

FULL RULEBOOK

OFFICIAL RULEBOOK: VERSION 4

PLAYERS COMPETE TO PAY OFF DEBTS BY CASHING-IN CARGO.

OBJECT OF THE GAME

- BE THE FIRST PLAYER TO REACH THE **DEBT TARGET**: AN AMOUNT OF MONEY DECIDED AT THE START OF THE GAME.
- GET MONEY BY **COLLECTING** OR **RAIDING** DELIVERIES.

GAME SETUP

- PLAYERS SIT IN A CIRCLE. SHUFFLE THE **DECK** AND DEAL EACH PLAYER A **HAND** OF 7 CARDS (THESE CARDS ARE KEPT SECRET FROM OTHER PLAYERS).
- GIVE EACH PLAYER AN **EXTENSION CARD**.
- PLACE THE DECK FACE-DOWN IN THE CENTRE OF THE TABLE, WITH SPACE FOR A **DISCARD PILE**.
- CHOOSE A DEBT TARGET FOR THE GAME AND WRITE IT ON THE SCORECARD: REFER TO RULES FOR SCORING.

SCORING AND WINNING THE GAME

- A NOTEPAD IS PROVIDED FOR SCORING. ENSURE THE DEBT TARGET AND SCORES REMAIN VISIBLE TO ALL PLAYERS.
- THE DEBT TARGET SHOULD BE AT LEAST \$1200 BUT CAN BE INCREASED FOR A LONGER GAME.
- UPDATE PLAYER SCORES WHENEVER CARGO IS CASHED-IN.
- CARGO VALUE MAY DIFFER FOR 1-TURN OR 2-TURN DELIVERIES: REFER TO RULES FOR EXTENDED DELIVERIES.
- THE GAME IS IMMEDIATELY WON BY THE FIRST PLAYER TO REACH OR SURPASS THE DEBT TARGET.

PLAYING THE GAME

TAKE TURNS PLAYING IN ORDER AROUND THE CIRCLE. EACH TURN, PLAYERS MAY CHOOSE TO TAKE ANY OR ALL **ACTIONS**. THE FIRST PLAYER BEGINS BY **ACTIONING** A NEW DELIVERY AND **DRAWING** CARDS. SUBSEQUENT TURNS WILL PROVIDE THE OPPORTUNITY TO **COLLECT** OR **RAID** DELIVERIES.

TURN ACTIONS (C.A.R.D.)

ALL ACTIONS ARE OPTIONAL BUT MUST BE TAKEN IN ORDER.

1. COLLECT OR EXTEND DELIVERY

IF THE PLAYER HAS A DELIVERY READY TO COLLECT:

- A) COLLECT THE DELIVERY AND CASH-IN CARGO, OR
- B) EXTEND THE DELIVERY FOR A SECOND TURN.

2. ACTION A NEW DELIVERY

START A NEW DELIVERY BY PLAYING CARDS FACE-DOWN.

ANY AMOUNT AND COMBINATION OF CARDS CAN BE PLAYED.

PLAYERS MAY NOT CHECK OR CHANGE CARDS AFTER PLAYING, AND CAN HAVE ONLY ONE DELIVERY IN PLAY AT A TIME.

3. RAID AN OPPONENT'S DELIVERY

THE PLAYER MAY CHOOSE TO RAID THE ACTIVE DELIVERY OF AN OPPONENT: REFER TO RULES FOR **RAIDING**.

4. DRAW 4 CARDS

THE PLAYER DRAWS 4 CARDS TO END THEIR TURN. PLAYERS CANNOT END A TURN WITH MORE THAN 10 CARDS IN THEIR HAND - EXTRA CARDS MUST BE DISCARDED.

TYPES OF CARDS



- FIREPOWER CARDS FOR COMBAT (ATTACK & DEFENCE).
- CARGO CARDS TO CASH-IN BY DELIVERING OR RAIDING.
- SPECIAL CARDS TO MAKE THINGS INTERESTING.
- EXTENSION CARDS TO SHOW EXTENDED DELIVERIES.

RAIDING A DELIVERY

- INITIATE A RAID BY NAMING YOUR TARGET - THIS CAN BE ANY OPPONENT WITH AN ACTIVE DELIVERY.
- THE ATTACKING PLAYER SELECTS ANY NUMBER OF FIREPOWER OR SPECIAL CARDS, AND PLAYS THEM FACE-UP.
- ALL DEFENDING CARDS ARE NOW DISPLAYED FACE-UP.
- RESOLVE ALL SPECIAL CARDS (IN **CARD ORDER**). IF CARD ORDER IS EQUAL, THE ATTACKING PLAYER GOES FIRST.
- CALCULATE THE WINNER OF THE RAID: ATTACKING PLAYER'S ATTACK VS. DEFENDING PLAYER'S DEFENCE. IN A DRAW, THE DEFENDING PLAYER WINS.
- THE WINNER CAN IMMEDIATELY CASH-IN CARGO CARDS.
- ALL CARDS ARE RETURNED TO THE DISCARD PILE.

OUT OF CARDS?

- WHEN THE DECK RUNS OUT, SHUFFLE THE DISCARD PILE AND CONTINUE PLAYING.

EXTENDED DELIVERIES (2-TURN)

- DELIVERIES WILL BE READY TO COLLECT ON THE PLAYER'S NEXT TURN, UNLESS EXTENDED TO A 2-TURN DELIVERY.
- EXTENDED DELIVERIES TAKE AN EXTRA TURN TO BE COLLECTED, BUT ARE OFTEN WORTH MORE MONEY.
- AFTER A DELIVERY HAS BEEN EXTENDED, ITS CARGO WILL BE VALUED AT THE 2-TURN AMOUNT IF ATTACKED.

DECLARING AN EXTENDED DELIVERY

- PLAYERS CAN DECLARE A 2-TURN DELIVERY:
 - A) WHEN STARTING A DELIVERY, OR
 - B) INSTEAD OF COLLECTING A DELIVERY (EXTEND).
- PLACE AN EXTENSION CARD ON YOUR DELIVERY TO SHOW IT HAS BEEN DECLARED. THE CARD ALSO TELLS OTHER PLAYERS HOW MANY TURNS UNTIL COLLECTION.
- ANY UNDECLARED DELIVERY IS A 1-TURN DELIVERY.

OFFICIAL RULES (DISAMBIGUATION)

- PLAY MOVES IN AN ANTICLOCKWISE DIRECTION.
- PLAYERS CAN NOT CHECK OR CHANGE THEIR DELIVERY AFTER IT HAS BEEN PLAYED.
- WHEN RAIDED OR COMPLETING A DELIVERY, PLAYERS MUST MAKE THE DELIVERY VISIBLE TO ALL PLAYERS.
- THE SCORING PLAYER MUST KEEP THE SCORECARD VISIBLE AT ALL TIMES, AND ANNOUNCE SCORES AT THE END OF THEIR TURN.

CLARIFICATION: FIREPOWER CARDS

- WHEN FIREPOWER CARDS ARE PROTECTING A DELIVERY, ONLY THE DEFENCE STRENGTH IS CONSIDERED.
- WHEN FIREPOWER CARDS ARE RAIDING A DELIVERY, ONLY THE ATTACK STRENGTH IS CONSIDERED.
- THE HIGHEST RAW CARD STRENGTH IS 3.

CLARIFICATION: CARGO CARDS

- CARGO CARDS MAY NOT BE USED WHEN RAIDING.
- IF A DELIVERY HAS BEEN EXTENDED, ITS CARGO CARDS WILL BE WORTH THE 2-TURN VALUE EVEN IF THE DELIVERY IS ATTACKED DURING ITS FIRST TURN.
- THE HIGHEST RAW CARD VALUE IS \$300.

CLARIFICATION: SPECIAL CARDS

- SPECIAL CARDS MUST BE PLAYED IN ORDER, WITH LOWER NUMBERS RESOLVED FIRST. IF TWO SPECIAL CARDS HAVE THE SAME ORDER, THE ATTACKING PLAYER MOVES FIRST.
- SOME CARDS/COMBINATIONS HAVE UNUSUAL EFFECTS. FOR EXAMPLE, THE **LOYALTY** CARD CAN GIVE A PLAYER 10+ CARDS (UNTIL THE END OF THEIR NEXT TURN).
- IF **A FAIR FIGHT** IS PLAYED, ALL SPECIAL CARDS ARE DISCARDED FOR BOTH PLAYERS.
- SPECIAL CARDS ARE ONLY PLAYED AS PART OF A DELIVERY OR RAID. THEY MAY NOT BE PLAYED DIRECTLY FROM YOUR HAND.

CLARIFICATION OF RULES

- DELIVERIES AND RAIDS MUST CONTAIN AT LEAST ONE CARD, BUT FIREPOWER CARDS ARE NOT REQUIRED. A LONE SPECIAL CARD IS AN ACCEPTABLE DELIVERY OR RAID.
- THERE IS NO MAXIMUM NUMBER OF CARDS FOR A DELIVERY OR A RAID.
- THE 10 CARD LIMIT IS ONLY ENFORCABLE AT THE END OF A PLAYER'S TURN.
- BY USING A THIEF CARD, IT IS POSSIBLE FOR A PLAYER TO LOSE A RAID BUT STILL CASH-IN CARGO.
- IT IS POSSIBLE TO CASH-IN A 2-TURN DELIVERY EARLY, IF THE DELIVERY IS RAIDED AND SUCCESSFULLY DEFENDED.

LIST OF SPECIAL CARDS

A FULL LIST OF SPECIAL CARDS IS PROVIDED FOR THE BENEFIT OF NEW PLAYERS:

- **A FAIR FIGHT:** ALL SPECIAL CARDS ARE IMMEDIATELY DISCARDED.
- **THIEF:** STEAL AND IMMEDIATELY CASH-IN ONE ENEMY CARGO CARD. IF USED DEFENSIVELY, THIS PREVENTS OTHER THIEF CARDS FROM STEALING YOUR CARGO.
- **GETAWAY:** IF ATTACKED, YOU MAY DISCARD THIS CARD & RETURN ALL OTHER CARDS TO YOUR HAND.
- **LIASSO:** CHOOSE ONE OF YOUR OPPONENT'S ACTIVE FIREPOWER CARDS AND DISCARD IT IMMEDIATELY.
- **REINFORCEMENT:** CHOOSE A FIREPOWER CARD FROM YOUR HAND AND ADD IT TO THE FIGHT.
- **PRISON WAGON:** IF YOU LOSE THE BATTLE, ALL CARGO IS IMMEDIATELY DISCARDED.
- **DIVERSION:** IF THE ATTACKING PLAYER HAS AN ACTIVE DELIVERY, IT IS IMMEDIATELY DISCARDED.
- **LOYALTY:** IF YOU WIN THE RAID OR COMPLETE A DELIVERY, YOU MAY RETURN YOUR FIREPOWER CARDS TO YOUR HAND.

COMMON QUESTIONS & VIDEO GUIDE ARE FREE ON THE
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