

ORGAN TRAIL

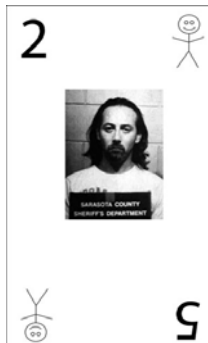
STORY

There is a crime syndicate selling the organs of humans and endangered species; it's your job to catch them. Human organs have been illegally acquired and being sold for transplants while endangered animal organs are trafficked for either food or medicinal uses. Each player is an undercover agent from competing law enforcement agencies trying to be the first to arrest members in the network. You must strategically plan your arrests through the acquisition of organs on the Black Market and the placement of your agents.

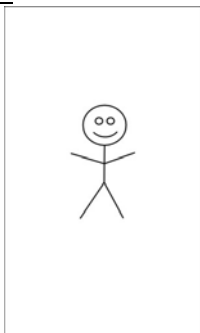
PIECES

CARDS (39 total)

Criminals: There are 9 criminal cards in all. These cards are laid face down at the beginning of the game in a 3 x 3 rectangle. Criminals are associated by organ type: human, gourmet or medicinal and have values of 1 & 6 or 2 & 5 or 3 & 4.



Organs: There are 3 types of organ cards (30 total):



Human



Gourmet



Medicinal

AGENTS

Each player has 9 agents represented by a set of colored erasers. These can be placed on a criminal card (*see arrests*) or in the Black Market (*see Black Market*).

SCORING MARKERS

Each player will also receive 4 scoring markers which are also erasers of the same color as the agents. 1 of these markers will be used for the scoreboard. The other 3 markers will be used to keep track of organ multipliers on the Black Market card.

RULES

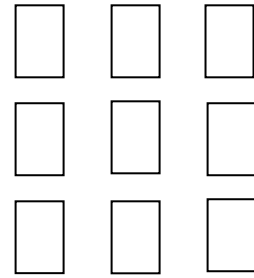
OBJECTIVE

Acquire the most *Arrest Points* to win the game.

START THE GAME

Each player starts with 3 organ cards (1 of each) and a set of 9 agents.

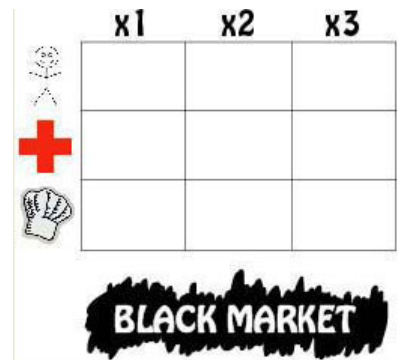
Place criminal cards face up (numbers up) in any order in a 3 x 3 grid.



The criminal cards.

The Black Market board is placed next to the criminal cards. 3 of each player's 4 scoring markers are placed above the Black Market board so that they can be used for the Multiplier Table.

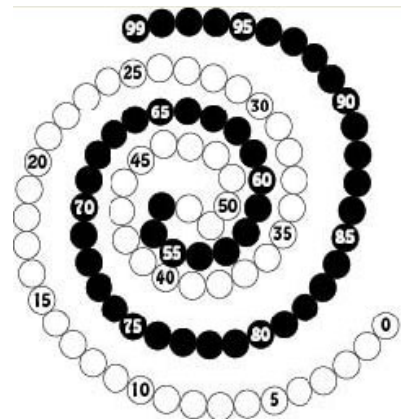
Three piles of organ cards, one pile for each type, are placed below the Black Market board face up.



The Black Market board.

The Scoreboard can be placed anywhere.

1 of each player's 4 scoring markers is placed on the "0" circle to indicate that each player has a score of 0 to start the game.



The Scoreboard.

TURN STRUCTURE

When your turn begins, you must first check to see if you have any agents in the Black Market (located on the bottom of the score multiplier board). If this is the case, you must draw one organ card from any of the three organ piles for each agent that is present in the Black Market (up to 3). If you have no agents in the Black Market, you may not draw any cards. Cards should be held in the player's hand face down so that other players cannot see what types of cards are in his/her hand.

After drawing cards from the Black Market, you may do only one of the following:

1. Place up to 3 agents into the Black Market.
 - Doing this will allow you to draw one card for each agent in the Black Market on the next turn.
 - You may not draw cards for agents placed on the current turn. They can only be used for drawing cards at the start of the next turn.
 - You can only have up to three agents in the Black Market at any given time during the game.
2. Remove up to 3 agents from the Black Market.
 - Agents removed from the Black Market can only be brought back into your hand.
 - Once an agent is removed from the Black Market, you may no longer draw a card with it on the next turn or on following turns until the agent is replaced.
3. Place agents on a criminal card.
 - This is done by taking agents from your hand and placing them on one of the two sides of a criminal card.
 - You must place the correct amount of agents specified by the number on the side of the criminal card that you wish to place them.
 - You must also spend organ cards in the amount that matches the number specified on the side of the criminal card on which the agents are placed. The organ cards must also match the organ symbol found next to the number. Spent organ cards are placed back into the Black Market.
4. Remove agents from a criminal card.
 - You can only remove agents from one side of a card.
 - You cannot leave any agents behind on that card. All of your agents must be removed.
 - You cannot gain back the organ cards that you spent to originally place the agents that you are now removing.

NOTE: It is common for a player to have a set of organ cards that no longer have any use in the game. While it is possible for the player to toss those cards away, there's no rule against keeping them to make other players believe that the cards are still useful...

ARRESTS

An arrest is made when both sides of a criminal card has been occupied by one or more players' agents. When the arrest is made, points are awarded based on the number of a player's agents

present on the criminal card (see *Scoring* for details). Once scores have been tabulated, the agents used in the arrest will return to their respective players. The criminal card is then turned over to indicate that the arrest is complete.

SCORING

When an arrest is made, the players involved with the arrest will receive points.

Multiplier Table

The first thing that must be done when an arrest is scored is to take a scoring marker and place it on the Multiplier Table located on the Black Market card.

The Multiplier Table contains 3 rows and 3 columns. The rows represent the organ types in which the criminals deal. The columns represent the number of times an organ type has been used in an arrest by a particular player. So when an arrest is made, a player must first check to see in what type of organ the criminal dealt. Next the player must check to see if one of his/her scoring markers is present on the Multiplier Table in the row specified by the criminal card. If the player has no scoring marker present, the player must put his/her scoring marker in the **x1** column of that row. If the player has a scoring marker present in that row, the player must move that marker to the column on the right. For instance, if Player A has a scoring marker in the **x2** column, he/she will move the scoring marker to the **x3** column.

| | x1 | x2 | x3 |
|--------------------------|----|----|----|
| Skull icon | | | |
| Hand with gun icon | | | |
| Hand with red cross icon | | | |

BLACK MARKET

Multiplier table on top area of Black Market board.

Initial Score

The initial number of points received is calculated based on the number of the player's agents used for the arrest. For instance, if Player A has 2 agents on one side of the criminal being arrested and Player B has 5 agents, Player A gets 2 points and Player B gets 5 points. It is also possible for one player to have both sides of a card filled with agents for an arrest. So if Player A has 1 agent on one side of the criminal being arrested and 6 on the other side, Player A will receive all 7 points for that arrest.

Final Score

The final score for an arrest is calculated by taking the initial score and multiplying it by the number specified by the corresponding scoring marker's location on the Multiplier Table. For instance, if Player A gets 5 points for making an arrest and has a scoring marker corresponding to it in the **x1** column, he/she will multiply 5 by 1 to get 5 points as the final score. If Player B gets 4 points for an arrest and has a scoring marker corresponding to it in the **x3** column, he/she will multiply 4 by 3 to get 12 points as the final score. To summarize this, the simple formula for getting the final score is as follows:

$$\text{Final Score} = \text{Initial Score} \times \text{Score Multiplier}$$

Once the final score is tabulated, the player will move his/her scoring marker on the scoreboard a number of spaces equal to that of the final score for the arrest. If a player has a score higher than 99, he/she can move his/her marker to back to 0 and continuing counting (where 0 is 100).