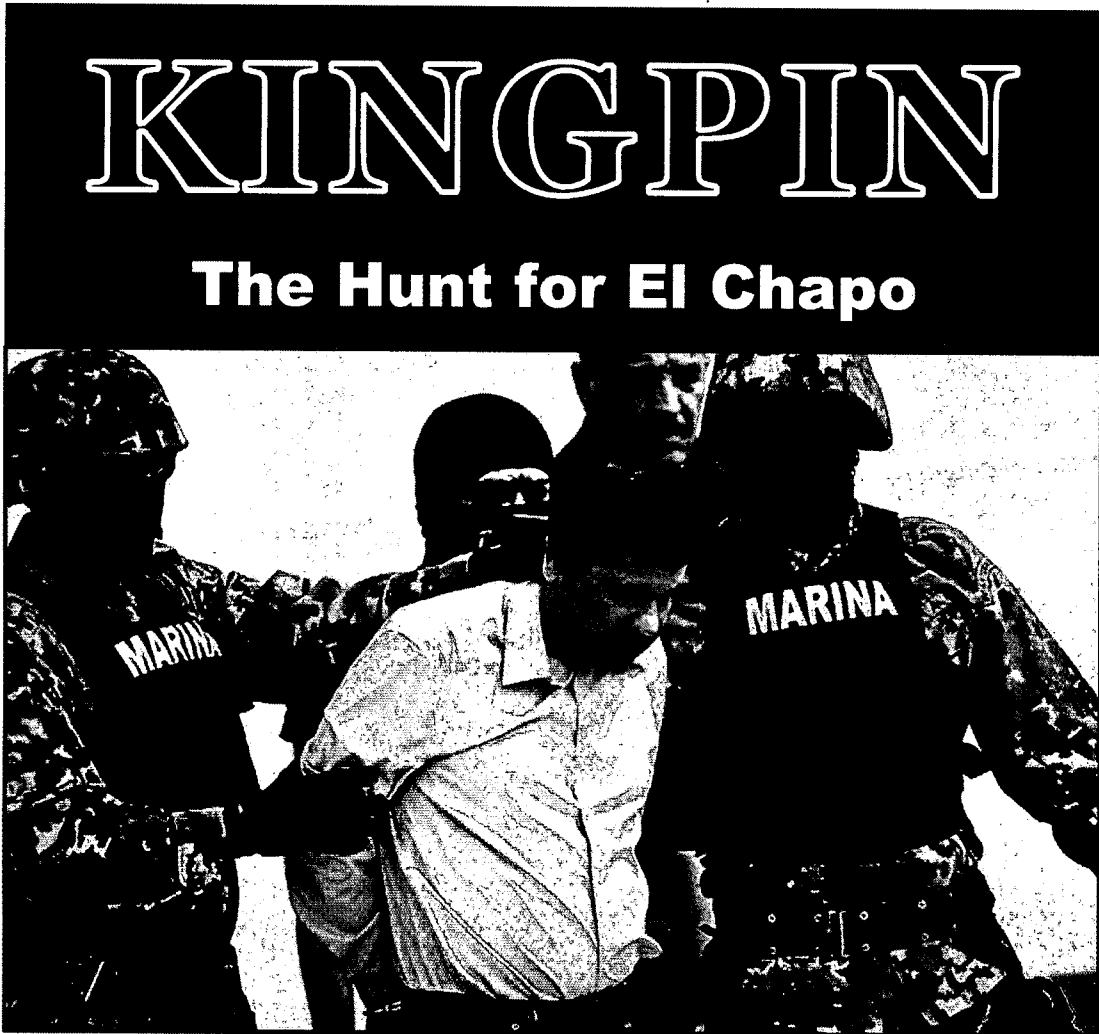




(b)(3)

21 March 2016



RULES OF PLAY



Simulation Design by



(b)(6)

CONTENTS

1. Introduction – *The game in general and how to set up*
2. The Cartel – *What the Cartel team does on its turn*
3. The Hunters – *What the Hunter team does on its turn*
4. Refereeing – *What the Referee is responsible for*
5. Victory – *How each team's performance is judged*

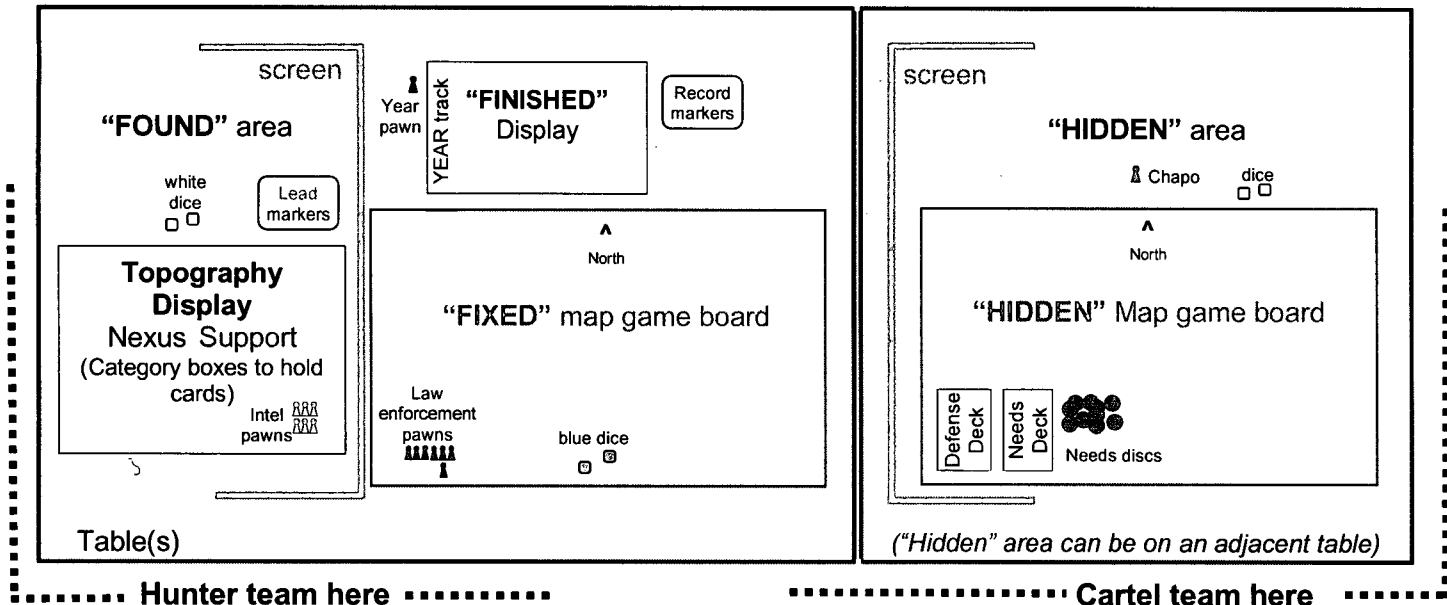


(b)(3)

(b)(3)



Referee here



1.0 INTRODUCTION

KINGPIN—The Hunt for El Chapo is an instructional boardgame designed to familiarize intelligence analysts with manhunting methodology. Using tabletop components representing both historical and notional aspects, players reenact the evasion and manhunt that ended with the 2014 capture of Mexican Sinaloa Cartel boss Joaquín “El Chapo” Guzmán Loera (before his 2nd escape in 2015 and later recapture). The full game should take about 90 minutes to play.

Roles

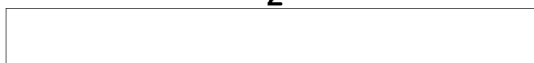
Players are divided between a Cartel team and a Hunter team. The Cartel team sets El Chapo’s Defenses and seeks to evade capture while fulfilling a variety of El Chapo’s personal and operational needs. The Hunter team deploys intelligence and police assets as well as an elite *Marina* (Mexican Marines) strike unit to unravel El Chapo’s nexus and support topographies (his trusted networks) and thereby zero-in on his needs and defenses. A Referee oversees the game to ensure that only the right secret information is revealed.

Setup

See the diagram above. Set out the game boards, displays, and screens on 1 or 2 long tables as shown. Shuffle the Needs deck and place it and the Defense cards next to the “Hidden” game board, with a pool of green “Needs” discs nearby. Place the Nexus and Support Topography cards face-down in the appropriate marked boxes of the Topography Display in the “Found” area, with a pool of “Lead” markers nearby. Group the various pawns as shown. Give the Hunters a pool of “Record” markers and some white and blue 6-sided dice.

Reference sheets. Give each player an Initial Investigation and Hunter Constraints brief, plus a Player Aid card.

Cartel Preparation. The Cartel team before play blindly draws 6 Defense cards and places them and the green Chapo pawn into legal Locations (indicated on the cards; any for the Chapo pawn) on the Hidden area game board.



(b)(3)

Layout

Hidden and Found-Fixed-Finished.

Screens divide the table(s) into 3 areas:

- A “Hidden” area that the Hunter team may not view, holding a Hidden game board map.
- A “Found” area that the Cartel team may not view, holding a Topography display.
- A common area in the middle that all can view, holding “Fixed” game board, as well as a “Finished” box.

NOTE: A Defense’s ability to “Hide” Chapo means to move Chapo from Fixed to Hidden—Chapo must be Fixed to “Hide”.

Locations. The boards show Locations in western Mexico and their terrain. Holding boxes for cards are associated with each Location, to show Chapo’s Defenses, Needs, and such.

- A separate “With Chapo” box, also considered a Location, holds Defenses that are always with Chapo. Chapo may not occupy the With Chapo box.

Components

In addition to boards and displays, the game uses pawns, cards, and markers to record actions of the Cartel and the Hunters.

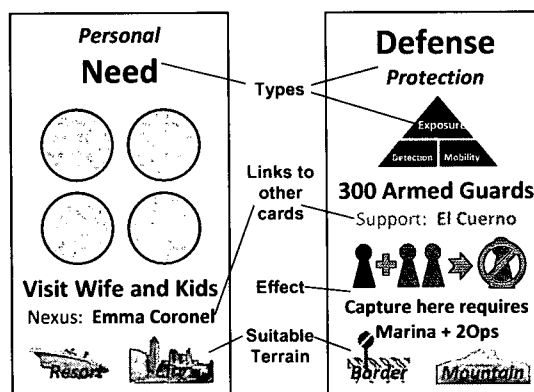
El Chapo. A green pawn (“Chapo”) shows El Chapo’s current Location, and (by game board) whether he is Hidden or Fixed.

Hunter Assets. The Hunters have 6 white (“Intelligence”), 6 blue (“Police”), and 1 black (“Marina”) pawns.

- Intelligence (white pawns) represent the collection of information on individuals around El Chapo; the Hunters place them on Topography cards to Find (flip face up) or Fix (place in a Location) Defense or Needs cards Linked to them.
- Police (blue pawns) represent local investigation, surveillance, and enforcement; the Hunters place them on Locations to Fix (reveal) Need or

Defense cards or El Chapo or to Finish (remove) Need or Defense cards.

- Marina (black pawn) represents an elite strike unit; the Hunters can use it as especially effective Police; it is also the only way to Finish El Chapo (once Fixed) for the Hunters to win the game.



Needs Cards and Discs. A deck of “Needs” cards contains 2 types—“Personal” and “Operational”. They represent what Chapo wants to accomplish while evading capture. The Cartel team during play draws Needs cards and places them at a Hidden Locations of their choice, within the suitable Terrain shown. During its turns, the Cartel will seek to Fulfill Needs by placing green discs into empty circles on Needs cards collocated with the Chapo pawn, in order to win the game.

Defense Cards. Cartel “Defenses” are of 3 major types—“Exposure”, “Detection”, and “Mobility”.

- Exposure Defenses tend to block the placement of Hunter assets (pawns) in certain areas during Planning or to reduce their local effectiveness—representing defenses that limit El Chapo’s physical exposure to the authorities’ operations.
- Detection Defenses tend to reduce the number of Hunter assets (pawns) available or nullify Fix and Finish actions—representing defenses that obscure El Chapo’s or associates’

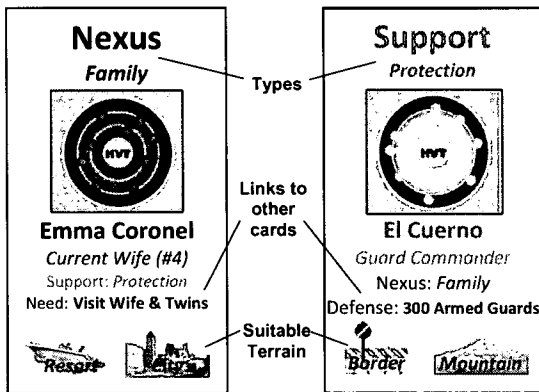
(b)(3)

movements or communications from the authorities' collection.

- **Mobility Defenses** tend to enable the Chapo pawn to make additional, out-of-sequence moves among Locations—representing defenses that aid transit of exposed areas or a quick getaway.

Whenever the Cartel uses a Defense that remains Hidden, they (or else the Referee) must announce that they used a Defense.

Defense cards available to the Cartel team and played onto Locations. Some go to a "With Chapo" display and are, in effect, in a separate Location.



Topography Cards. "Nexus Topography" and "Support Topography" cards represent trusted individuals in Chapo's network. Nexus are individuals with a mainly personal relationship to Chapo; Support are those who help him run his cartel or evade capture. Cards show subtypes (such as "Family") on front and back to aid Hunters in finding various parts of Chapo's network. They show Links to other cards and the terrain where Linked Cartel cards may be placed. Hunters will seek to reveal ("Find") Topography and follow their Leads to Chapo's Defenses and Needs and to him. *NOTE: Topography cards are never Fixed or Finished.*

Leads. "Leads" markers bear named Locations. The Referee places Leads on face-up Topography to show the Hunters that there is a Linked Defense or Need Hidden at that

Location and to enable them to Fix those Linked cards.



Records. A pool of "Records" markers bears Hunter asset types and turn numbers. Players may place Records on cards or Locations, in order to record the last time that a Hunter action there showed that something (red target reticle side of the marker) or nothing (no reticle) was there.

Sequence of Play

After Setup, play proceeds through up to 8 pairs of alternating Cartel and Hunter turns (representing a year each, 2008-2015) as follows and detailed below:

Cartel Turn

- Draw and place 1 new Needs card
- Take up to 2 Defense and/or Chapo actions total

Hunter Turn

- Plan and resolve Intelligence
- Plan and resolve Police & Marina

2.0 THE CARTEL

On the Cartel's turn, it must draw and place 1 new Needs card. The team also may perform up to 2 Chapo and/or Defense actions total, in any order.

Add Needs Card

The Cartel team at the beginning of each of its turns draws 1 random Needs cards from the deck and places it at a legal Location in its Hidden area.

Defense Actions

With Defense actions, the Cartel may:

- For 1 action — or for 2 if marked \$\$ — place any 1 unplayed Defense card into a legal Hidden Location.
- For 1 action if marked 🚚 — or for 2 if marked 🚚 🚚 — move a Defense card between legal Locations—Hidden to Hidden or Fixed to Fixed (not between Fixed and Hidden, nor from Finished).

(b)(3)

Chapo Actions

With Chapo actions, the Cartel may:

- EITHER fulfill 1 Need—place a green Needs disc into a circle on a Needs card that is at the same named Location as the green Chapo pawn. *NOTE: Finished Needs cannot be further Fulfilled. OR*
- Move the green Chapo pawn to any map Location, Hidden to Hidden or Fixed to Fixed.

Leads

Whenever the Cartel adds (or moves) any Defense or Needs card to a Location, the Referee adjusts any corresponding Leads markers at any Linked Found (face-up) Nexus or Support cards (see Leads below).

3.0 THE HUNTERS

The Hunter team on its turn, in this order:

- Plan Intelligence collection by placing any or all of its available white pawns.
- Resolve Intel collection in any order.
- Plan Police and Marina enforcement by placing any or all blue and black pawns.
- Resolve Police investigation (blue) and/ or a Marina strike (black), in any order.
- Advance marker on Turn Track.

Records. Throughout the Hunter turn, both Hunter and Cartel teams may place Records markers as appropriate to note whether or not Hunter actions found something or nothing that turn.

Planning Collection

First, the Hunter team places any or all available* white pawns onto any individual Nexus or Support cards (face-down or face-up, in the Found area), including multiple pawns on one spot, if desired.

**NOTE: Some pawns may be unavailable or ineffective, due to Cartel Defenses.*

Resolving Intelligence

After planning collection, the Hunters and Referee resolve all Intelligence (white) pawns, pawn by pawn in any order the Hunters desire, as follows, depending on what sort of card that pawn occupies.

- Face-down Nexus: flip the card face up (automatically; keep any other pawns on the card there). Referee places Lead markers (if any, see Leads).
- Face-down Support: roll a die; if the roll is a **4-6**, flip the card face up (if 1-3, do nothing). Referee places any Leads.
- Found (face-up) Nexus: automatically flip any 1 face-down Support card of a type Linked to the targeted face-up Nexus (per the Nexus card). In addition, Referee places any Lead markers as appropriate on the targeted and any just revealed Support cards.
- Found card with Lead (“pursuing the lead”): At Hunters’ option, instead of flipping a card, Referee directs Cartel to put a Hidden Need or Defense card Linked to the targeted card and at the location shown on that Lead onto the Fixed board at that Location (or in “Defenses With Chapo” box). Remove that Lead marker.

Leads. For all face-up Nexus and Support cards, the Referee monitors whether any Needs or Defenses Linked to it are in play in the Hidden area. If so, the Referee places a Lead marker showing the current Location of each Hidden Linked Need or Defense onto that Topography card.*

- Whenever a Hidden card is Fixed or Finished, the Referee removes Lead markers associated with it from the Linked Topography cards (if any).

**NOTE: The Lead marker lets the Hunters know that a Linked Need or Defense is in play in the Hidden area and where and allows targeting of the Linked cards.*

Planning Enforcement

Next, the Hunters place any or all of the blue and black pawns that they have onto any Locations in the Fixed area, including multiple pawns on a single spot, if desired.

Resolving Police and Marina

After planning enforcement, the Hunters resolve Police and Marina actions in any order they desire. *(They do not have to pre-designate the order, but they must declare whether each action aims to "Fix" or "Finish" before the referee reveals whether anything is Hidden at that location.)*

Police. For Police (blue), Hunters roll 1 die pawn by pawn and carry out the following only on a 4-6:

- **Fix:** Cartel team must move 1 item Hidden in that Location *(if any)*—either Chapo or any 1 Defense or Need card—to Fixed. OR
- **Finish:** Hunters move 1 Need or Defense card Fixed at that Location to Finished. Any discs (Fulfilled Needs) on Needs card stay with the card.

Tickle the Wires: Whenever Police Finish a card per above, they get an immediate free attempt to Fix Chapo—on a roll of **4-6**, Fix Chapo (not a card) if Chapo is Hidden at that card's Location.

IMPORTANT: *"Tickling the Wires" is one of the main ways that Chapo gets Fixed.*

NOTE: *A pawn in the "Defenses With Chapo" box never Fixes Chapo.*

Marina. The Hunters carry out a Marina strike (black), if any planned, as follows.

- At any Location: Fix or Finish as if Police action that rolled a 4-6 (including any Ticking the Wires as if that had rolled a 4-6). (It is still not "Police" for purposes of any Cartel Defenses.) OR
- Location where Chapo is Fixed: Chapo is Finished (captured). Hunters win.

NOTE: *The Cartel may be able to use a Defense to block this result.*

Advance Turn

After the Hunters' turn, Referee (or Hunters) advances the colored pawn by 1 number on the track of circles next to the Finished box.

4.0 REFEREEING

The Referee has these responsibilities:

- Enforce compliance by the teams with all game rules, particularly within the Hidden and Found areas (for example, screened die rolls and their effects).
- As Intelligence collection (a white pawn) is resolved, as the Cartel adds Defense or Need cards into play, or as Hidden Defenses or Needs are Fixed or Finished, place or update Lead markers corresponding to current Locations of any Linked cards.
- Help manipulate cards, Record markers, Turn Track, and such in the Fixed area.

5.0 VICTORY

The game ends either as soon as the Hunter team wins or after 8 pairs of Cartel and Hunter turns:

Hunter Win. The Hunters win the instant that they Finish (capture) El Chapo or if, after 8 turns (at the end of 2015), the Cartel has Fulfilled (placed a disc on) less than 1/2 of total circles on Needs cards on the table (Hidden plus Fixed plus Finished).

Cartel Win. The Cartel wins if Chapo remains free (not Finished) for **8** turns, and the Cartel has at that time Fulfilled at least 1/2 (rounded up) of total circles on Needs cards on the table.

NOTE: *Unfilled circles on Finished Needs will hinder a Cartels win.*