

PROHIS



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3 to 6 players - Age : + 10 years - Duration : 20 min

INTRODUCTION

You are a smuggler and you are trying to make a fortune by transporting legal and illegal goods. Transit is highly risky because the other players will have the opportunity to control your cargo and can even confiscate it if they find questionable goods. Bluff and negotiate, and you will be the leader.

GAME CONTENTS - 110 CARDS

- 58 « Legal Goods » cards.
- 30 « Illegal Goods » cards.
- 20 «Controller» cards (8 «Lieutenant» cards, 6 «Captain» cards and 6 «Inspector» cards).
- 2 « Game Help » cards.

AIM OF THE GAME

Become the richest smuggler by transporting your goods just under the noses of your opponents.

SETUP

For 3 or 4 players, remove 18 « Legal Goods » cards, 10 « Illegal Goods » cards and 2 «Lieutenant» cards that will not be used for the game.

Distribute a «Captain» card and «Inspector» card to each player. Put remaining Captain and Inspector cards in the box. They will not be used for the game.

Shuffle «Goods» cards (legal and illegal) with «Lieutenant» cards.

Distribute 4 cards to each player.

The remaining cards are placed face down in the center of the table and form the draw.

Draw four cards and place them face up in a row, next to the deck



The first player is chosen and the game is played clockwise.

EACH TURN

On his turn, the player must perform one of the following two actions:

A) Draw 1 or 2 cards

B) Attempt to smuggle a convoy

A) Draw 1 or 2 cards

Players can either:

- Take 2 cards face up
 - OR 1 card face up and 1 card from the deck
 - OR 1 card face up
 - OR 1 face down (rarely used : most often at the end of the game)
- Once a face-up card is taken, it is immediately replaced by the next card from the deck.

If a player already has 8 cards in his hand before drawing, he cannot perform this action.

Exception:

At the end of the game, a player may have no interest in drawing or smuggling. He can decide to pass. If all players pass, the game ends.

B) Attempt to smuggle a convoy

Put 2, 3 or 4 cards from your hand face down (truck side up) in front of you. These cards are your convoy.

FORMING A CONVOY:

A convoy contains legal and / or illegal goods and may also contain one or more «Controller» cards (see explanation below).

Once a convoy is formed, the opponents may decide to carry out a check or not :

1) If no other player controls your convoy, it will arrive at your warehouse without obstacle. You can then store your goods (pile your cards face down next to you).

2) However, one or more players may decide to check your merchandise by playing a controller card from their hand.

Who controls?

There are 3 types of controllers:

- Lieutenant, the lowest ranking, can only control 1 card.
- The Captain can control 2 cards.
- The Inspector, the highest ranking, can control 3 cards.



If few players want to perform an inspection, the highest ranking controller will proceed.

If the highest controllers have the same ranking, the player who laid first will perform the inspection. The other players take back their controller card.

BRIBE

The smuggler may decide to propose a bribe to the player who wishes to perform the control.

He may offer one or more cards from his hand to the controller. The controller will have a look at them.

The «controller» can then:

- Accept the bribe: he will place the card(s) proposed in his warehouse and take back in his hand his controller card. The smuggler can store his convoy in his warehouse.

- Reject the bribe: the smuggler takes back his bribe and the controller must perform a control (see below).

Beware. If no bribe is offered, the player performing the control may finally decide not to inspect the convoy (after possible negotiations). He must then put his controller card into the warehouse and the convoy passes without obstacle.

CHECK CONVOY

The «Controller» player turns over 1 to 3 cards of the convoy depending on the rank of the controller card, one card at a time.

RESULT OF CONTROL

- If the controller turns over only legal goods, the convoy is successful. The smuggler will store all cards from the convoy in his warehouse and will claim the 'Controller' card of his opponent for his hand.

- If the controller turns over illegal merchandise, inspection stops immediately. He grabs all the cards of the convoy and stores them in his warehouse with the controller card.

- If the controller turns over a «Controller» card, inspection stops immediately (the informant has been identified, infiltration mission failed). The convoy is successful and the controlled player can store his goods in the warehouse. He claims the controller card of his opponent which he adds to his hand.





END OF THE GAME

When the deck is finished and players can no longer put 4 cards face up in the center of the table, the final round of play begins. The last player to play will be the one who finished the deck in the previous round.

If during the same round, all players pass, the game ends immediately.

SCORING

Each player adds up the points of the cards in their warehouse.

- Legal Card: 1000\$ - Illegal Card: 4000\$

- Lieutenant: 3000\$ - Captain: 4000\$ - Inspector: 5000\$

Each «Controller» card still in hand is worth:

- Lieutenant: 1000\$ - Captain: 2000\$ - Inspector: 3000\$

For each «Illegal» card still in hand, players deduct 4000\$ from their total.

Legal cards still in hand are not worth any points.

