

(POST OFFICE DECK) P.I. CARD

If you have a Private Investigator card you may use it to avoid paying the amount shown on a blackmail card. You may only keep one of these cards until you need it at a cost of \$1,000 each time you arrive at your Home Square (to be paid to the bank before opening your mail). Upon using this card you must pay an additional \$2,000 (for the PI's services) to the bank and then replace the card at the bottom of the deck.

IN HOSPITAL OR PRISON

If you land in HOSPITAL or PRISON you must put your playing piece in the HOSPITAL or PRISON area. While you are there, you cannot send out any NEW letters until you are released. If players already have letters from you they do not read them while you are in HOSPITAL. After losing the required amount of turns, return to your Home square without gaining your salary BUT you must open mail if you have any. If you are coming out of HOSPITAL you must also pay \$3,000 for medical expenses.

WINNING THE GAME

If you can bankrupt all other players or accumulate \$250,000 you become the Master Blackmailer and win the game!

LOSING / GOING BANKRUPT

If you have no more cash on hand and no cameras on the board you are automatically considered bankrupt and out of the game.

COLLECTOR'S LIMITED EDITION CERTIFICATE REDEMPTION

SAVE the numbered gold sticker found on the front of this gamebox! Mail a copy to us at the below address or fax number along with your name, age, address, and where / at what price you bought your game. We will then send you your individually numbered and signed Gold Certificate which authenticates you own one of only 2000 Blackmail Collector's Limited Edition Sets. (The Certificate number will match the number on your gold sticker.)

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We'd love to hear your comments on BLACKMAIL or any rule variations that you usually play with. Visit us at our website:

<http://www.vanderveergames.com>

Original Game Design & Concept: Jacques Deul

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Revised Rules
COLLECTOR'S LIMITED EDITION

blackmail

THE GAME WHERE FRIENDSHIP CAN COST AN ARM AND A LEG!

Watch out! In the game of BLACKMAIL®, you'll be friends one minute and blackmailing each other the next!

Set up surveillance cameras to catch your opponents, then send them blackmail letters to get rich quick! Sounds easy? Think again! Read on to see if you have what it takes to make it in the exciting world of BLACKMAIL®.

WHAT YOU SHOULD FIND IN YOUR BLACKMAIL® GAME BOX

1 BLACKMAIL game board	40 BLACKMAIL cards
2 six sided dice	40 POST OFFICE cards
4 coloured player tokens	40 coloured letters
40 coloured cameras	Blackmail money

PLAYING BLACKMAIL®

BLACKMAIL is played with 2 to 4 players. Each player is assigned one home (one of the four coloured locations) with accompanying Home square, the "Collect Salary & Open Mail" square. Each player is given one camera of their colour plus \$50,000 in cash savings, paid as follows; 3 x \$10,000, 3 x \$5,000 and 5 x \$1,000. The starting salary for each player is set at \$10,000. (Keep track of player salaries on a piece of paper, they change frequently!). Before you start, it's a good idea to decide who will be the banker (person in charge of bank's money & handling salary, camera payments, etc. during the game). This person can still play as an ordinary player with their own share of money.

Each player places his or her playing piece on home (NOT home square). Every player takes a turn to roll one die. Whoever rolls the highest starts the game. Roll both dice and move your playing piece the number of squares indicated. The 'Collect Salary & Open Mail' or Home square is the first square you should move to. Movement around the board is always in a clockwise direction. When your turn is complete pass the dice to the player on your left.

POST OFFICE SQUARES

If you land on a POST OFFICE square you must pick up one POST OFFICE letter (card). Follow the instructions on the card and place the card back face down on the bottom of the pile.

CAMERA STORE SQUARES

If you land on or stop at a CAMERA STORE square you have the opportunity

to buy up to two surveillance cameras. If you have no cameras, your first camera will cost you \$5,000. Every time you buy an additional camera the cost increases by \$5,000. See example below;

1st Camera cost = \$5,000.

2nd Camera cost = \$10,000.

3rd Camera cost = \$15,000.

And so on. For easy calculation count how many cameras you already have on the board.

LOCATION SQUARES

These are the squares with location names AND your Home Square. The 'Subway Entrance' and 'Subway Exit' squares are special locations. Read (POST OFFICE DECK) SUBWAY PASS CARD for more information on these squares.

PLACING YOUR SURVEILLANCE CAMERAS

Once you own a camera, you're ready to start Blackmailing! You may place (on your next turn after buying the camera) your camera at any location square you land on including your own Home Square. Only one camera is ever allowed to occupy a square.

LANDING ON A SQUARE OCCUPIED BY A CAMERA

If you land on a square occupied by your own camera you may pick up the camera to replace it elsewhere on a next turn. If the square is occupied by another player's camera, you'll receive one blackmail letter from that camera's owner. Their letter is to be placed at your home. A camera positioned at a Home square counts double; (i.e. 2 blackmail letters)

LANDING ON YOUR HOME SQUARE

You must stop at your Home square even if your roll would take you past it. First collect your salary. Now proceed to open any mail you have received. Start by announcing which colour you will open first. You must read all letters from a colour before proceeding to another colour. For each letter you read, the Blackmailer who sent the letter decides the amount they want to blackmail you. If you disagree to the Blackmailer's demand pick up a blackmail card and pay the Blackmailer the amount shown on the card. If you agree to the Blackmailer's demand pay the amount demanded and return the letter to the Blackmailer. Continue opening or paying off until there are no letters left at your home. Your turn has now ended.

(BLACKMAIL DECK) FBI CARD

If you pick up an FBI card you're in luck! You may choose one camera from the Blackmailer to get confiscated. ALL players return any letters that belong to the Blackmailer. The Blackmailer will go to PRISON a number of turns equal to the number of letters returned by players. Lastly, the Blackmailer's salary is reduced to the minimum \$5,000.

(BLACKMAIL DECK) THUG CARD

If you pick up a THUG card you're also in luck! Here's your chance to hire some thugs for \$1000. This automatically sends the Blackmailer to HOSPITAL for 3 turns.

(BLACKMAIL DECK) BLACKMAIL CARD

If you pick up a card that indicates a sum of money you have to pay this to the Blackmailer. You are allowed to sell off your cameras to the bank at \$5,000 each for additional cash. If you cannot pay the sum on the card after also selling all your cameras you will be considered bankrupt and out of the game.

(POST OFFICE DECK) SALARY CARD

If you pick up a card that indicates either a thumbs up or thumbs down you must roll 1 die. Your salary will go up or down based on the number you have rolled x \$1,000. Note: Your salary can never fall below \$5,000.

(POST OFFICE DECK) LOST LETTER CARD

If you pick up this card you can return 1 blackmail letter to its owner.

(POST OFFICE DECK) WRONG ADDRESS CARD

If you pick up this card you can give your choice of blackmail letter to the neighbour stated on the card.

(POST OFFICE DECK) READ MAIL CARD

If you pick up this card you must immediately read all blackmail letters that have been sent to your home. You do not move your playing piece home.

(POST OFFICE DECK) REGISTERED MAIL CARD

If you pick up this card you keep it to receive \$5,000 upon landing on a post office square. (Replace at bottom of deck after use).

(POST OFFICE DECK) NEAREST CAMERA STORE CARD

If you pick up this card you must go to the nearest camera store whether it is behind or in front of your current location.

(POST OFFICE DECK) CAMERA MAINTENANCE CARD

If you pick up this card you must pay the bank \$1,000 for each camera you have on a location square. (Cameras not yet placed on the board do not require maintenance payment.)

(POST OFFICE DECK) SUBWAY PASS CARD

You can use this card at any 'Subway Entrance' to automatically arrive at any of the 'Subway Exit' squares around the board. You must stop at the exit. (If there is a camera there, you will receive a blackmail letter). You can only keep one of these cards until needed. Without this card, your roll must land you exactly on a 'Subway Entrance' to use it. You must move your token to the nearest 'Subway Exit' before your next turn if you plan to use the subway.