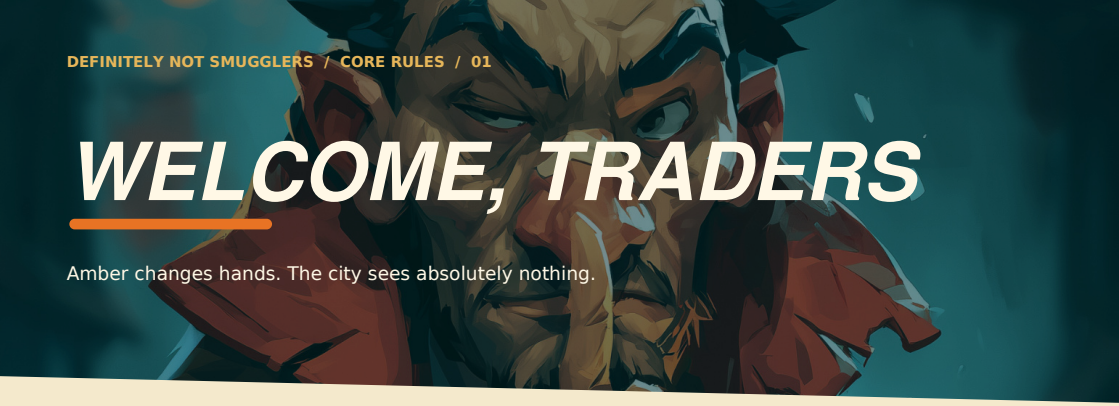


WELCOME, TRADERS

Amber changes hands. The city sees absolutely nothing.

You are definitely respectable merchants moving Amber through a watchful city. Choose quiet routes, call in dubious favors and decide when profit is worth the Heat.

OBJECTIVE

Finish six rounds with the most Coins after paying your Final Heat penalty. Lower Heat breaks a tie; if still tied, share the victory.

WHAT YOU DO

Each round you build a secret three-card shipment, choose a route and may use one Contact. Reveal together, compare Load with Concealment, then collect rewards or take the consequences.

ROUND OVERVIEW

SIX STEPS

01 PREPARE CARGO

Choose exactly 3 unused Cargo cards.

02 CHOOSE

Pick a Route and optional Contact, or Lie Low.

03 REVEAL

Reveal Routes and Contacts together.

04 INSPECT

Reveal Cargo; calculate both totals; bribe if needed.

05 RESOLVE

Gain rewards and Heat, or fail the shipment.

06 CITY REACTION & CLEANUP

Resolve Patrol and Demand in Rounds 1-5, then clean up.

NO SMUGGLING INVOLVED.

2-4 PLAYERS | 15-30 MINUTES | AGES 14+

WHAT'S IN THE BOX

Everything needed for 2-4 perfectly legal traders.

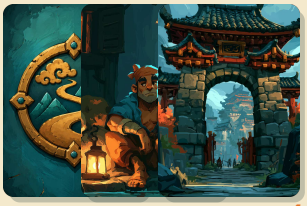
YOUR PLAYER SET

REPEAT FOR EACH PLAYER



CARGO *x9*

5 Amber, 3 Legal Cargo
1 False Bottom



ROUTE CARDS *x4*

3 Routes + 1 Lie Low
all share the same back

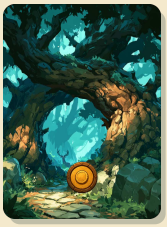


CONTACTS *x7*

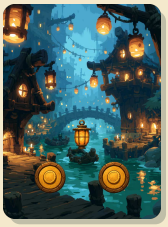
7 unique one-use abilities
Spend 1 Favor to activate

SHARED ROUTE DISPLAYS

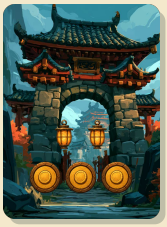
ONE CARD PER ROUTE



HIDDEN FOREST PATHS
1 COIN / AMBER



CITY CANALS
2 COINS / AMBER



IMPERIAL TRADE ROAD
3 COINS / AMBER

MARKERS & CURRENCY

SHARED + PER PLAYER



40 x 1-COIN



20 x 5-COIN

Coins may be exchanged at any time without changing total value.



PATROL



DEMAND



HEAT



FAVOR

Shared: Patrol, Demand and Heat counters.
Per player: 4 Favor.



SETUP

Build each player kit, then prepare the city.

EACH PLAYER TAKES

- 5 Amber, 3 Legal Cargo and 1 False Bottom.
- 3 Route cards, 1 Lie Low card and all 7 Contact cards.
- 4 Favor and 3 value-1 Coins. Begin with no Heat counters.
- Keep gained Heat counters in front of you; their number is your current Heat.

PREPARE THE CITY

Place the 3 Route display cards in the center. Keep Patrol and Demand off the table; both are inactive during Round 1. The game lasts 6 rounds.

CARGO VALUES

ADD VALUES - NEVER MULTIPLY

CARGO	CONCEALMENT	OTHER EFFECTS
Amber	+0	+1 Load; route reward and +1 Heat if delivered
Legal Cargo	+2	+1 Coin if delivered
False Bottom	+3	+1 extra Heat if the shipment fails

THE CARGO CYCLE

Every round, secretly prepare exactly 3 unused Cargo cards. Used Cargo remains face up and cannot be chosen again during the current three-round Cargo Cycle.

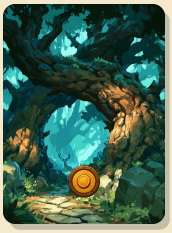
> After Round 3: return all 9 Cargo cards to your hand. Only the Cargo cards reset. Heat counters, Coins, Favor, Contacts, Patrol and Demand remain unchanged.

PREPARE & CHOOSE

Build the shipment, then choose how it enters the city.

ROUTES

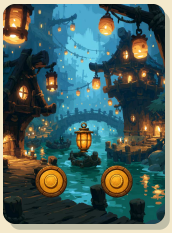
CONTROL ADDS LOAD



HIDDEN FOREST PATHS

CONTROL 0

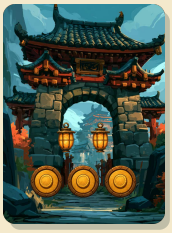
1 COIN / AMBER



CITY CANALS

CONTROL 1

2 COINS / AMBER



IMPERIAL TRADE ROAD

CONTROL 2

3 COINS / AMBER

01 PREPARE CARGO

Secretly choose exactly 3 unused Cargo cards and place them face down. The shipment does not have to contain Amber.

02 CHOOSE ROUTE OR LIE LOW

Secretly choose 1 Route card, or choose Lie Low instead. If you choose a Route, you may also choose 1 unused Contact. Playing a Contact costs 1 Favor.

- Maximum 1 Contact per round.
- Each Contact may be used only once per game.
- Lie Low may be chosen only once per game and never allows a Contact.



REVEAL & INSPECT

Expose the plan, then compare Load with Concealment.

03 REVEAL ROUTES AND CONTACTS

Reveal all Routes and Contacts simultaneously. Resolve Route-changing Contacts before Overcrowding. If their order matters, the affected player chooses it.

OVERCROWDING

SAME ROUTE

1 PLAYER	2 OR MORE
+0 LOAD	+1 LOAD

Overcrowding never adds more than +1 Load. Patrol adds another +1 Load. Multiple Saboteur +2-Load effects on the same shipment do not stack.

04 REVEAL CARGO AND CALCULATE

Reveal the 3 selected Cargo cards. Add every relevant value; there are no multipliers.

LOAD = Amber + Route Control + Overcrowding + Patrol + Heat modifier + other effects

LOAD FROM HEAT

CURRENT HEAT	0-2	3-5	6-8
ADDITIONAL LOAD	+0	+1	+2

CONCEALMENT

Legal Cargo + False Bottom + Contact Effects + Bribes

Amber +0 | Legal Cargo +2 | False Bottom +3 | Bribe +1

At most 1 Bribe per delivery: pay 1 Coin for +1 Concealment, only if it makes the shipment succeed. Success when Concealment >= Load.

RESOLVE THE SHIPMENT

Take the profit, absorb the Heat - or disappear for a round.

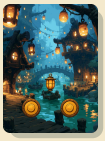
05 RESOLVE THE SHIPMENT

SUCCESSFUL DELIVERY

- Coins per Amber: Hidden Forest Paths 1 | City Canals 2 | Imperial Trade Road 3.
- Gain 1 Coin for every delivered Legal Cargo.
- If Demand is on the route, gain +1 Coin per delivered Amber.
- After all Coin rewards, take 1 Heat counter per delivered Amber.

WORKED EXAMPLE - CITY CANALS — ALONE | HEAT 0-2 | NO PATROL





Load 3: 2 Amber + 1 Control
Concealment 2: 1 Legal Cargo
Pay 1 Coin to Bribe: Concealment becomes 3, so the shipment succeeds.

Coins: 4 Route Reward + 1 Legal Cargo - 1 Bribe = 4 Coins net. Then take 2 Heat counters.

FAILURE

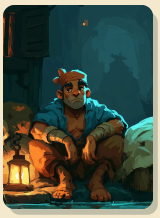
The player making a failed shipment gains no Route, Cargo or Demand Rewards and takes 3 Heat counters. If it contains a False Bottom, take 1 additional Heat counter. All selected Cargo is still used.

RAID

AT HEAT 9+

After taking all Heat counters for the shipment, check for a Raid. At 9 or more Heat, lose 4 Coins, or all Coins if you have fewer, then return Heat counters until exactly 5 remain. A Raid does not undo an already successful shipment.

LIE LOW



- Choose exactly 3 unused Cargo cards as usual.
- Perform no shipment; use no Contact and no Bribe.
- Gain no Coins and return all your Heat counters to the supply.
- Ignore Overcrowding, Patrol, Demand and route effects.
- You cannot be targeted by effects that require a shipment on a Route.
- The 3 selected Cargo cards count as used.
- After resolving Lie Low, discard its card face up; it cannot be chosen again.

CONTACTS & CITY

One-use favors alter shipments; the city reacts afterward.

USING CONTACTS

- Playing a Contact costs 1 Favor; maximum 1 Contact per round.
- Each Contact may be used only once per game and remains face up afterward.
- Reveal it with Routes and follow the timing printed on the card.
- If a Contact contradicts a general rule, the Contact takes precedence.



CONTACT TIMING

- Resolve Route changes before determining Overcrowding.
- If several affect one shipment and their order matters, the affected player chooses the order.
- Resolve shipment-triggered rewards immediately after that shipment.
- Multiple Saboteur +2-Load effects on one shipment do not stack; other Contact effects combine normally.

06 CITY REACTION

At the end of Rounds 1-5, count the Amber successfully delivered on each transport route.



PATROL

Most Amber: that route receives Patrol and has +1 Load next round.

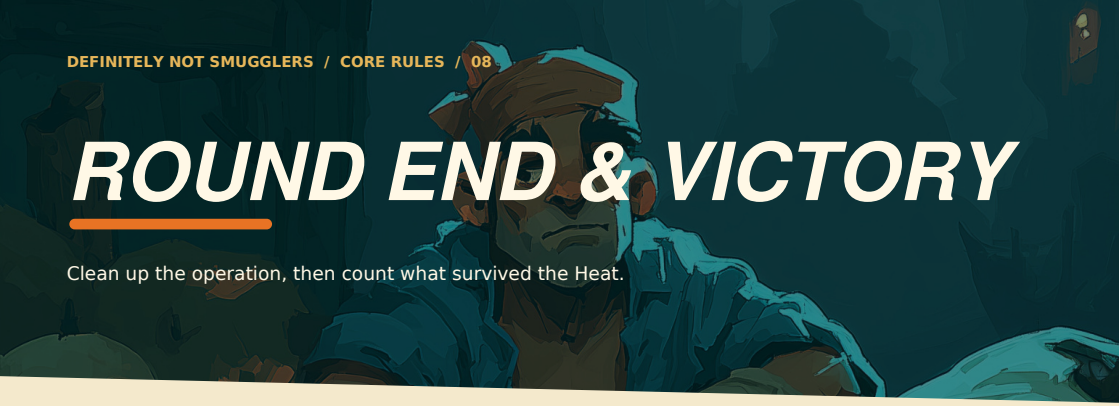


DEMAND

Least Amber: that route gains +1 Coin per Amber next round. Zero can qualify.

TIES

If two or more Routes tie for the most Amber, Patrol does not move. If two or more Routes tie for the least Amber, Demand does not move. On such a tie, a marker that is off the table remains off. Both markers may share a Route.



ROUND END & VICTORY

Clean up the operation, then count what survived the Heat.

ROUND CLEANUP

- Return your chosen Route card to your hand; discard Lie Low face up instead.
- Leave used Cargo face up in your used Cargo area.
- Leave used Contacts face up.
- After City Reaction, perform Cleanup.
- Begin the next round, or proceed to Final Scoring after Round 6.

AFTER ROUND 3

Return all 9 Cargo cards to your hand before Round 4. Only the Cargo cards reset. Heat counters, Coins, Favor, Contacts, Patrol and Demand persist.

END OF THE GAME

AFTER ROUND 6

Apply the Final Heat penalty, then compare remaining Coins.

FINAL HEAT	COIN PENALTY
0-2	0
3	-1
4	-2
5	-3
6	-4
7	-5
8	-6

> **HEAT PENALTY = HEAT - 2, MINIMUM 0**
> **Coins cannot fall below 0.**

Most remaining Coins wins. Lower Heat breaks a tie; if still tied, share the victory.

QUICK REFERENCE

All critical values and timing on one page.

ROUND SEQUENCE

1. Prepare exactly 3 unused Cargo.
2. Choose Route + optional Contact, or Lie Low.
3. Reveal Routes and Contacts.
4. Reveal Cargo; calculate both totals; bribe if needed.
5. Resolve Coins, Heat and any Raid.
6. City Reaction in Rounds 1-5, then Cleanup.

QUICK RULES

Bribe: 1 Coin = +1 Concealment; max 1; only to create success
Patrol: +1 Load | Demand: +1 Coin/Amber
Contact: 1 Favor; max 1/round; each once/game
Saboteur: repeated +2 Load does not stack

CORE FORMULAS

Load
Amber + Route Control + Overcrowding + Patrol + Heat modifier + other effects

Concealment
Amber +0 | Legal Cargo +2
False Bottom +3 | Bribe +1
+ Contact Effects

Success
Concealment >= Load

ROUTES

ROUTE	CONTROL	ROUTE REWARD / AMBER
Hidden Forest Paths	0	1 Coin
City Canals	1	2 Coins
Imperial Trade Road	2	3 Coins

KEY VALUES

RULE	VALUE
Overcrowding	1 player +0; 2+ players +1 Load
Heat adds Load	0-2 +0; 3-5 +1; 6-8 +2
Successful delivery	Take 1 Heat counter per delivered Amber; Legal Cargo +1 Coin
Failed delivery	Take 3 Heat counters; take 1 additional counter for a False Bottom
Raid	At 9+: lose 4 Coins; return Heat counters until 5 remain
Lie Low	Once/game; choose 3 unused Cargo; no shipment, Contact, Bribe or Coins; return all Heat counters; discard Lie Low face up
After Round 3	Reset Cargo cards only; Heat counters remain
Final penalty	Heat - 2, minimum 0