

How to Play Gangsters

How to Win

\$10,000

All joints of one color (4 Red, 5 Purple, 6 Blue, 7 Green, 8 Yellow, or 9 Brown)

Ten Joints of any color

Plus all three Gang Members on board

Meet the Gang

Racketeer (Green): Legal – Buy/upgrade buildings; Illegal – Shoot other gangs; Moves = $\# / 2$ (round down)

Vamp (Red): Legal – Seduce enemy Racketeers/Thugs; Illegal – Extort cash in unowned buildings

Thug (Black): Legal – Defend Joints; Illegal – Shoot other gangs and/or Extort cash in unowned buildings

Meet the Innocent Bystanders

Public (White): Legal – Wander board; Illegal – Pay joints (organized crime); One/space; No subways

Cops (Blue): Bust Joints with criminal Public; Shoot criminal gang members

Movement

Use die of color for that type of piece

Criminal mode may change only when a piece moves

Exact Count: Count with finger (or in your head) before actually moving piece!

Piece in a joint may leave through any exit

Piece in cup's first move is to enter Subway indicated by the die

Piece on the street must move to space indicated by arrow OR directly into a joint bordering its space

Move through owned joints only

(only Vamps may end in enemy joint without turning criminal & triggering a shootout)

Owning two adjacent joints permits pieces to move between them using tunnels

A piece that enters a subway space may, at that moment only, choose to be in any subway space

(as if all six subway spaces were just one giant space)

Cops that enter Subway are returned to the cup – and a new one drawn to come on duty in its place

A piece may not enter the same space twice.

A piece that ends on the street or subway must be pointed to its next space (which cannot be its last space)

Turn Sequence Overview

Buy Phase

Roll Dice/Start 2:00 Timer: Many effects of movement may be handled after timed move is over

Move a Cop or Announce Bribe

Move Gang Members and/or Public and Announce Recruitment

End Timer

Pay for Recruits/Bribes (Change Level(s) and Draw Bribe)

Collect Payoffs

Shootouts

Buy Phase

Racketeer buys/upgrades joint he's in for door price; Level x requires x joints of that color

Move/Bribe Cop

Bribe a Cop

Move a Cop on the board already

Draw a new Cop (if Crimes \geq # of Cops)

Raids

Cop may only enter a joint where there's a criminal piece (and Public may only enter to commit a crime)

If that's a criminal Public piece, the raid reduces joint level and sends public & cop back to cup.

Cop remains for shootout if with a criminal gang member

Seduction

Non-criminal Vamp that moves into space with enemy Racketeer and/or Thug immediately converts one of her choice from enemy gang to own gang

Pay for Recruits/Bribes

Draw Cop Bribe for \$100 x Blue Die

A bribe is used any time the indicated Cop does something the bribe owner doesn't like.

The bribe is returned to the cup, and the cop is returned to wherever it started the turn.

Pay for recruits

Maximum total recruits are limited by the blue die (7 - Blue die)

Cost is the sum of the \$ on the next open space(s) times the appropriate colored die

Collect Extortion & Organized Crime (Dice Penalties)

Criminal Vamp and/or Thug in unowned building collects \$100 x Red or Black die respectively

Criminal Public pays owner of occupied joint on every player's move

Price of Joint x Level of Joint x Level of Public

Public in same space as criminal piece return to cup after paying

Dice may only be changed after payoffs – penalty is extortion limited to \$100

Shootouts

Started by moving piece (Cop, criminal Racketeer/Thug) or Joint occupied by enemy Thugs/Racketeers

Attacking pieces target one enemy gang (by color)

1 die/level for Cops, Racketeers, and Thugs. 2 dice/level for Joints. Vamps/Public do not shoot.

Joints hit on 4 or better. Cops and Thugs hit on 5 or better. Racketeers hit on 6 or better.

Cops only shoot at gangs with criminal pieces

Attacked gangs return fire with all pieces in same fashion by targeting any one enemy gang

All gangs remove casualties simultaneous – allocating hits to their pieces as desired

Hits from Thugs may not be allocated to Vamp

Hits from Cops may not be allocated to non-criminals

If all enemy gang members are removed from joint, any hits allocated to the joint are ignored

Cops are treated as part of the moving player's gang and can be allocated hits

Cops return to the cup

A shootout is one round only.

Initial Setup

\$1,100 to buy exactly three joints (collect change) – one at a time beginning with starting player

Additional \$2,100 to buy initial gang members. Same as recruiting with a die roll of 1.

Gang is then simultaneously placed in any fashion in starting joints.

Eye on the Prize

Make sure each turn focuses on your main strategy if possible and a back-up strategy if not.

\$10 g's, monopoly of one color, or 10 joints plus all three gang members on the board