PECUNIA OLET

COUNTERFEITERS

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Game for 2 to 4 players by Olivier Bourgeois
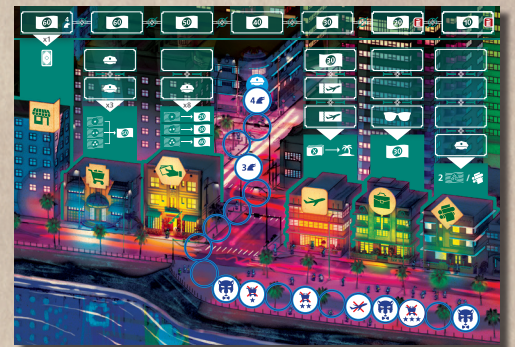
Duration: 35 minutes

Context

Players act as Mafia counterfeiters, printing fake bills and exchanging them for the real thing. The Godfather can help them avoid the police, but his protection comes at a cost. The game ends when the police complete their investigations into the counterfeiting industry; the winner will be the player with the most 'real' (non-counterfeit) money!

Game Components

The game comes with 'real' and fake currency. Counterfeit banknotes have three levels of quality (also referred to as 'types'); players will need to acquire special paper, ink, and holograms in order to improve their fakes. The game includes 100 counterfeit banknotes of varying quality (30 x ★, 30 x ★★ and 40 x ★★★). All counterfeit banknotes have a value of $50.

The game board is double-sided; one side is marked with a 2-player symbol, the other side with a symbol for 3-4 players. Other than player count, the two sides are laid out similarly; the top section of the game board represents the black market, where players can use their actions to access money-laundering opportunities and purchase special printing components. Below the black market are the action spaces that players will use to take the majority of their actions. The police track that runs from the middle of the board down to the bottom shows the progress of the police investigation.

Quality ★

Quality ★★

Quality ★★★

There are 100 'real' banknotes (32x$10 and 68x$50), printed with clear, neat detail.

'Real' $10 bill

'Real' $50 bill

The game also includes a first-player pawn, a police officer pawn and 42 component cards (in categories A, B, C, D, and S).
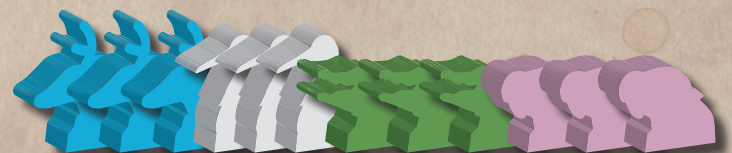
first-player pawn

police officer pawn

component card

12 henchman pawns (3 for each player)

4 offshore bank account envelopes and 4 player screens (1 for each player)

Setup

Use the side of the board that matches the number of players in your game ①. Sort the fake banknotes by type ② and the real banknotes by denomination ③. Put the police officer pawn on the space of the police track that matches the number of players ④.

Each player receives 3 henchmen, a player screen and offshore bank account envelope in his/her color ⑤. Select a starting player; he/she takes the first-player pawn ⑥ and $20 from the bank. Going clockwise from the first player, the next player receives $30. If applicable, the third and fourth players receive $40 and $50, respectively . Each player gets a printer ⑦ and a random component (paper or ink) from the stack of starting cards (which are marked with an 'S').

Depending on the number of players in your game, some cards may not be used. The cards marked 3+ and 4 should only be used in games with the corresponding number of players. Shuffle the component cards face-down by type (A, B, C, D) and assemble these cards alphabetically from top to bottom ('A' cards on top, 'D' on bottom) ⑧. Then, fill the black market with cards drawn from the top of the deck ⑨.

Game Steps

Starting with the first player and going clockwise, players will take turns placing their own henchmen on available (unoccupied) action spaces, one at a time. Continue taking turns in this way until all henchmen have been placed or the game ends.
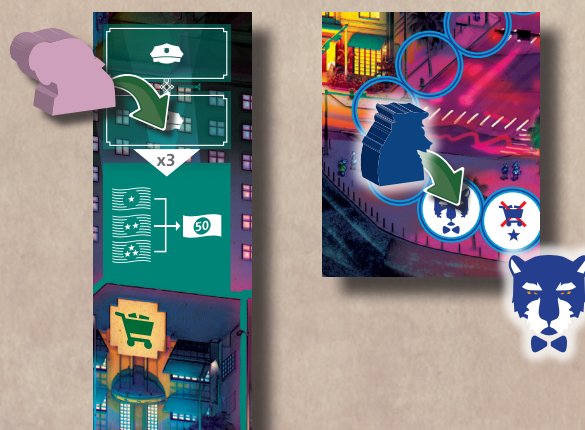
The possible henchman actions are:

- 🏪   Buy at the black market
- 💰   Print fake banknotes
- 🛒   Flog fake banknotes at the supermarket
- 🤝   Flog fake banknotes via a receiver
- 💼   Tax fraud
- ✈   Fly to the Caribbean

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Note: If a player does not want to take an action or, in very rare cases, finds it impossible to take an action, that player must pass his or her turn. He or she lays a henchman down in front of their player screen, indicating that it is unavailable to use for the remainder of this round.

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Henchman Actions

When using a henchman for an action:

- Place the henchman onto an action space. Each action space can only be used once per round.

- Perform the selected action.

- If the space is marked with a police officer's hat, the player then moves the police officer pawn one step ahead on its track. If the police officer reaches a special space, its effect is activated. (See pg. 4 for details.)

🏪 Buy at the Black Market

You may buy a card from the black market, using real banknotes (these guys know about your business, of course). These cards include printers, ink, paper, holograms, diners, private jets, winning lottery tickets, and lawyers. **Please note that holograms are rare.**

To buy at the black market, place your henchman on one of the black market action spaces at the top of the game board.
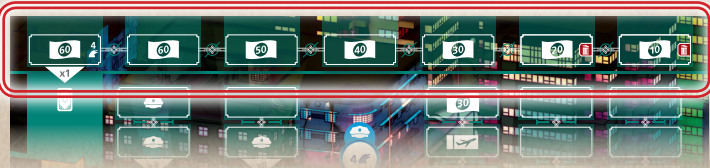
Take the card above that action space and place it in front of your screen, face-up. Pay the cost of the card (as noted on the action space) to the bank. Note that you are not actually buying the item, but rather a contract that gives you permanent access to this resource; once you buy a card, it is yours to use for the rest of the game. **You are not allowed to buy a second private jet**, as doing so would alert the police and ruin your cover!
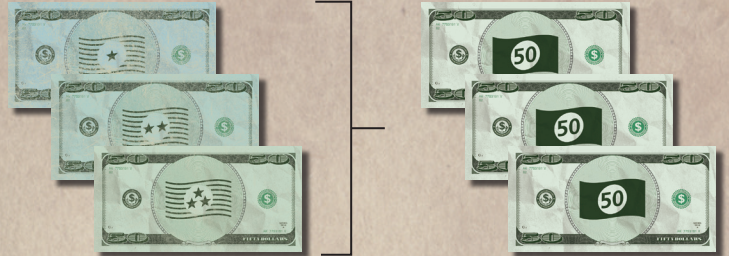
📇 Print Fake Banknotes

When you take this action, you receive **2** fake banknotes for each of your printers. The quality of these fake banknotes depends on what components you have (ink, paper, holograms): 1 component provides quality ★, 2 different components provide quality ★★, and 3 different components provide quality ★★★. As noted above, you keep your components throughout the game; they do not run out. Having multiple copies of the same component will not improve your printing capacity or quality.

🛒 Flog Fake Banknotes at the Supermarket

You may visit the supermarket to exchange up to 3 fake bills for the same number of real $50 banknotes. Be warned that at some point the supermarket will catch on to your fakes and it will become harder, or even impossible, to pass them off as the real thing.

💵 Flog Fake Banknotes via a Receiver

Receivers buy up to 8 counterfeit banknotes at a time, and pay according to quality. The rate paid is based on the lowest quality of fake among those exchanged: ★ = $20, ★★ = $30, ★★★ = $40.

Example: If I sold 1x★, 1x★★★, and 2x★★★★ fakes to the receiver I would get $80 (4x$20), as all four bills are paid at the rate of the lowest quality (★) among them.

Example: If I sold 3x★★ and 3x★★★★ fakes, I would receive $180 (6x$30), as all six bills are exchanged at the ★★ rate.

💼 Tax Fraud

Take $30 from the bank. If you place your henchman on the space with the sunglasses, you also take the first-player pawn and will start the next round.

✈ Fly to the Caribbean

Flying to the Caribbean allows you to move any amount of real money into or out of your offshore account (represented by your offshore account envelope). The money in this account is untraceable, so it is not taken into consideration when paying the Godfather. Money in this account may **not** be used to pay for flights or buy cards from the black market.

If you possess a private jet, you may use the 'private jet' action spaces to fly to the Caribbean. If you do not have a jet, you must use the 'commercial flight' action space and pay the cost shown ($30). If a player with a private jet takes a commercial flight, he/she must still pay the $30.

Special Spaces on the Police Track

The effects of these spaces are applied once a henchman's action has been completed.

Godfather

In exchange for the Godfather's protection, all players must return half of their real money (rounded up, if necessary) to the bank. Counterfeit banknotes and any money in offshore accounts are not affected by this space. Winning lottery tickets have no value until the end of the game; they are not taken into account when the Godfather has to be paid.

Police Investigation Progresses

As soon as the police officer arrives at a 'Police Investigation Progresses' space, the Police teach the supermarket how to detect a particular quality of fake banknote. From that point onward, they will no longer accept counterfeits of that quality or lower (first ★, then ★★, and finally ★★★).

Air Traffic Controller Strike

The air traffic controllers are on strike! As long as the police officer is on this space, no flights (private or commercial) may be taken.

End of Round

A round is over once all henchmen have been played; remove them from the board and return them to the players. Remove all black market cards from spaces marked with a bin 🗑, then shift all remaining cards to the right and fill any empty spaces from the top of the deck. If there are no more cards available, leave the leftmost space(s) empty.
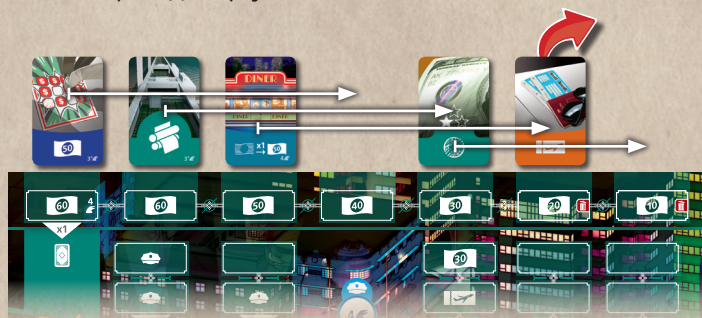
Each diner a player owns transforms one fake banknote (of any quality) into a real bill. If a player does not have enough fake banknotes, any remaining diners he/she controls do nothing. If a player has fake banknotes available, he/she may not reject a diner's effect. Begin a new round, with the starting player placing a henchman.

End of the Game

The game ends when the police officer reaches the last space of the police track. After applying the Godfather's effect on this space, each player (including the player that triggered the end of the game) may, in current turn order, play one last henchman if one is still available to him/her. If applicable, the player with the 'Great Lawyer' may then remove one of his/her henchmen from the game board and place it on any available space, including the one he/she just vacated and execute the action. A player owning the 'Bad Lawyer' (if any) may now do the same. Each diner now turns one fake banknote into a real bill for a final time, and winning lottery tickets are paid out in real banknotes according to their value.

Great Lawyer

Bad Lawyer

The game is now over. Each player totals the value of his/her real money, including any held in an offshore account. Fake banknotes and purchased component cards have no value and do not count towards a player's total. The player with the most "real" money wins the game! In the event of a tie, play again.

Credits