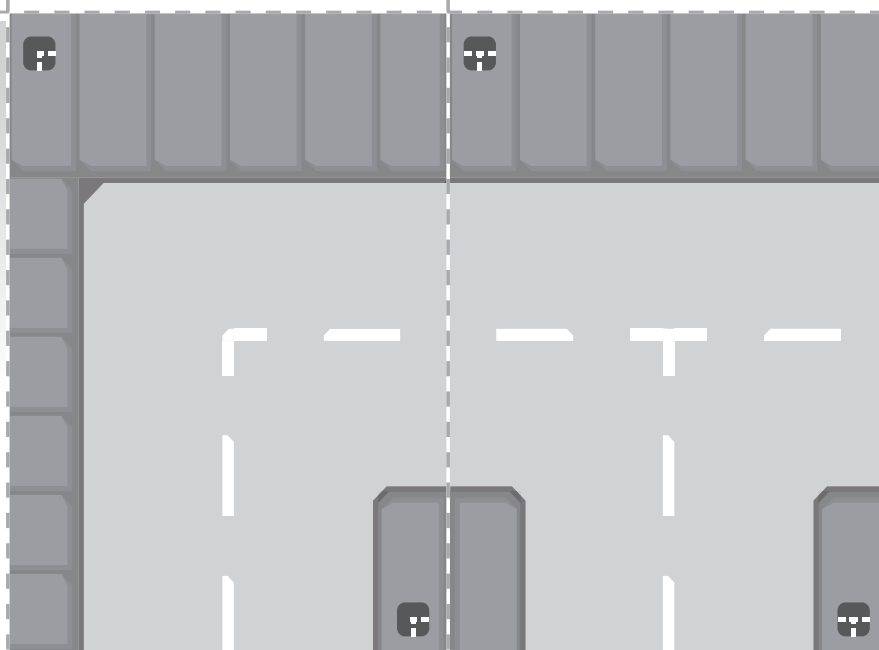


Sneaky Sven

When played: Trade ownership of Sneaky Sven with an opponent's **Agent** or **Official** of your choice. (This ability only happens when being played from hand. Sneaky Sven also cannot steal another copy of itself)

"Everyone has a worth and a price."

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Captain Juan

When played: Remove one **Agent** of your choice owned by the player or players with the most **Agents**

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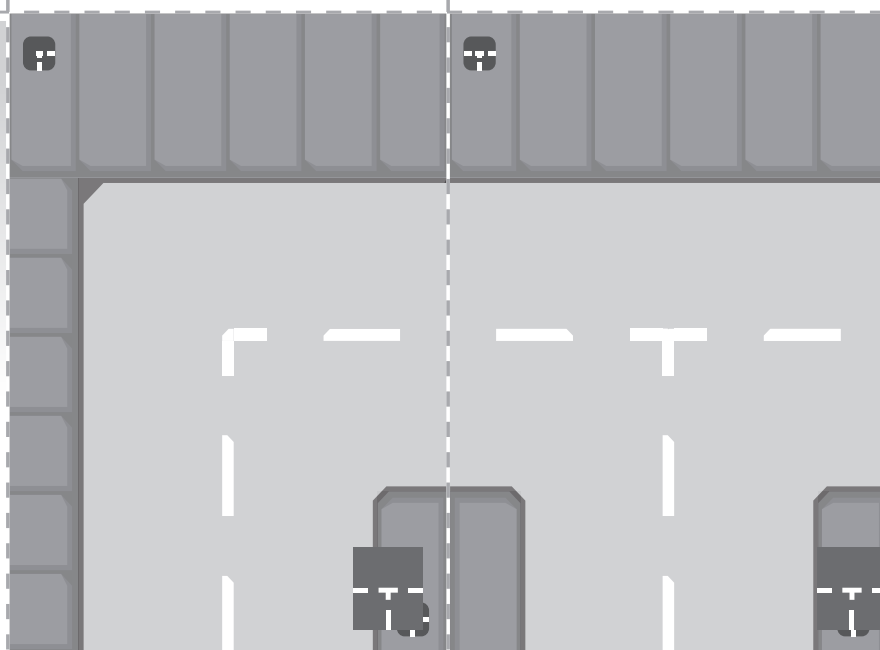


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When placed: If you have any Officials  gain an Agent .

When scoring: Neue News Network is worth as many  as Officials  you control.







Skyline Construction

When scoring: Skyline Construction is worth as many  as the number of Businesses  in this building.






Manned Managing

When placed: If there is an Agent  here, gain an Agent .

When Scoring: This Business is worth as many  as Agents  in this building.




Private Security

When placed: Ignore all building costs , then Pay 3  cards for every Agent  in this building. Then trash all Agents in this building.




Efficient Consulting

When placed: Gain two Actions  (so you've spent one to gain two)




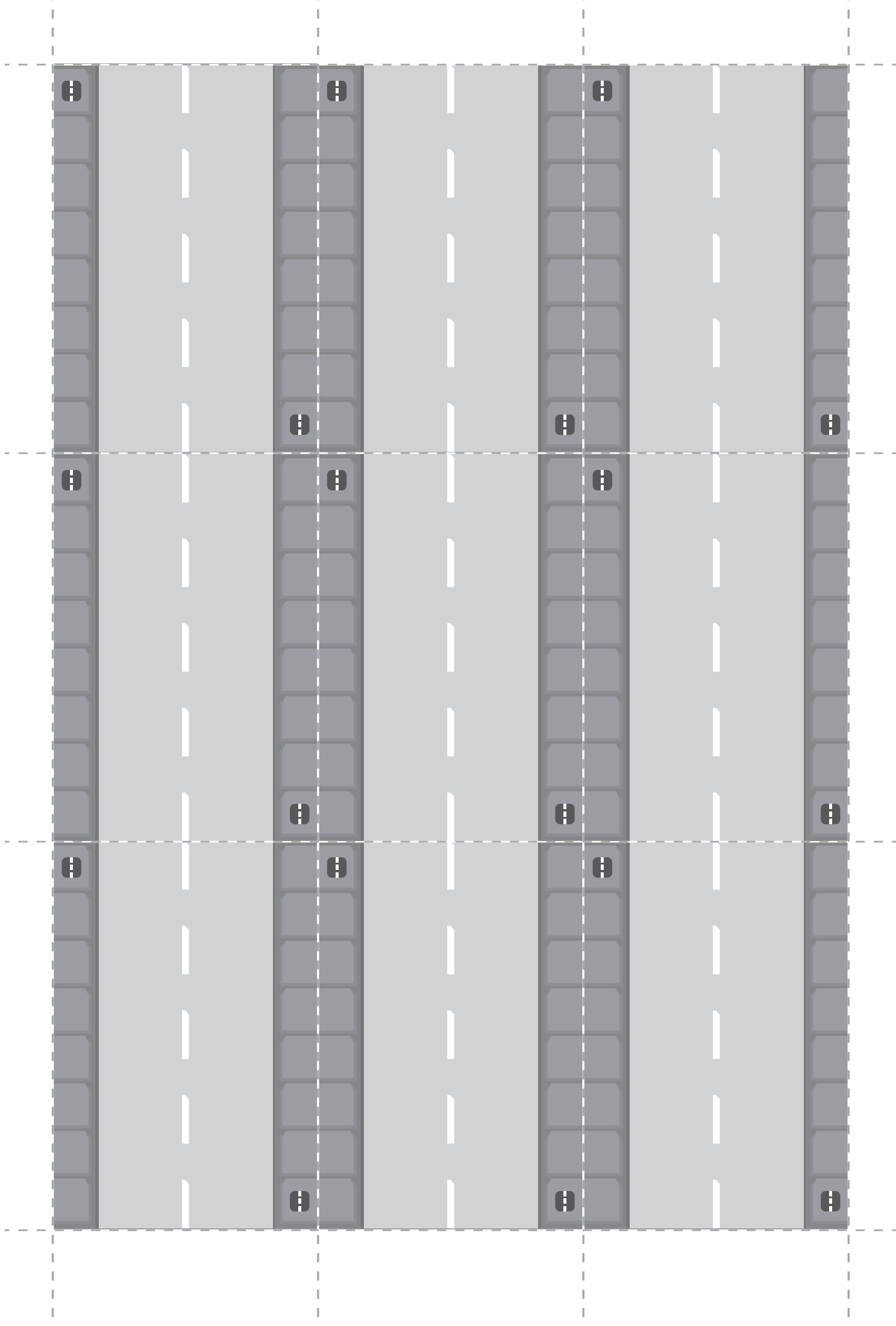
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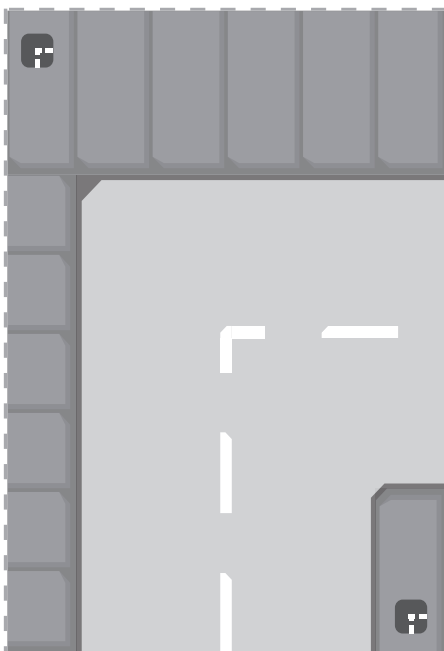
When placed: Ignore all building costs  (from floors and Agents)



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When placed: draw as many  as you discarded to place this.





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TURN SEQUENCE

1. Perform two actions.
2. Discard down to 4 cards.
3. Draw as many cards as the tallest building you own.

ACTIONS

1. Draw a card
2. Move an Agent.
3. Play a card from hand, it could be:
 - A Road
 - A Business, paying **☹** if you build on other Businesses.
 - Play an Official in front of you.
 - Play The Snitch (*only if there are seven Officials in play*)

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