

RULE BOOK

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DIRTY MONEY

ABOUT THE GAME

You have been plunged into the world of white collar crime, where you will need to get your hands and your money dirty as you take on the roles of corrupt politicians, loan sharks and tax evaders trying to launder the ill-gotten gains. Invest in artwork, businesses and real estate all around the world while trying to turn dirty money into clean money. Beware of your fellow players, who will attempt to expose your operation to the government with a legion of lawyers and accountants. Are you able to avoid the government blacklist while laundering the most amount of money?

COMPONENTS

1 Rulebook + 1 Gamification Guide

Gamification guide gives a short explanation on the real world workings of money laundering operations and how the game has been designed to reflect the real life operations.

60 Placement Cards (70mm X 70mm)

Placements are the first step of the money laundering process where you invest your ill gotten gains in businesses and assets.

The cost of buying this card



The region of this card

The points you can earn at the end of the game

Special actions you can take when you own this card

6 Location Cards (70mm X 70mm)

Locations are action spaces for players to perform their money laundering activities.

The action you can take when you travel to this destination.



Indicates the Types of Placement cards to be placed above the location cards. Example: Place 1 Japan, 1 EU & 1 US Placement Card above this location.

Indicate the player count needed to deploy this location

120 Money Cards (44mm X 67mm)

Money cards are used to purchase Placement cards, which must be paid for in their respective currencies. Cryptocurrency can be used as a wild currency which can be used to buy any Placement Cards.



Value of the cards and the region it can be used.

Indicate that this is dirty money.

30 Action Cards (44mm X 67mm)

Action cards are part of the Money deck and must be played immediately when taken.



Indicates the action you can take.

6 Villain Cards (63mm X 88mm)

Each villain card contains a Blacklist point tracker for each player's blacklist points and also serves as a player aid.



Where your Blacklist cards will go. Blacklist is denoted by the back of Money cards to keep score.

1 First Player Marker

To denote who is the first player. The player who has the most money in their wallet goes first.

GAME SETUP

To set up a game of Dirty Money, follow these steps in order:



- Place the Location cards (A) in the middle of the playing area. The number of Location cards used in the game corresponds to the player icon at the bottom right of the Location card and add an additional placement location corresponding with the number of players in the game. Banana Republic is used for 2 or 3 players, add Black Market for 4 players and add Auction House for 5 players.
- Place the corresponding Placement cards (B) shuffled into a face-down deck for the respective Locations (USA, Europe, Japan). From each Placement deck, place two Placement cards (C) face-up above each Location card. No Placement card is needed for Banana Republic and Black Market. If the Auction House is used, place one Placement card from each Region deck face-up (D) in the space above the Auction House.
- Give each player the following items:
 - A random Villain card, which also acts as a player aid
 - 3 random Money cards. Make sure that the players do not receive any Action cards
- Give the starting player the First Player Marker. Give the last player one extra Money card.
- Shuffle the remaining Money cards with the Action cards to form the Money deck. Deal 2 cards from the Money deck face-up (E) below each Location card.
- You are ready to begin!

GAME PLAY

The game takes place over a number of rounds until the game end condition is met. During each turn, players will:

1. Choose a location and take all the Money and Action cards in that location.
2. Execute the Action cards (if any) in any order
3. Perform the Location's actions.
4. Perform the effects on the Placement cards you own

The round ends when all players have taken a turn. The last round of the game is triggered when one player has procured 10 Placement cards. The game ends, after other players who have not taken their turn for this round complete their turn.

a) Collecting Money Cards & Executing Action Cards

The player takes all the Money cards in a Location. If they take any Action cards, they must execute them immediately, but the player may choose any order in which to execute them. If a player has more than 7 Money cards in hand after executing the Action cards, they have attracted unwanted attention from the authorities; they must immediately discard the excess cards into their Blacklist until they have 7 cards in hand.

There are 4 types of Action cards:



Inspect - You randomly take cards from players to check if they are holding on to dirty money. If the chosen card has a dirty money symbol [D], take the card from the players as a penalty, and then the offending players take a discarded money card and add it to their Blacklist. When "Inspect left and right player" is used in a 2 player game, draw 2 Money cards instead of 1.



Audit - All other players reveal their hand and show how many [D] they possess. Depending on the requirements of Audit cards played, players who are unable to meet the requirements will add a discarded money card to their Blacklist. When "Audit all players" is used in a 2 player game, the 2nd player will always get a Blacklist as long as they have 1 dirty money.



Trade - You choose a player and look at his or her Money cards. Take one card from the player's hand and give the player a card of your choice from your hand.



Bribery - You remove one card from your Blacklist immediately. If you do not have any Blacklist, nothing happens.

b) Perform Location Actions

After you have collected the Money cards and performed the Action cards, you may carry out the Location action if you choose to.



Europe | USA | Japan, where you buy 1 or 2 Placement cards using the Location currency. EURO for Europe, USD for USA and Yen for Japan. When you pay excess money for a card, you do not get any change back. You also must purchase each card one by one and cannot combine the purchase by paying 2 cards together. *Example: You have three \$5 notes and 1 Placement card costing \$7 and the other \$8. You can only pay for 1 card with two \$5 notes.*

You can buy the Placement cards in any order and the effects from the Placement card will take place in that order. *Example: You have enough money to buy 2 placement cards and bought a Cryptocurrency Exchange first. This will allow you to reduce the cost of buying the second Placement card by 1.*



Banana Republic, where you remove 1 card from your Blacklist and you take the first player marker. You will become the first player in the next round. *This Location is used when there are 2 or 3 players.*



Auction House, where you buy 1 Placement card using the currency denoted on the Placement cards.



Black Market, where you can buy 1 Placement card from USA, Europe or Japan using the currency denoted on the Placement cards. You cannot buy cards from Auction House.

c) Performing Placement Cards' Effects

You may perform the effects on the Placement cards you have purchased whenever you meet the effect criteria. You may activate the effects even if you forgot to activate it immediately on meeting the criteria as long as you activate it **before your turn ends**.



Example: you may slot a discarded Money card under your Accounting Firm card as soon as you performed the Audit action. Each Money card obtained this way will be worth 2 pons at the end of the game.

End of Round

When all players have taken their turn, follow the following steps to refresh the board for the next round:

1. Add 1 Money card face-up per location which has Money cards remaining (up to a maximum of 4 cards).
2. Deal 2 Money cards face-up to any location which has no Money card.
3. If any Location has less than 2 face-up Placement cards, deal Placement cards from the deck until there are 2 Placement cards. For the Auction House, make sure that there is 1 face-up Placement card from each location.

GAME END

The last round is triggered when one or more players has procured at least 10 Placement cards. Play till the end of that round and the game ends. At that point, players do their final scoring.

Final Scoring

- **Backlist Points** : Each Backlist point results in a negative 1 point for the player. The player with the least Backlist points does not need to deduct their Backlist points from their score. The player who has the most Backlist points loses an additional 2 points. If there is a tie for the least or most points between two or more players, the tied players will enjoy the same effects for the most and least Backlist points.
- **Placement card points**: Each player scores points indicated on their placement cards. (See section on PLACEMENT CARDS EFFECTS for how to score different card effects)

The player with the most points wins the game! In the case of a tie, the player who has the most remaining money in their hand wins the tie. If there is still a tie, the player who was last to take a turn wins.

PLACEMENT CARDS EFFECTS

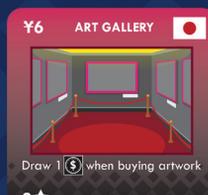


Artwork

You score based on how many artworks you have collected. The artwork can be from different regions. The 6th artwork is considered as a new set of collection.

- 1 Artwork = 2 points
- 2 Artwork = 5 points
- 3 Artwork = 9 points

- 4 Artwork = 14 points
- 5 Artwork = 20 points



Art Gallery

Draw a Money card immediately after buying any artwork. If it is an Action card, carry out the effects immediately.



Restaurant Chain
Score 1 point for each location flag you own. It includes the flag on Restaurant Chain.



Charity
Remove 2 Blacklist from your Villain card at game end.



Cryptocurrency Exchange
Pay 1 cost less when buying Placement cards from that location.



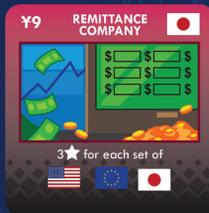
Casino
Slot one discarded Money card under this card whenever you buy that location's Placement card. Each slotted card is worth 1 point at the end of the game.



Law Firm
Slot one discarded Money card under this card whenever you perform an Inspect action. Each slotted card is worth 2 points at the end of the game.



Accounting Firm
Slot one discarded Money card under this card whenever you perform an Audit action. Each slotted card is worth 2 points at the end of the game.



Remittance Company
Score 3 points for each set of USA, Europe & Japan Placement cards you own. For every additional Remittance Company you own, you can score points on the same set of cards which have been scored by a previous Remittance Company.



Digital Bank
Increase the number of Money cards you can hold by 1. At the end of the game, you gain 1 point for every 2 Money cards you hold. Additional Digital Bank card allows you further increase your hand size.

CREDITS

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