

# Rule Book

- **STRUCTURES**

- i) **Production:**

- a) **Brewery:** Produces batches of booze
    - b) **Mines:** Produces batches of precious metals
    - c) **Forgery:** Produces batches of artifacts
    - d) **Armory:** Produces batches of guns

- Production specifications for each:**

- i) One batch at level 1
    - ii) Two batches at level 2
    - iii) Three batches at level 3

- ii) **Safe Houses:**

- a) **Cellar:** Allows players to store batches of booze
    - b) **Treasury:** Allows players to store batches of precious metals
    - c) **Vault:** Allows players to store batches of artifacts
    - d) **Arsenal:** Allows players to store batches of guns

- Production specifications for each:**

- iv) Five batches stored at level 1
    - v) Ten batches stored at level 2
    - vi) Fifteen batches stored at level 3

- iii) **Weapons:**

- a) **Tommy gun nest:** Protect two blocks.(one to the right and one to left of the structure)
    - b) **Sniper's Perch:** Attacks one space chosen by the player outside their territory .
    - c) **Dynamite Gate:** Allows player to destroy an opponent's one structure
    - d) **TripWire Bomb:** Allows the player to set a bomb in one space of his choice.

- **Game Pieces**

- 1 Game Board

- 4 Coins

- 2 Dices

- 1 Six-sided Dice

- 1 Ten-sided Dice

- 3 Bargain Tables

- 2 Tables for trading in-between players

- 1 Table for trading with the market

- 120 Chips

- 40 Chips of value - 1

- 40 Chips of value - 2

- 40 Chips of value - 3

- Structures

- Goods

- 40 Fame Tokens

- 4 Notebooks

- 12 Playing Pieces

- 30 Market Cards

- **Goals of the Game**

- Get the most point possible at the end of 30 turns(4 rounds)

- Point will be awarded at the end of the game by:

- Fame: Can be gained through action in the game such as destroying other players structure or stealing other players of their goods. Can be lost if **injured**.

- Building structures: Building structures in your territory will get you points at the end of the game if present .Damaged structures will get you only half points building outside your territory will not be awarded points

- Money: Money will be evaluated to points at the end of the game.

- **Rules for Structures**

Production Structures cannot produce when space is not available in the safehouse structures

Production costs a round. Transportation to the safehouse is automatic and does not require a round

Tommy Gun Nests and Sniper's Perches are placed in the player's territory occupying a space in it whereas, Dynamite Gates and Tripwire Bombs do

not occupy a space in the player's territory

Tommy gun nests and sniper's perch cannot be placed adjacently

- **Market:**

- In the four corners there is one market for each type of good. The player must go there to sell that type of good
- To trade with another player both players must agree to use one round to trade. The trading happens in the round of the last person. Out of these two parties this will be settled using the bargain table using the bargain table for trading with two players
- The bargain table for two people works as follows
  - First the initial price is set by the market price of the good.
  - Secondly, the two people trading each throw the Six-sided dice to determine
  - After, the final price is set by adding how much the seller raised the price to how much the buyer lowered the price and then add one to that and finally multiply that with the initial price (final price = (((percentage reduces + percentage raised) + 1) \* initial price)).
  - Finally, the players trade. If the final price makes the buyer unable to pay fully then the buyer will be in debt to the seller and the buyer will have to find a way to pay the money back in the next four turns, otherwise the seller will double (the debt will double each four turns until the money is paid back). There is also another way to
- To trade you must place the play piece in the testing area (where the color of the two **fractions**, much otherwise you place it in the selling area (the corners) of your **faction** if you are trading with the **partition** diagonally to you **faction**).
- To sell in a corner you must either be the **person** who owns the market or throw a six sided dice one time (if market is to your right or left) or three times (if it is diagonal to you). Once there you can use the bargain table for one person to set the selling price.
- The bargain table for one person works as follows:
  - First, the initial price is set by the market.
  - Secondly, the person selling throws the six sided dice two times to determine the new price (from -50% to +50%)
  - After the first price is set by adding the two throws player then determines the price tag (**final** price =
  - Finally the player — the money and — the goods.

- Fame:
  - Fame comes into the form tokens from 0 to 10, each token awards the player certain points at the end of the game if present (one token=5 points, two tokens=15 points, 3 tokens=25 points, 4 tokens=40, 5 tokens=75 points, 6 tokens=110 points, 7 tokens=140 points, 8 tokens=180 points, 9 tokens=190 points, 10 tokens=200 points)
  - Fame can be gained by:
    - Injuring another player (1 token)
    - Sabotaging another player's structure (2 token)
    - Selling the good diagonal to you (1 token)
    - Destroying another player's structure
    - Robbing another player's safehouse (1 token)
    - Getting promoted by another **patron** (1 token each time)
  - Fame can be lost by:
    - Getting injured (-2 token)
    - Getting — (-1 token)
    - Failing a —
    - Failing to sell a goal (-1 token)
    - Failing to destroy a structure (-1 token)
    - Getting a structure destroyed by another player (-1 token)
    - Failing to rob a safehouse (-1 token)
    - Getting robbed by another player (-1 token)
    - Promoting another — (-1 token)
- How to play:
  - In each turn a market card is drawn to set the price of the goods for that round.
  - Each — throws the six sided dice to determine the round they play in. If the four — tie then all six sided dices are thrown again. If three — tie then those three — throw the six sided dice again and the — goes first. If the — then those two — throw the six sided dice again and the other two depends on which number is smaller, one goes first (smaller number) and the other goes second (bigger number).
  - Round Actions:
    - Produce:
      - Use a round to produce one good if safehouse capacity not full and produce structure present
    - Build:

- **Use a round to build one structure if you have the — money**
- **Can not place two structures in the same space**
- **Can only build in your territory**
  - **Exceptions:**
    - **Dynamite Create(which does not need a space as it is a one time structure and must be use in the same round as build)**
    - **Tripmine Bomb(Can be place anywhere in your territory or can also be placed outside but only when attracting (does not use around)(limit two at one time)(one time use).When attacking it can only be placed in the — where the six sided dice indicates.**

## *Rules for Structure:*

- *Production Structures can produce when space in the safehouse structures*

**Level Up:**

- Use one round to level up one structure if the player has the required money and is not in debt
- Weapon structures can not increase in level

**Dismantle:**

- Use one round to dismantle one structure and get back 50% of the original buying price.

**Sell Goods:**

- The player places the desired piece in the space they want to start from in their territory

- If the player wants to sell to the nearest markets on either side, then they must throw the 6-sided dice once. Otherwise, if the player wants to sell to the farther market on the opposite side of their territory, then they must throw 6-sided dice thrice.
- Depending on where the player lands by the dice throw/s, the probability of being able to sell to the market changes. With each space that the player is away from the desired market, the probability of being able to sell at the market decreases by 10% from a maximum of 100%. For example, if the player lands 5 spaces away from the desired market then his probability of being able to sell will be 50%
- The player then throws the 10-sided dice and if they get less than or equal to the first digit of their probability of being able to sell in the market For example, if the player has the probability of being able to sell at the market equal to 50%, then they must obtain a 5 or less on the dice to be able to sell to the market. Otherwise, the player can not sell and loses that round If the probability is 0 or negative then it is an automatic fail.
- If the player succeeds, they use the bargain table for one person to sell their goods at the market.

Trade:

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