

The Stash

Designed by Ellie Dix

2-5 players | 25 minutes | Age 8+

Five crime bosses run this city, and everyone pays their dues. The Fence, The Forger, The Cleaner, The Runner, and The Banker each control their own patch - and they reward loyalty handsomely. Your job is to keep them sweet with a steady stream of tribute while quietly building your own private stash on the side. At the end of the day, only those who paid up get paid out. Win the bosses' favour, and your stash is yours to keep.

Key concept: Tribute vs. Stash

TRIBUTE



STASH



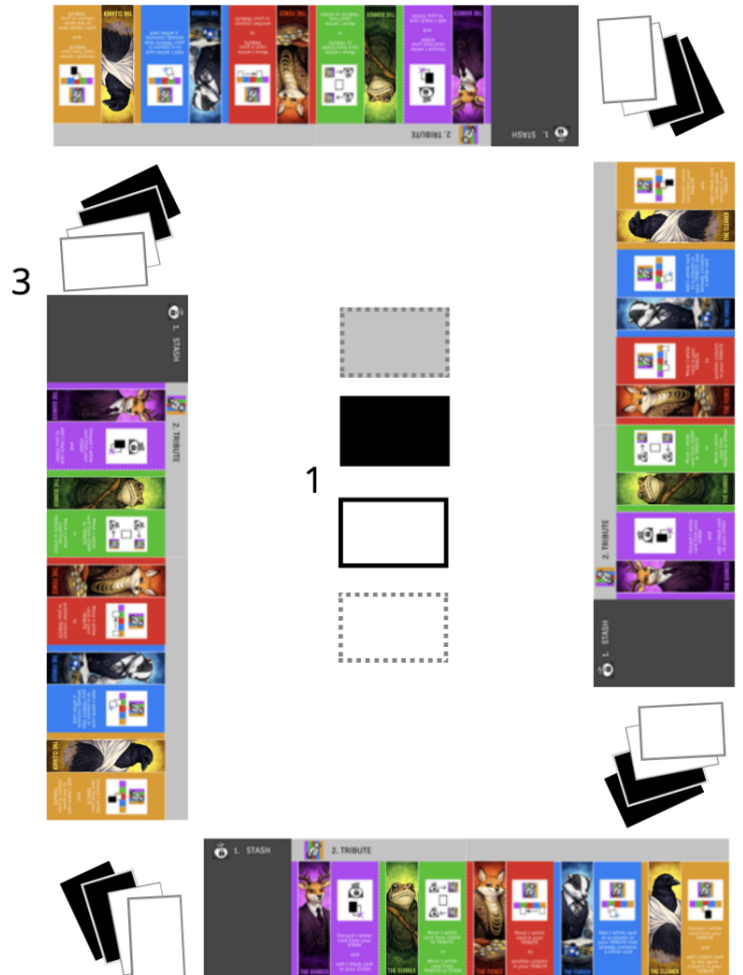
Each turn you play face down cards to two places: your **TRIBUTE** (in columns next to each crime boss) and your **STASH** (in one pile). Your tribute is proof of loyalty to each boss. Whoever pays the most in *tribute* to a boss wins the right to score that boss's cards in their *stash*. Win first place and score all your stash cards for that boss. Win second place and score half of the cards. Pay too little and score nothing!

Components

- 60 black cards (values 1-4)
- 60 white cards (values 5-8)
- 5 player boards

Set Up

1. Separate cards by card back - black and white. Shuffle each deck. You need a space beside each deck for a discards pile for each card type.
2. Remove cards from each deck based on player count and place these to the side for the end game:
 - 5 players: Remove 10 cards per deck
 - 4 players: Remove 19 cards per deck
 - 3 players: Remove 28 cards per deck
 - 2 players: Remove 37 cards per deck
3. Give each player a player board and 2 cards from each deck.
4. Randomly choose the starting player.

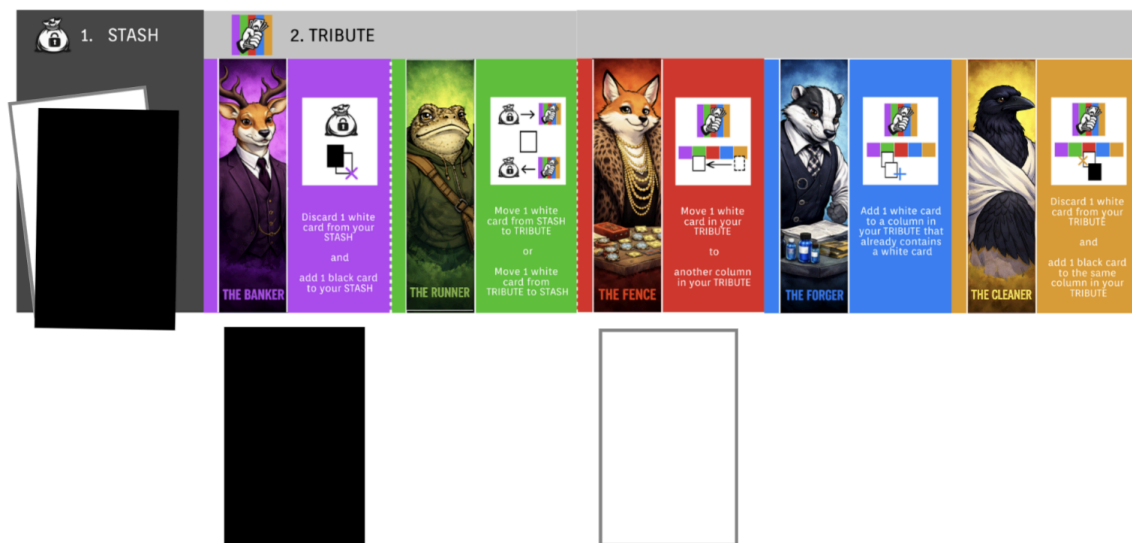


How to Play

On your turn, take the following steps in order:

1. Play one card from your hand face down to your **stash**.
2. Play one card to your **tribute**. The card type must be the opposite of what you just played to your stash: if you played a low card to your stash, play a high card to your tribute; if you played a high card to your stash, play a low card to your tribute. Place it face down in the column of the boss shown on the card.
3. When you pay a card in tribute to one of the bosses, they will help you. You can now use that **boss's power**. If you can't or don't want to, discard a card from your hand. See Boss Powers section below.
4. **Draw** from the decks until you have two high cards and two low cards in your hand. Skip this step in the final round.

Note: You may look at the cards in your tribute and your stash at any time.



Boss Powers

Note that when you play a card to your tribute you must always place the card in column matching the card's suit. However, boss powers allow cards to be moved and added to non-matching columns of the tribute. The power you use is always the power of the boss whose column you just played to.

	The Fence	The Forger	The Cleaner	The Runner	The Banker
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Power	Choose one low card anywhere in your tribute and discard it to the face up discard pile. Now take the top card of the high card deck and place it in the column you discarded the low card from (regardless of the boss on the card).	Choose one low card anywhere in your tribute. Take the top card of the low card deck and add it to the column with your chosen low card (regardless of the boss on the new card).	Choose one low card anywhere in your tribute and move it to another column in your tribute.	Choose one low card in your tribute and move it into your stash. <u>Or</u> choose one low card in your stash and move it into any column in your tribute.	Choose one low card in your stash and discard it to the face up discard pile. Now take the top card of the high card deck and add it to your stash.
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Game End

Players keep taking turns until at least one draw deck runs out. At this point:

1. Refill the decks with the cards you removed in set-up.
2. Finish the current round, then play one final round. Skip the draw phase on every turn in this final round.
3. At the end of the final round, in reverse player order, each player plays their remaining two cards - one to their stash and one to their tribute.

Scoring

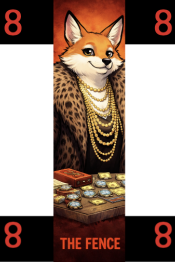
Resolve one boss at a time. Reveal all cards in each player's tribute column for that boss and add up the totals.

- The player with the highest total scores *all* of their stash cards for that boss.
- The player with the second highest total scores *half* of their stash cards for that boss (rounded up - discard the lowest value cards first to make up the half you don't score).
- All other players score nothing for that boss.
- If players are tied for highest or second highest, all tied players score.
- Note: it is the column a card is in that matters, not the boss shown on the card.

Repeat for all five bosses. The player with the highest total score wins. Ties are friendly - share the victory.

Scoring Example

In a 3-player game, players reveal their Fence columns. Because of boss powers, a player may have non-Fence cards in their Fence column - these still count towards the Fence total.

	Player A	Player B	Player C
Cards in TRIBUTE			
Total in TRIBUTE	21	6	16
Cards in STASH			
SCORE	Score ALL of the cards in the Stash Score = 11 points	Score NONE of the cards in the Stash Score = 0 points	Score HALF of the cards in the Stash rounded up (Discard the number 3 card and score the other cards) Score = 7 points

Repeat for all other boss columns.