



GAME RULES

If you can't beat them...
Join them.



3-6 players
13+ age
20 min

MASTER THE ART OF CORRUPTION

STEAL & PLUNDER

YOUR WAY TO THE TOP OF MZANSI'S SHADOW ECONOMY



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Steal & Plunder

A GAME BY EMCEE GAMES

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The Plot

HOP ON THE GRAVY TRAIN WITH STEAL & PLUNDER AND WORK YOUR WAY TO THE TOP OF MZANSI'S SHADOW ECONOMY.

Accumulate **R10 Mil** in illicit Wealth to be crowned king of the underworld.

Enrich yourself by building your own **WEALTH** stacks or by Stealing and Plundering your opponents' ill-gotten gains.

WILD cards will give you the upper hand in 'negotiations' and will add to your accumulated Wealth after the end-game.

POWER cards will help you in controlling the game and impeding your opponents' progress, to tip the balance of power in your favour.

Remember... set your ethics aside and employ all nefarious means to ensure victory and become the next Number One.

If you can't beat them... Join them.

What's in the Box

- 101 Locally Crafted Cards
- 2 Game Play Tokens
- 1 Limited Edition S&P Pencil
- 1 Scorecard booklet
- 1 Rule Sheet



Game time
Approximately 20 min per game.
3-4 games to get to R10 mil and be crowned Number One.
You can also just play one round.

Tools of Corruption

Wealth Cards



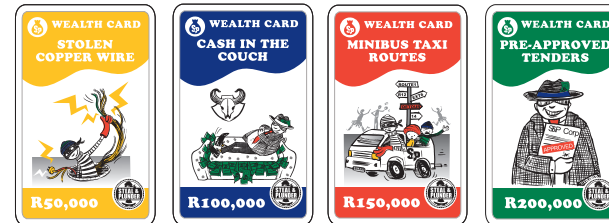
THESE 82 WEALTH CARDS ALLOW YOU TO BUILD YOUR CRIMINAL EMPIRE AND INFLUENCE BY COLLECTING THESE DODGY INDUSTRIES

40x Yellow cards (worth R50 000 each):
10x Redistributed Diesel
10x Counterfeit Cigarettes
10x Copper Wire
10x Bribe Money

24x Blue cards (worth R100 000 each):
8x Cash in the Couch
8x Fake Perfume
8x Liberated Livestock

12x Red cards (worth R150 000 each):
6x Minibus Taxi Routes
6x Next Election Ballots

6x Green cards (worth R200 000 each):
6x Pre-Approved Tenders



Wild Cards



USE THESE 12 WILD CARDS TO CREATE WEALTH PACKS OR STEAL PACKS FROM YOUR OPPONENTS. PLAY THESE WISELY AS TIMING IS EVERYTHING IN THIS GAME OF POWER!

6x Cryptocurrency Coins (worth R250 000 each)
4x Gold Bars (worth R300 000 each)
2x Blood Diamonds (worth R500 000 each)

These cards add to your total wealth at the end of each game, but have equal power during game-play.



What's a Wealth Stack vs. a Wealth Pack?
A Wealth Stack is all the accumulated Wealth collected during a game by a single player; while a Wealth Pack is only a single pack of cards or an industry. A Wealth Stack is made up of many Wealth Packs.

Power Cards



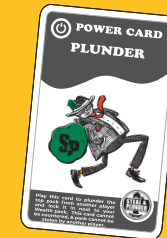
THERE ARE 7 POWER CARDS TO GIVE YOU AN UNFAIR ADVANTAGE AND CAN BE USED TO DERAIL YOUR OPPONENTS.

2 x Steal



Play this card to steal an open Wealth pack (top cards on Wealth stack) from any opponent and add it to the top of your stack. This card cannot be countered with a Wealth card or a Wild card. Gone is gone bru but it can still be stolen at any time.

1 x Plunder



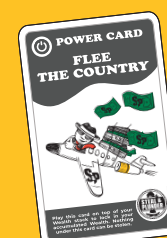
Play this to Plunder any open Wealth pack and then lock down your loot by placing it face down next to your Wealth stack. Your stolen Wealth pack is now safe from your opponents and cannot be stolen by anyone else. Not even the government. This card cannot be countered with a Wealth card or a Wild card.

2 x Forensic Audit



Play this card to check out the hand of one opponent of your choosing and cunningly steal their best card. Nothing they can do about it... Totsiens!

1 x Flee the Country



Play this card to bank your whole Wealth stack. Move it to one side and place this card on top to lock it in. They can look but they can't touch as it can't be stolen. It's like it's in an offshore account, né – it can't even be tax audited. Start a new stack of loot next to it while the game is still on.

1 x Tax Audit



This is the one you want... Play this card on top of a Wealth stack of an opponent to halve their accumulated Wealth (even the Plundered packs). Nothing under this card can be stolen, but it's worth only half the value now. This doesn't apply to any stack that has a Flee the Country card on top though... that loot has gone offshore... you can't touch it, not even SARS... anything else is fair game.



Power cards are one-time plays – once you play them, they get discarded next to the discard pile and can't be played again in the game... EXCEPT the Flee the Country and Tax Audit cards are placed on top of Wealth Stacks when played. Power Cards may NOT be discarded and must be played in one of your turns.



Set up

Who gets to start...



1 Draw cards to determine the starting player. The highest card value wins.

! Power cards have no value at this stage.

Player who wins the battle of the start ... wins the Start token and gets the Reload token.



Start Token

This indicates the first player to start each round. It remains with the same player throughout a single game. It shifts one place clockwise after each game.

2 Shuffle the deck – then distribute it by dealing 5 cards to each player beginning with the Start token-holder.



3 Place the remaining cards face-down to form the draw deck. You can't see them yet... sies! Stop cheating.

4 Create a discard pile by taking the card on top of the draw deck and placing it face-up next to the draw deck.

! IF a Power card is drawn and placed on the discard pile, it must be reshuffled back into the deck... too early for the power play to begin.

BUT Wild cards must remain on the discard pile and lucky for you if you have the Start token.



Not enough friends?

For fewer than four players, you can choose to remove the Green Wealth set & one Yellow Wealth set.

Let the corruption begin

Your first turn... do one of these three things

1 Form a Wealth pack from your hand.

IF you have two identical Wealth cards, **OR** one Wealth card and one Wild card, you may place them face-down in front of you to form your first pack.

This pack is locked in and cannot be stolen by opponents.

2 Form a Wealth pack from the discard pile. If you cannot form a pack from your hand, you may form one by picking up the top card from the discard pile and pairing it with a matching Wealth card in your hand. When picking up a discard card, it must be played immediately.

Place them face-down in front of you to form your first pack. This pack is locked in and cannot be stolen by opponents.

! To lock in your first pack, show both cards to your opponents before placing face down.



3 Discard and draw **IF** you cannot form a Wealth pack using either Action 1 or Action 2 or if you choose not to do so, you must select one card to discard from your hand and draw a replacement from the draw deck, **BUT** that's your turn done!

Your turn ends after forming a Wealth pack OR discarding and drawing a new card.

You can only form one Wealth pack per turn, and you cannot combine two Wild cards or more than two identical Wealth cards in a single pack.

If you are unlucky, it could take a few rounds to lock in your first Wealth pack.



Ready to start the STEAL & PLUNDER...



Next Rounds... after locking in your first Wealth pack, you can

1 Form a Wealth pack from your hand or the discard pile

Form another pack, now placing it face-up, crisscrossed over existing packs. This is the beginning of your Wealth stack.



! Only two cards form a Wealth pack. You can't add to an existing pack as part of your turn. Once you have locked in your first pack, you only need to reveal one Wealth card when placing down a pack face up. If you play a Wild card, place it below the Wealth card and keep it hidden. Beware - these packs can be stolen.

2 Discard and draw **BUT** that's your turn done!

3 Attempt to steal a pack from an opponent

To start stealing your opponent's pack, you must have locked in your first Wealth pack.

If a card in your hand matches an opponent's exposed top pack, you can declare your intention to steal by playing a matching Wealth card or a Wild card beside their pack. The defending player can only defend their pack if they have the same Wealth card or a Wild card.

In steals, Wealth and Wild cards hold equal power, regardless of their value.

There is no honour among thieves.

This theft and re-theft continues until one player is unable to, or chooses not to play a card. The last player to put down a card wins the Steal. If the defender wins, they add all cards to the pack challenged. If the challenger wins, they take the cards and add the pack to their Wealth stack.

4 Power card strategy play If you are fortunate enough to hold Power cards, you may play them as your turn.

Power cards can't be played after you have completed one of the previous steps, so timing is everything. Power cards may not be discarded.

Power cards do occupy space in your 5-card hand, so holding on to them for too long can limit your other options.

Tax Audit becomes more strategic in later games as it can help you to restrict competitors from stretching their lead.

Keep a close eye on your competition to look for tell-tale signs that they may have Power or Wild cards before playing your Forensic Audit, or use it to ensure that a big move can be executed effectively.

Save your Plunder cards to target high value packs before they can be covered up.

Steal can be used to remove layers of cards protecting some bigger prizes.

After each round... reload your pack

Once all players have finished their turn for a round, it's time to reload your hand. The player holding the Start token calls out "Reload" and the player with the Reload token reloads first, followed by the other players (clockwise); before the next round begins.

Reload means that each player needs to replenish their hand back to five cards from the draw pile.

Remember to pass the Reload token one place clockwise after each round.



Remember... Reload token is not a coaster #notacoaster



End game...

As the draw deck diminishes after several rounds, having a full hand of five cards, especially Power cards or Wild cards, becomes crucial.

The player holding the Reload token has the advantage, as they are the first to replenish their hand. When the draw deck runs out, you will have to manage with the cards remaining in your hand.

Each player continues to play until they have no cards left in their hand. If you can't play or draw, then you must discard one of your cards as your turn.

Just because you have no cards doesn't mean that your Wealth stack can't be plundered or taxed!

Once the last player plays out their final card, it's time to start tallying up your loot. If you were the victim of a tax audit, add the value of those cards separately and divide this value by 2.

Add up the value of your other Wealth & Wild cards to determine your final score. Use the scorecard to keep track of the scores.

The ultimate goal of the game is to reach R10 Million, so this may take several games.

At the end of the game, if more than one player reaches R10m, the player with the highest total wins the day!