

**MB**  
GAMES

# Smuggle



**INSTRUCTIONS**

# Smuggle

**An exciting card game  
to catch you red-handed!**

For 3-6 players

**CONTENTS:**

1 gameboard,  
56 cards, Game Money,  
Instruction leaflet.

**OBJECT OF THE GAME:**

To have the most money at the end of the game by trying to fool the Customs Officer and avoid paying duty and fines.

**PREPARATION**

**The Board**

Lay the board on the table. Printed on the board are pictures of all items in the game that have a duty value—that is, which should be declared to the Customs Officer. They are: wine, cigars, brandy, perfume, a watch, a camera, a necklace and the Crown.

Underneath these items are two stripes, one green and the other red. The green stripe shows the duty you must pay if you decide to declare the items. The red stripe shows the fines that must be paid if you try to smuggle the items, and are caught out!



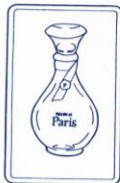
Wine



Cigars



Brandy



Perfume



Watch



Camera



Necklace



Crown

## Cards

In the pack of cards are the dutiable items mentioned on the previous page, plus a single card showing the Diplomatic Bag, and 26 "luggage" cards. No duty need be paid on luggage cards or the Diplomatic Bag.



Luggage



Diplomatic Bag

Shuffle all the cards and place them face down on the board, on top of the closed suitcase.

## Customs Officer

Choose which player will be Customs Officer. Each player takes a turn to play Customs Officer during the game. Round one ends when the pack has been played through once. Then a new player is chosen to play Customs Officer for the second round.

## TO PLAY

**1.** First, the Customs Officer must divide the money between all the players, including himself. Any money left over which will not divide should be put aside and is out of the game.

declared "wine and cigars", but in the search it was shown that you had some wine, cigars, and a watch, then your fine would be £50, plus £100, plus £300 (as shown in the red stripe).

Pay the money to the Customs Officer.

**8.** Occasionally, for strategy reasons, you may decide to declare things that you do not actually have in your hand. In this case, of course, you must be prepared to pay the duty if you are not searched, but you must also be prepared to pay **all fines** on the cards you have if you are searched, even if you have declared goods to an equivalent value.

**9.** If the Customs Officer searches your baggage, and you have told the complete truth, you simply pay the duty that you owe on the goods in your hand. But the Customs Officer must pay **you** £200 compensation for defamation of character

**10.** Once your cards have been searched, whatever the result, they should be placed face-up on the board, on the open suitcase.

The next player then takes four new cards from the pack.

## 11. Passing on your cards

If your cards are **not** searched by Customs, pass them face down to the next player. The next player, **before looking at them**, has a choice. He can either (A) accept them at the value you declared to Customs, or (B) disbelieve you and ask to see the cards.

A. If he accepts your cards, he picks them up and looks at them. Then he must discard any card onto the discard pile, and take another from the pack to make his hand up to four

**2.** In each turn, players try to pass their cards on to the next player. NB The Customs Officer does not take or pass on cards, but only decides whether each player is telling the truth about the goods he has declared in his "luggage".

**3.** If you are the player to the left of the Customs Officer, start the game by drawing the top four cards from the pack. Make sure no-one else sees your cards!

**4.** After looking at your cards, you "declare" the contents of your hand to the Customs Officer. You can either tell the truth, so that you will have to pay the duty owed on each item, or try to fool the Customs Officer and avoid paying some, or all, of the duty that you owe. Whether you are telling the truth or not, always be very clear about **how many** cards of one item you are declaring!

**5.** The Customs Officer now decides whether he will accept your declaration and allow you to pass your cards on to the next player.

If he believes you, pay the duty you owe to the Customs Officer and pass all 4 cards **face down** to the next player (see rule 11).

**6.** If he does **not** believe you, he may "search" your luggage. This means that you must turn all your cards over for everyone to see.

## 7. Searching the luggage

If you have **not** told the complete truth to the Customs Officer, he will then fine you for every dutiable item in your hand, even if you have already declared some of the items to him!

You are fined the amounts shown on the board in the red stripe. For example, if you

again. He then declares his hand, as described in rule 4, before passing them on.

B. If he does **not** believe you, and will not accept your cards, he becomes an "Informer". This means he can search your luggage. If you have **not** told the complete truth you will have to pay all the fines on dutiable cards to the Customs Officer. You must pay all fines on **all** items, even if you have already paid duty on some of them.

The Customs Officer must also pay a reward of £100 to the Informer. If you have "declared" your cards completely truthfully, then the "informer" must pay you £200 for defamation of character. Either way, if the cards have been "searched" by the informer, he must pick up four fresh cards to re-start play.

**12.** Play continues and cards pass around the table from player to player. The Customs Officer collects duty and fines as necessary.

**13.** If at any time a player cannot pay his duty or fines, then he must either borrow from the Customs Officer or another player. Otherwise, he is out of the game.

## 14. The Diplomatic Bag

If you pick up the Diplomatic Bag you can claim Diplomatic Immunity, and ask to pass through Customs without having your luggage searched. You need not declare any other items in your hand, but both the Customs Officer and the next player can challenge you if you claim to have the Diplomatic Bag. If the Customs Officer does not believe that you have the card, he can demand to see your

hand. If you have the Diplomatic Bag card, you do not pay any duty or fine on any of the other items you may have. So you then discard all four cards and collect £200 compensation from the Customs Officer for his false accusation. The next player takes four fresh cards to re-start play.

If you do **not** have the Diplomatic Bag, you must pay a fine of £200, plus all the fines due on any items held in your hand.

**15.** If you are passed a hand containing the Diplomatic Bag, you **must** choose it as the one to discard before picking up another card. It may not be passed on a second time.

**16. The Crown**

There is only one of these cards in the pack, and it is played in the same way as all other dutiable items. It is liable to a duty of £500, and a fine of £1,000 if discovered undeclared.

**17. Ending the Game**

The game ends after each player has been Customs Officer once.

**18. The Winner**

The player with most money at the end of the game is the winner.