**SPEAKEASY - version 4**

The game of Speakeasy.

It’s simple. It’s the 1920s. Prohibition is the era. You’re a gangster trying to set up a speakeasy in town. There’s 13 unlucky fellow gangsters ready to help you.

There are 5 resources to manage in Speakeasy. Keep track of them with dice (except for Customers, which is a pile of cards).

**REPUTATION** - Does the public love you? Hate you? Influences how many people stop by your speakeasy.

**INFORMATION** - Information on rival gangsters’ plans and evidence to incriminate them to the police.

**BOOZE** - Makes this criminal underworld go ‘round. Crucial to running the speakeasy and earning customers.

**MONEY** - Also crucial, you’ll need money to recruit your own gangsters and influence others’ minions.

**CUSTOMERS** - The measure of success, how many customers stop by for a drink at your speakeasy.

**K - The Kingpin**

The leader of this criminal organization, he moves cash wherever it needs to bring his plans to life.

**Recruit:** Tap the Kingpin and spend 2 Money to hire and play a card in your hand. Cards of the same suit cost 1 less to recruit.

**Infamy:** If a Gunman Massacres or Assassinates the Kingpin, subtract your Reputation from that player’s Reputation.

**Money Mover:** Tap the Kingpin and the...

Rat: Give another player 2 Money, cancel that player’s action.

Newsboy: Spend 2 Money, “Extra, Extra” twice.

Urchin: Spend X Money, gain X Reputation.

Smuggler: Spend X Money, gain X Booze.

Barkeeper: Spend X Money, Mix Drinks and put X additional cards in the Customer pile.

Burglar: Spend X Money, gain X Info.

Politician: Spend 3 Money, Lobby twice.

Cop: Spend 3 Money instead of 2 Info to Arrest a card.

**Q - The Lovely Lady**

The Kingpin’s wife, cunning and beautiful.

**Political marriage:** When the Kingpin recruits, cards of the Lovely Lady’s suit cost 1 less to recruit.

**Seduce:** Tap the Lovely Lady and another player’s card; that card doesn’t untap until the Lovely Lady does. Gain 1 Info, Money, or Booze.

**J - The Cop**

Third-most vile scum in the game. A police officer willing to look the other way (or arrest rivals)... for a price.

**Arrest:** Tap the Cop and spend 2 Info to remove a card from the game.

**Bail:** Tap either a Cop or a Politician and pay 1 Money to cancel an Arrest.

**Investigate:** Tap the Cop, gain 1 Info.

**10 - The Politician**

The second-most vile scum in the game, just above the Rat. The boss pays good money to bend the laws in his favor.

**Lobby:** Tap the Politician. Pick one action from the other cards and adjust its costs or effects by 1.

**9 - The Burglar**

Muscle and gunmen are well and good, but some jobs take a little more... finesse.

**Rob:** Tap the Burglar and spend X Info. Steal X Money from another player.

**Booze Heist:** Tap the Burglar and Smuggler and spend X Info. Steal X Booze from another player.

**Hide Evidence:** Tap the Burglar; adjust a player’s Info by 1.

**8 - The Doc**

When the gangsters shoot themselves to pieces, the Doc is there to stitch them back together, or gather evidence.

**Diagnose:** After a turn where a Thug or Gunman was used against you, you may tap the Doc. If the Thug was used, collect 1 Info. If the Gunman was used, collect 2 Info.

**Save:** Tap the Doc in response to a Gunman’s Massacre to cancel out that action.

**7 - The Smuggler**

You can’t run a speakeasy without alcohol - the Smuggler can get it for you.

**Get The Goods:** Tap the Smuggler, gain 1 Booze.

**Big Shipment:** Tap the Thug alongside the Smuggler, gain 2 Booze.

**Extra Strength:** Tap the Smuggler and spend 1 Booze. Untap a card.

**6 - The Barkeeper**

A good cocktail keeps the customers coming back for more, and loosens their tongues for dropping useful information.

**Tips:** Tap the Barkeeper and spend X Booze. Shuffle X cards back into the deck and gain X money.

**“Tips”:** Tap the Barkeeper. Spend 1 Booze, gain 1 Info.

**Mix Drinks:** Tap the Barkeeper and spend X Booze to put X cards into your Customer pile.

**5 - The Gunman**

Like a Thug, but meaner, louder, and packing Chicago Typewriters.

**Massacre:** Tap the Gunman and remove a card from the game. You lose 1 Reputation, the target player gains 1 Info.

**Armed Robbery:** Tap the Gunman and any number of Thugs. Gain 2 Money for each card tapped this way.

**Assassinate:** Tap a Burglar alongside the Gunman and spend 1 Info. Remove a card from the game.

**4 - The Thug**

Hired muscle, good for moving crates of booze around and “persuading” other gangsters.

**Muscle:** Tap the Thug in response to another person’s action. Cancel that action.

**Smash And Grab:** Tap the Thug, gain 1 Money.

**3 - The Urchin**

One of the many ragged orphans on the city streets, but far more clever - and useful - than they look.

**I Know A Guy:** Search the deck for a card and put it into your hand. Shuffle the Urchin back into the deck.

**Contacts:** Tap the Newsboy alongside the Urchin to use “I Know A Guy” without shuffling the Urchin into the deck.

**Untouchable:** Using the Gunman against the Urchin loses that player 2 Reputation.

**2 - The Newsboy**

Hired for cents on the dollar to bellow headlines at the top of their lungs. For a few extra cents they’ll bellow whatever headlines you tell them to.

**Extra, Extra:** Adjust a player’s Reputation by 1.

**Bad Publicity:** Using the Thug against the Newsboy loses that player 1 Reputation; using the Gunman against the Newsboy loses that player 2 Reputation.

**A - The Rat**

The vilest, scummiest individual in the deck, the Rat is a double-agent who can sabotage other gangster’s plans. Useful... but never trusted.

**Double-cross:** Tap the Rat and another card in response to another player using that card’s action. Cancel the other player’s action; you may use that card’s action if you wish.

**Had It Coming:** Arresting the Rat costs 1 less Info. Massacring the Rat costs 1 less Reputation.

**HOW TO PLAY**

Speakeasy is played with a 52-card deck, without Jokers. Decide who goes first, either by drawing a card from the deck and comparing the rank, or by rolling a die. Play moves to the right. Each player starts with 1 Reputation, 1 Info, 2 Money, 1 Booze, no Customers, and a hand of 3 cards.

At the start of each player’s turn, the player untaps all of their cards and draws cards equal to their Reputation. These cards represent the customers stopping by your speakeasy.

The player themselves may make one action from all the other cards and consider themselves tapped. Every untapped card the player has out may then make an action. Their turn ends when either all their cards are tapped or they pass the turn.

The game ends when there are no more cards in the deck to draw. Each player tallies up the cards in their Customer piles. The player with the most Customers has run the most successful speakeasy and wins the game.

Optionally, if you want to play with Jokers and leave them in the deck, recruit them as you would any other card. The Kingpin’s and Lovely Lady’s same-suit discount does not apply to them. Like the players, the Jokers may make 1 action from all the other cards and then tap themselves.