

# ALMOST WANTED



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## GAMEPLAY OVERVIEW

2-4

20'

8

In Almost Wanted, players are criminal masterminds competing to collect the most valuable loot. Each game begins with a secret objective: a pair of loot types to focus on.

**1 Hire a Bandit:** draw one card from any of the decks or discard piles.



**2 Influence a Heist:** play one bandit from your hand to one of the four heists. All bandits will count toward majority control at the end.



**3 All bandits from the gang with the highest presence at each heist (row) will be arrested.**

Green Bandits get captured

Blue Bandits get captured

If tied, arrest the highest-value bandit from each tied gang.



**4 Then, the bandits who weren't caught will deliver their loot.** The player who earned the most points from collected loot wins the game.

6 = 1 10 = 8

### CREDITS

Rox López  
Pablo Velarde

### COMMERCIAL INFORMATION

Available Q1 2027  
Estimated MSRP: USD 16  
MOQ: 1008pcs EXW China

### INTERNATIONAL SALES

Rox López  
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### COMPONENTS

- 18 Bandits cards for each gang
- 6 objective card for 2 players
- 5 objective card for 3-4 players
- 1 scoreboard & marker

### LOGISTIC INFORMATION

Box Size: 150 x 100 x 40 mm  
Games per carton: 12

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