



BROKER

Designed by Jonah Kellman

Story



You are a stockbroker working on Wall Street. You've received insider information regarding an imminent crash.

You want to divest yourself of your entire portfolio as quickly as possible. As a member of the one percent, you are, of course, willing to go to any lengths necessary. If you see the opportunity to cheat the system, you will.



Setup

The Broker deck includes 24 Action cards and 24 Stock cards.



Shuffle it and then deal it out evenly amongst all of the players. These cards become each player's deck.

Players are not allowed to look at the contents of any deck unless otherwise instructed. A player's deck must start in sight of the other players.



To begin the game, each player draws four cards from the top of their deck. The player who goes first is the player who goes first.



Playing

On each player's turn, that player must either use an action (blue cards) or sell stock (red cards).



If a player plays an action card, they follow the instructions listed on the card and then place it face up in the shared discard pile.

When an action instructs a player to look through any deck, that player must shuffle the deck afterwards.

If a player sells stock, they can sell multiple of the same stock. To sell stock, simply place the cards face up in the discard pile.

Playing

At the end of each player's turn, all players must draw cards from their deck until they have four cards in their hand.



If a player got rid of cards in their hand through cheating, they still draw until they have four cards in hand.

Players are allowed to have more than four cards in their hand, either naturally or from cheating.

If a player has more than four cards at the end of a turn, they do not draw more cards. A player wins if they have no cards in their hand and deck and are safe from accusations of cheating.

Cheating

Wait! Cheating?

Players may cheat at any time, including during setup or normal play.

Cheating is defined as intentionally breaking the rules.

Cheating doesn't have limits - hiding your hand or deck is fine.

Stealing cards from other players' decks - fine.

Giving players cards - fine.

Lying about what you played - fine.

Other things we haven't listed here - do it! If a player cheats, they can be caught up until the next player's turn begins.

Cheating

If a player catches another player cheating the accused must admit to their sin, undo their cheat and put the top card of each opponent's deck on top of theirs.

When accusing, you have to be a little bit specific. Saying "You cheated!" is not enough to count as an accusation. However, you don't need to list the exact actions taken. You don't need to say "You took two cards from your hand and shoved them under that pillow while I was searching my deck." It is sufficient to say "You hid some cards under that pillow."

Note: Lying about cheating makes the game unfun. Don't do that. Accept your defeat gracefully and carry on.

Example Turn

Andrea's turn begins: While following the instructions on **Depreciation**, Andrea cheats and gets rid of two cards instead of one.



Andrea's turn ends: Andrea draws back up to four cards in her hand.



Before Barry's turn begins: After Andrea has drawn, but before Barry has played a card, Chris hides his hand under his chair.



Example Turn

Barry's turn begins: Barry places two copies of **'Argos Internet'** in the sold pile. Andrea can no longer be caught for the cheat during her turn.



Barry's turn ends: Barry draws back up to four cards in his hand. Chris also draws back to four cards in his hand.



Chris's turn begins: Chris plays an action card, **Market Research**. He can no longer be caught for hiding the cards under his hand.



Common Questions

What happens if you get caught cheating during setup?

Repair the cheat, and each other player will give you a card from their deck once they have drawn their starting hand.

What happens if you have no cards in your deck when you catch somebody cheating?

You don't give that player any cards, but the other players will, and their cheat is undone.

Common Questions

So if I cheat right before I play my card for the turn, I'm safe, right?

Nope! You'll have to wait until the next player's turn to be safe.

What if I am caught drawing a new hand after I cheated to get rid of my old hand?

If your opponent's can't figure out what you did, they didn't get you for the cheat - what you're doing now is what you're supposed to be doing, even though it is happening because you cheated earlier.

Common Questions

Is there a penalty for false accusations?

Nope. Catching cheaters is hard enough, we don't want to penalize players for trying to catch somebody. Also, if you focus on one individual, that gives your other opponents opportunities to cheat without being observed.

Can I lie to the other players?

As long as you say "Yeah, you got me." when somebody accurately accuses you of cheating, go ahead and lie! Getting caught in a lie isn't cheating, but it may make life more difficult for you.

Common Questions

What do I do if I don't have any cards in my hand at the start of my turn?

Go straight to the end of your turn and draw back up to four!

Can you play Broker without cheating?

You can, and sometimes a player will win without cheating, but it is a lot harder. If nobody is cheating (and everyone knows that) the game is a lot less fun. A lot of the excitement of Broker comes from the intensity and pressure derived from cheating and trying to catch people.

Common Questions

Can you play *Broker* with two players? What about five?

Two player *Broker* can be enjoyable, and it is a blast with spectators. However, we don't recommend playing with more than four players. Extra players means that your starting deck is smaller, and luck, rather than cheating, because a significant factor in victory. If you have an extra copy of *Broker*, you can shuffle the decks together and play with up to eight players!

Credits

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