

Deep Web Dealers

Deep Web Dealers is a 2-4 player card game where you take the role of a shadowy figure of the Dark Web, trying to amass assets, grow your infamy and outsmart the authorities and your rivals.

- [Available on the Steam Workshop for Tabletop Simulator](#) -

Document Revisions:

- 26/04/2020 - Jam delivery: Prostitution ring is broken but you know shit happens draft the card ASAP and easy win.

Rules

Basic Concepts:

- **Goods cards:** One of the 2 kinds of playing cards in this game. They are commonly obtained by buying them from the card shop, but they can be obtained through other means. When you purchase or otherwise obtain one, they are immediately added to your player board (basically, the playing area in front of you). They can also be sold to obtain some currency back. When a Goods card is sold, it goes to the Goods discard pile.
- **Card shop:** The cards laid on the center of the table, face up. They are replenished at the end of each player's turn, if needed.
- **Action cards:** The other kind of card you will find in the game. Unlike the Goods cards, Action cards are held on the player's hands secretly until they are played.
- **Player Board:** Set of goods cards owned by the player. These cards are always in front of the user and should remain facing up.
- **Player Hand:** Set of action cards owned by the player. These cards are held secretly by the player.
- **Crypto tokens:** In game currency used to buy Goods and Action cards.
- **Criminality:** Rank on how dangerous a card is. Used as goal points and as a criminal ranking.
- **Legal and Illegal goods:** Sold goods can be legal or illegal. Illegal goods will be searched and added on your crime record
- **Getting Busted and the Crime Record:** When getting busted your board will be searched for illegal goods and if they are found those will go to a separate pile at one side of the player board. The good cards can be stacked with the top visible for easy counting the total value of the crime record.

Set Up:

- Action card deck (36 cards).
- Goods card deck (64 cards).
- Crypto tokens (as many as needed).

Rules

Separate the cards into the two decks. Set the decks near each other, but in a clearly distinctive position. Draw 4 cards from the Goods deck and arrange them face up in a 3 x 2 grid (or don't, I'm some rules, not a cop). Give each player 4 Crypto tokens.

The game is ready to start.

Turn sequence:

1. **Shop Refill:** Refill the shop. If the shop has remained untouched for the entirety of two player turns, the current player may choose to discard all the cards on the shop and draw new ones.
2. **Crypto Mining:** Obtain 1 Crypto token + 1 crypto for each category you own.
3. **Selling Phase:** You may sell any number of Goods cards.
4. **Buying Phase:** You may buy any number of Goods cards from the card shop. You may additionally pay 2 Crypto tokens to draw 1 Action card from the Action card deck and add it to your hand.
5. **Trading Phase:** The players can freely exchange Goods cards, Action cards or Crypto tokens. The exchanges require at least one of any item, meaning a player cannot gift resources to another one.
6. **Action Phase:** You play any number of Action cards.

Victory and defeat:

Your goal is to finish one of your turns owning Goods cards with a combined Criminality value of 12 stars or more. When this condition is met by one of the players, the game ends and that player is the sole winner of the game.

You can also win the game by being the last player standing. A player is eliminated from the game when at any point during the game, that player has in their Crime record an amount of cards with a combined Criminality value greater than 6 stars.

Additional rules and clarifications:

- When a card mentions "half of" an amount or value, we will always assume it is divided by two, rounded down, but with a minimum resulting value of 1.

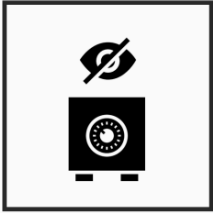
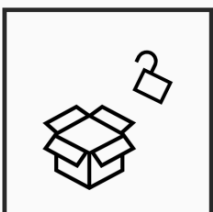
Cards

Cards

Qty	#	Name	Type	Category
-		- Actions -		
2	1	Tax Inspection	Action-Attack	Action
2	2	Anonymous Tip (INF)	Action-Attack	Action
2	3	Anonymous Tip (OG)	Action-Attack	Action
2	4	Anonymous Tip (HW)	Action-Attack	Action
2	5	Anonymous Tip (SW)	Action-Attack	Action
2	6	Search Warrant	Action-Attack	Action
1	7	Police Bust	Action-Attack	Action
4	8	Open up!	Action-Attack	Action
1	9	Federal Operation	Action-Attack	Action
2	0	Cyber Attack	Action - Theft	Action
4	1	Rerouted Delivery	Action - Theft	Action
2	2	Break In	Action - Theft	Action
4	3	Devil's Lawyer	Action - Protection	Action
2	4	Fake Evidence	Action - Protection	Action
4	5	Hidden Container	Action - Protection	Action
36		- Total Actions-		
-		- Goods -		
4	6	Prostitution Ring	Good	Influence
4	7	Vital Organs	Good	Influence

4	8	Political Ties	Good	Influence
2	9	Blackmail Sextapes	Good	Influence
2	0	Corruption Evidence	Good	Influence
4	1	Cocaine	Good	Organized Crime
4	2	Weed	Good	Organized Crime
4	3	Avocados	Good	Organized Crime
2	4	Unregistered Firearms	Good	Organized Crime
2	5	Fissionable Material	Good	Organized Crime
4	6	GPU Array	Good	Hardware
4	7	WiFi Spoofer	Good	Hardware
4	8	Cloud Storage	Good	Hardware
2	9	Radio Inhibitor	Good	Hardware
2	0	Proxy Network	Good	Hardware
4	1	Police Database	Good	Software
4	2	Ransomware	Good	Software
4	3	Browser Mining	Good	Software
2	4	1TB of Passwords	Good	Software
2	5	Government Secrets	Good	Software
64		- Total Goods -		
100		TOTAL		

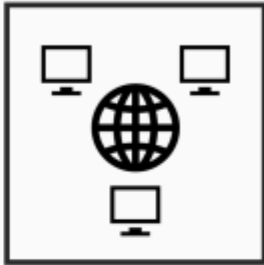
Cards

HIDDEN CONTAINER  You can play this card when an Action card targets you. Choose one of your Goods. For all intents and purposes, that Good is not taken into account for that cards effects.	TAX INSPECTION  Target a player. Target player loses half of their Crypto tokens.	ANONYMOUS TIP (INF)  Bust. Target a player. That player must add half of their Illegal cards (chosen by the targeted player) belonging to the Influence category to their Crime Record pile.	ANONYMOUS TIP (OC)  Bust. Target a player. That player must add half of their Illegal cards (chosen by the targeted player) belonging to the Organized Crime category to their Crime Record pile.
ANONYMOUS TIP (HW)  Bust. Target a player. That player must add half of their Illegal cards (chosen by the targeted player) belonging to the Hardware category to their Crime Record pile.	ANONYMOUS TIP (SW)  Bust. Target a player. That player must add half of their Illegal cards (chosen by the targeted player) belonging to the Software category to their Crime Record pile.	SEARCH WARRANT  Bust. Target a player. That player must add all their Illegal cards with a Criminality Level of 1 to their Crime Record pile.	POLICE BUST  Bust. Target a player. That player must add all their Illegal cards with a Criminality Level of 3 or higher to their Crime Record pile.
OPEN UP!  Bust. Target a player. Choose one Illegal Good card from that player's board and add it to their Crime Record pile.	FEDERAL OPERATION  Bust. Each player must choose one of their Illegal Goods and add it to their Crime Record pile.	CYBER ATTACK  Target a player. Choose a card from their hand (Action cards) without revealing the cards. The player then discards the chosen card.	REROUTED DELIVERY  Target a player. That player chooses a Goods card from their board and passes it on to yours.
BREAK IN  Target a player. Choose a Goods card from that player's board and take it for your own.	DEVIL'S LAWYER  You can play this card when a Bust has targeted you. Ignore all the effects of the Bust.	FAKE EVIDENCE  You can play this card when a Bust has targeted you. Target another player. That player receives the effects of the Bust instead. Cannot be played against Federal Operation.	DWD

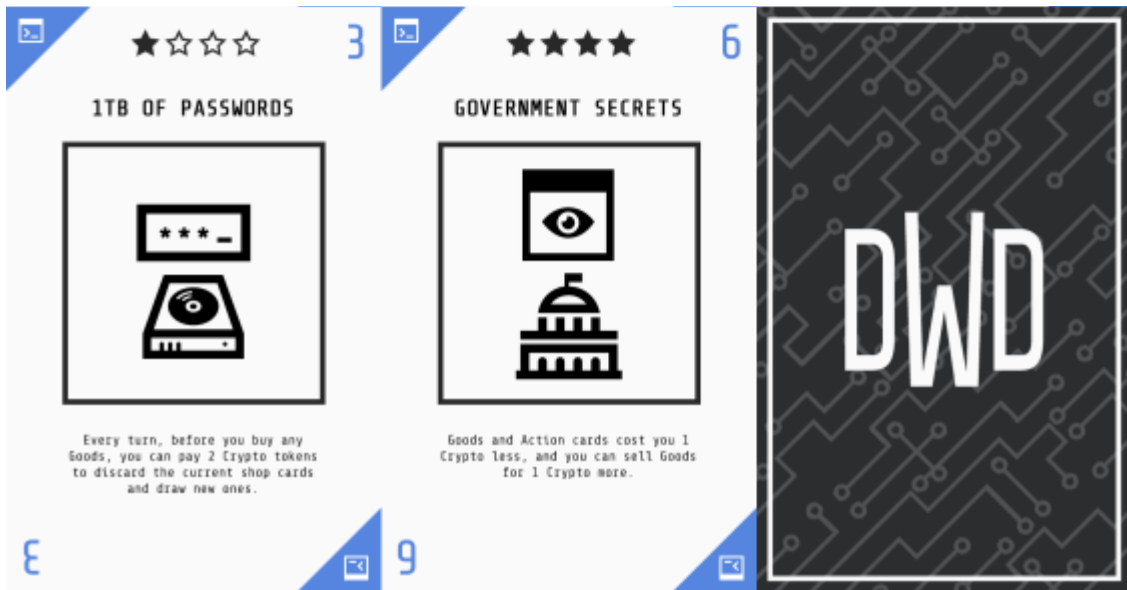
Cards

 ★★★★☆ 4 PROSTITUTION RING  If you are the player with most Prostitution Ring cards, receive 4 Crypto tokens at the end of your turn.	 ★★★☆☆ 2 VITAL ORGANS  When you sell this card, until your next turn Influence cards cost -2 for you.	 ★★★★☆ 5 POLITICAL TIES  Whenever you buy a Good costing 5 or more, gain half of it's cost as Crypto tokens.
7  ★★★★☆ 6 BLACKMAIL SEXTAPES  When you sell this card, you can force another player to either sell a card of your choice from their board, OR pay half of the chosen card's cost.	 ★★★★☆ 5 CORRUPTION EVIDENCE  Every time another player sells an Influence card, they must pay you 2 Crypto token.	 ★★★★☆ 5 COCAINE  If you sell more than 1 Cocaine, Weed or Avocado cards at the same time, you additionally obtain Crypto equal to 2 x the number of cards sold.
9  ★★★★☆ 2 WEED  If you sell more than 1 Cocaine, Weed or Avocado cards at the same time, you additionally obtain Crypto equal to 2 x the number of cards sold.	 ★★★★☆ 1 AVOCADOS  If you sell more than 1 Cocaine, Weed or Avocado cards at the same time, you additionally obtain Crypto equal to 2 x the number of cards sold.	 ★★★★☆ 4 UNREGISTERED FIREARMS  A player playing a Theft card can only target you if they pay an additional 2 Crypto tokens.

Cards

★★★★★ 9 FISSIONABLE MATERIAL  At the beginning of your turn, gain 2 Crypto tokens for every Illegal Good card you own with a Criminality of 2 or more.	☆☆☆☆☆ 3 GPU ARRAY  Increment the amount of gained Crypto every turn depending on the amount of GPU Array's you own. 1 -> +1 2 -> +3 3 -> +4 4 -> +5	★★★★☆ 2 WIFI SPOOFER  From the moment you buy this card until your next turn, Hardware cards cost +1 Crypto for the rest of the players.
6 ☆☆☆☆☆ 5 CLOUD STORAGE  During your turn, you can pay 2 Crypto tokens to privately take a look at the next 1 (+1 for every additional copies of this card you own) card(s) from the top of the Action card deck.	5 ★★★★☆ 7 RADIO INHIBITOR  A player playing a Bust card can only target you if they pay an additional 2 Crypto tokens.	2 ★★★★☆ 6 PROXY NETWORK  Place this card partially covering another one of your cards on your board. The card below is not taken into account for any effect by an Action card until this card is removed from your board.
5 ★★★★☆ 4 POLICE DATABASE  During your turn, you can discard this card and remove the top card of your crime record.	4 ★★★★☆ 5 RANSOMWARE  During your turn, you can place this card face up on top the Action card deck. Action cards cannot be drawn until someone pays 3 Crypto tokens. The card is discarded afterwards.	9 ★★★★☆ 1 BROWSER MINING  This card sells for +2 Crypto for every other Software card you own.

Cards



Card Balancing

Qty	# Id	Name	Type	Category	Price	Criminality	Desc./Effect
-		- Actions -					
2	1	Tax Inspection	Action- Attack	Action	-	-	Target a player. Target player loses half of their Crypto tokens.
2	2	Anonymous Tip (INF)	Action- Attack	Action	-	-	Bust. Target a player. That player must add half of their Illegal cards (chosen by the targeted player) belonging to the Influence category to their Crime Record pile.
2	3	Anonymous Tip (OG)	Action- Attack	Action	-	-	Bust. Target a player. That player must add half of their Illegal cards (chosen by the targeted player) belonging to the Organized Crime category to their Crime Record pile.
2	4	Anonymous Tip (HW)	Action- Attack	Action	-	-	Bust. Target a player. That player must add half of their Illegal cards (chosen by the targeted player) belonging to the Hardware category to their Crime Record pile.
2	5	Anonymous Tip (SW)	Action- Attack	Action	-	-	Bust. Target a player. That player must add half of their Illegal cards (chosen by the targeted player) belonging to the Software category to their Crime Record pile.
2	6	Search WarrantSearch Warrant	Action- Attack	Action	-	-	Bust. Target a player. That player must add all their Illegal cards with a Criminality level of 1 to their Crime Record pile. Bust. Target a player. That player must add all their Illegal cards with a Criminality level of 1 to their Crime Record pile.
1	7	Police BustPolice Bust	Action- Attack	Action	-	-	Bust. Target a player. That player must add all their Illegal cards with a Criminality level of 3 or higher to their Crime Record pile. Bust. Target a player. That player must add all their Illegal cards with a Criminality level of 3 or higher to their Crime Record pile.
4	8	Open up!Open up!	Action- Attack	Action	-	-	Bust. Target a player. Choose one Illegal Good card from that player's board and add it to their Crime Record pile. Bust. Target a player. Choose one Illegal Good card from that player's board and add it to their Crime Record pile.
1	9	Federal Operation	Action- Attack	Action	-	-	Bust. Each player must choose one of their Illegal Goods and add it to their Crime Record pile.
2	10	Cyber Attack	Action - Theft	Action	-	-	Target a player. Choose a card from their hand (Action cards) without revealing the cards. The player then discards the chosen card.
4	11	Rerouted Delivery	Action - Theft	Action	-	-	Target a player. That player chooses a Goods card from their board and passes it on to yours.
2	12	Break In	Action - Theft	Action	-	-	Target a player. Choose a Goods card from that player's board and take it for your own.

Card Balancing

4	13	Devil's Lawyer	Action - Protection	Action	-	-	You can play this card when a Bust has targeted you. Ignore all the effects of the Bust.
2	14	Fake Evidence	Action - Protection	Action	-	-	You can play this card when a Bust has targeted you. Target another player. That player receives the effects of the Bust instead. Cannot be played against Federal Operation.
4	15	Hidden Container	Action - Protection	Action	-	-	You can play this card when an Action card targets you. Choose one of your Goods. For all intents and purposes, that Good is not taken into account for that cards effects.
36		- Total Actions-					
-		- Goods -					
4	16	Prostitution Ring	Good	Influence	4	2	If you are the player with most Prostitution Ring cards, receive 2 Crypto tokens at the end of your turn.
4	17	Vital Organs	Good	Influence	2	1	When you sell this card, until your next turn Influence cards cost -1 for you.
4	18	Political Ties	Good	Influence	5	3	Whenever you buy a Good costing 5 or more, gain 2 Crypto tokens.
2	19	Blackmail Sextapes	Good	Influence	6	2	When you sell this card, you can force another player to either sell a card of your choice from their board, OR pay half of the chosen card's cost.
2	20	Corruption EvidenceCorruption Evidence	Good	Influence	5	3	Every time another player sells an Influence card, they must pay you 2 Crypto tokens. Every time another player sells an Influence card, they must pay you 2 Crypto tokens.
4	21	Cocaine	Good	Organized Crime	5	2	If you sell more than 1 Cocaine, Weed or Avocado cards at the same time, you additionally obtain 2 Crypto equal to 2 x the number of cards sold.
4	22	Weed	Good	Organized Crime	2	1	If you sell more than 1 Cocaine, Weed or Avocado cards at the same time, you additionally obtain 1 Crypto equal to 2 x the number of cards sold.
4	23	Avocados	Good	Organized Crime	1	0	If you sell more than 1 Cocaine, Weed or Avocado cards at the same time, you additionally obtain 0 Crypto equal to 2 x the number of cards sold.
2	24	Unregistered Firearms	Good	Organized Crime	4	3	A player playing a Theft card can only target you if they pay an additional 2 Crypto tokens.
2	25	Fissionable Material	Good	Organized Crime	9	4	At the beginning of your turn, gain 2 Crypto token for every Illegal Good card you own with a Criminality of 2 or more.

Card Balancing

4	26	GPU Array	Good	Hardware	3	0	Increment the amount of gained Crypto every turn depending on the amount of GPU Array's you own. 1 -> +1, 2 -> +3, 3 -> +4, 4 -> +6
4	27	WiFi Spoofer	Good	Hardware	2	2	From the moment you buy this card until your next turn, Hardware cards cost +3 Crypto for the rest of the players.
4	28	Cloud StorageCloud Storage	Good	Hardware	5	0	During your turn, you can pay 2 Crypto tokens to privately take a look at the next 1 (+1 for every additional copy of this card you own) card(s) from the top of the Action card deck. During your turn, you can pay 2 Crypto tokens to privately take a look at the next 1 (+1 for every additional copy of this card you own) card(s) from the top of the Action card deck.
2	29	Radio Inhibitor	Good	Hardware	7	2	A player playing a Bust card can only target you if they pay an additional 2 Crypto tokens.
2	30	Proxy Network	Good	Hardware	6	2	Place this card partially covering another one of your cards on your board. The card below is not taken into account for any effect by an Action card until this card is removed from your board.
4	31	Police Database	Good	Software	4	2	During your turn, you can discard this card and remove the top card of your crime record.
4	32	Ransomware	Good	Software	5	3	During your turn, you can place this card face up on top the Action card deck. Action cards cannot be drawn until someone pays 3 Crypto tokens. The card is discarded afterwards.
4	33	Browser Mining	Good	Software	1	1	This card sells for +2 Crypto for every other Software card you own.
2	34	1TB of Passwords	Good	Software	3	1	Every turn, before you buy any Goods, you can pay 2 Crypto tokens to discard the current shop cards and draw new ones.
2	35	Government Secrets	Good	Software	6	4	Goods and Action cards cost you 1 Crypto less, and you can sell Goods for 1 Crypto more.
64		- Total Goods -					
100		TOTAL					