

GANGSTERS

The Godfathers of Chicago

The Rules

Idea and goal of the game

In the wild Chicago of the 20's, 4 gangs of 9 mobsters struggle to gain control over this flourishing city of crime. With the help of his most influent gangsters, each player strives for majority in all the city districts. But be careful! If you get too close to the enemy, prepare to dodge some bullets. The aim of the game is to rule the city and become Al Capone.

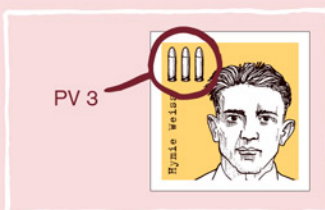
Contents

36 Gangsters (tiles), 4 Gangster figures,
4 Bullet marker, 1 Game board (Map of Chicago),
1 Score Track, 1 Rulebook (German, English,
French)

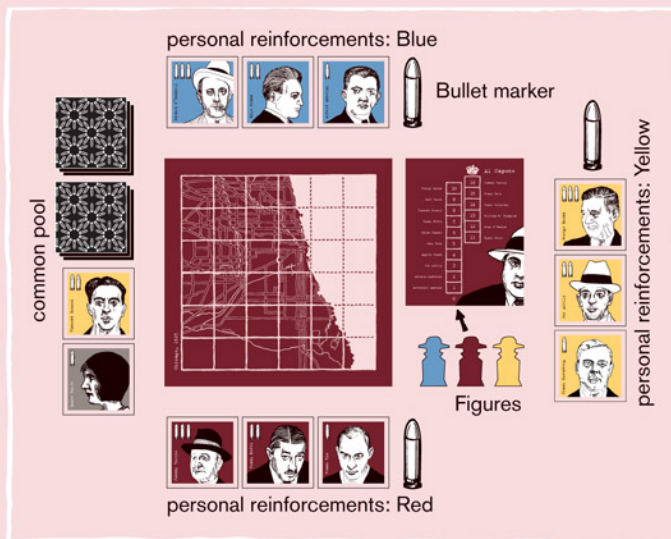


Set-up

The game board and score track are placed in the centre of the table. Each player chooses a colour and places the gangster figure of his colour on the "0" space on the score track. The tiles in the game represent gangsters in 4 colours (these tiles will be referred to as "gangsters" in this rulebook). Each gangster has a power value (PV), which is represented by a number of bullets in the top left corner of the tile. (The names of the gangsters are not useful to understand the rules).



Each player takes 3 gangsters of his colour (1 x 1 PV, 1 x 2 PV and 1 x 3 PV) and places them in front of him. They constitute his personal reinforcements. All the remaining gangsters are thoroughly shuffled and stacked face down in two stacks. Two gangsters are then drawn from these stacks and turned face up to become the common pool.



This picture shows a three player game set-up

Each player also takes a bullet marker. In a 2 player game, each player takes two bullet markers.

Sequence of play

The player who looks the most like one of the gangsters starts the game. The game then goes on clockwise. On his turn, a player must perform one of the following three actions (passing is not allowed):

- Action 1: **Play a gangster** on the board
- Action 2: **Move a gangster**
- Action 3: **Eliminate a gangster**

Action 1: **Play a gangster** on the board
A gangster must always be played face up on a free space of the game board. The player can choose between any of these gangsters:

A. A gangster from his personal reinforcements (beware, no more gangsters will be added here afterwards).

B. One of the 2 face-up gangsters available from the common pool. If one of these gangsters is placed, another one drawn from a face down stack immediately replaces him. (In this case, it can be interesting for a player to play a gangster from another player colour in a way that is profitable to him).

C. A gangster drawn from the top of one face down stack.

It is not allowed to play a gangster from another player's personal reinforcements, even if there is no other gangster available. Thus, at the end of the game, a lone player can play one or more consecutive turns.

Action 2: **Move a gangster**

A gangster can be moved one space either horizontally or vertically. He must not arrive in a space occupied by another gangster.

A player cannot move a gangster that has just been moved or placed by the previous player. Gangsters of a complete row of 6 gangsters cannot be moved!



Movement of gangster Blue

Action 3: **Eliminate a gangster**

A player can eliminate another gangster when he has a gangster directly adjacent to another (horizontally or vertically). To achieve this, the player uses his bullet marker and places it on top of the eliminated gangster: violent death! The bullet remains on top of this gangster until the end of the game. A dead gangster cannot be moved nor eliminate another gangster. Moreover, his PV will not be taken into account when scoring (see below). Gangsters from complete rows can also eliminate or be eliminated.



Red can eliminate Grey or Yellow but not Blue

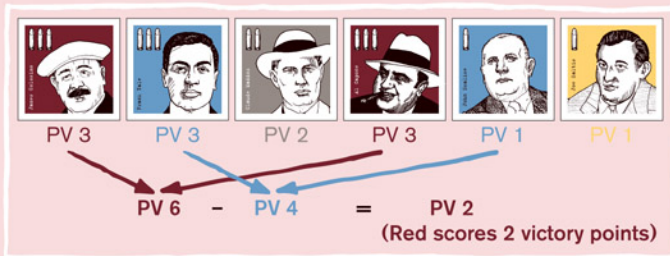
Power Value (PV) – Scoring

As soon as playing or moving a gangster forms a vertical or horizontal row of 6 gangsters, a scoring phase occurs for this district (the row). PV is summed up for each gang (gangsters of the same colour). The gang with the highest total will score the difference between his total and the second highest total. The other gangs do not score.

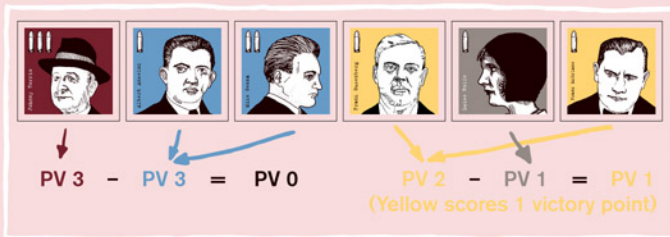
Note

If two or more gangs have the same power total, they neutralize each other and the gang with the next highest total scores.

If 2 rows (one horizontal and one vertical) are simultaneously completed, they are both scored. The player who has completed the rows chooses the order of the scorings.



Example 1: Red has the most powerful gang with a total of 6 PV. Blue is second with 4 PV. Red scores 2 victory points (6 PV - 4 PV) and moves his gangster figure two spaces forward on the score track.



Example 2: Red and blue have both a total of 3 PV and neutralize each other. Yellow, with a total of only 2 PV, scores 1 victory point, as Grey (the next highest total) has a total of 1 PV.

End game

The game ends as soon as a player reaches a score of 17 or more on the score track. This player becomes Al Capone and is the winner of the game.

The game also ends when all 36 gangsters are placed in the city of Chicago. In this case, the player with the highest score wins the game. In case of a tie, the first

player to reach the highest score wins the game.

Book

On the same topic, we recommend a book by Robert Nippoldt, "Gangster. Die Bosse von Chicago", published by Gerstenberg (ISBN 3-8067-2941-7).

This premium bound book obtained the 2006 red dot award in Germany for its design and can be ordered on our website: www.ludoart.de

For additional background information on the gangsters or more details on the book or the game, please consult our enclosed catalogue.

Translation: Bigsam, El Ludo, Dizzy Squirrel

The editor and the author want to thank all the players who play-tested the game.

© 2006 Ludoart Verlag, Emilienstr. 43, 42287 Wuppertal, Germany

