

Title: Kingpin

General Administrative Details

Players: 2

Suggested ages: 13 to 100 years old

Average playtime: 10 – 30 minutes

Introduction

An infamous crime boss, known in the city as “Kingpin”, has finally been captured by law enforcement agents, and has been placed in a maximum security prison. However, no crime boss is without his loyal henchmen, and Kingpin is no different. Through no small effort, these thugs have staged a prison break, and have gotten as far as unlocking the cell that holds their master – just as more backup law enforcement has arrived.

Now, as the best laid plans run awry, it is up to the criminals to escape and return to their nefarious lifestyles, and the law to catch them all before they get away. Will the Kingpin continue his reign over the city, or will he be put away for good?

Summary of Systems and Objectives

In the game, one player controls the “Henchmen” and the “Kingpin”, collectively called the “Criminals”. The other player controls the “Guards”. The game is played in a series of “Rounds”.

During each Round, the players roll dice to determine how far they may move their pieces. The player in control of the Criminals must attempt to escape with as many of them as possible, while the Guards must attempt to capture as many Criminal pieces as possible. The game ends when there are no more

Criminals on the board.

Components of the Game

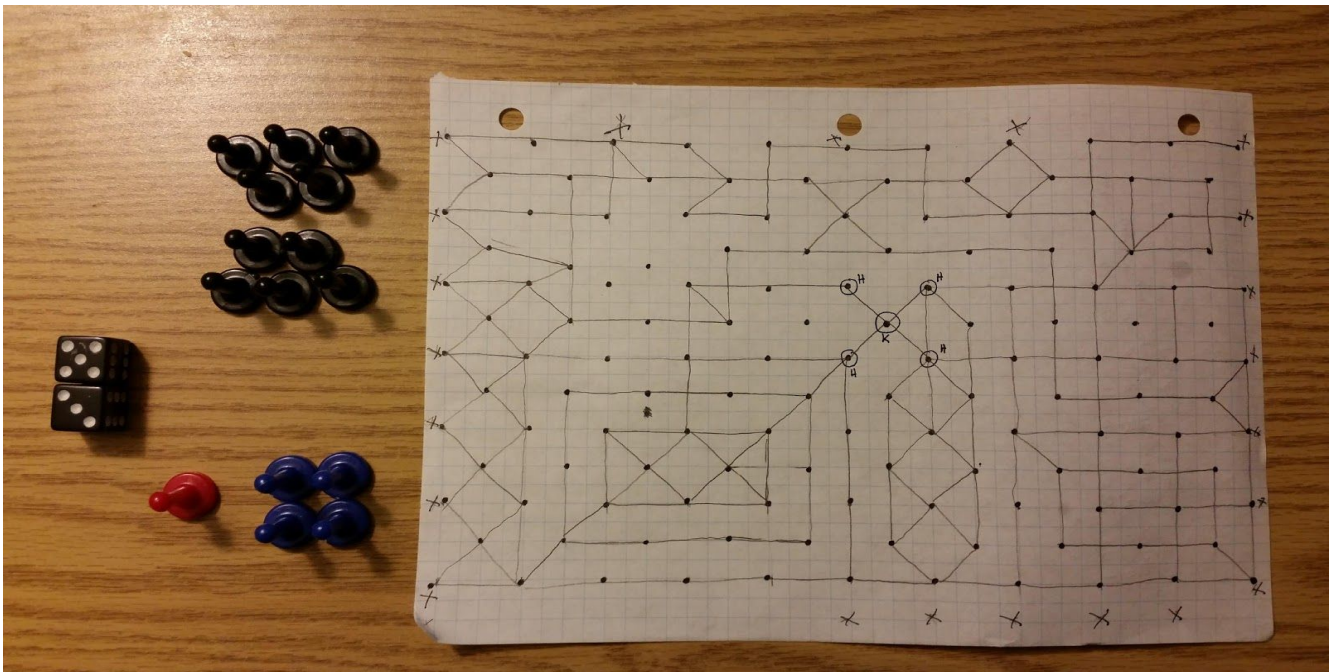
10 tokens (black) – the Guards

4 tokens (blue) – the Henchmen

1 token (red) – the Kingpin

2 six-sided dice – for Movement rolls

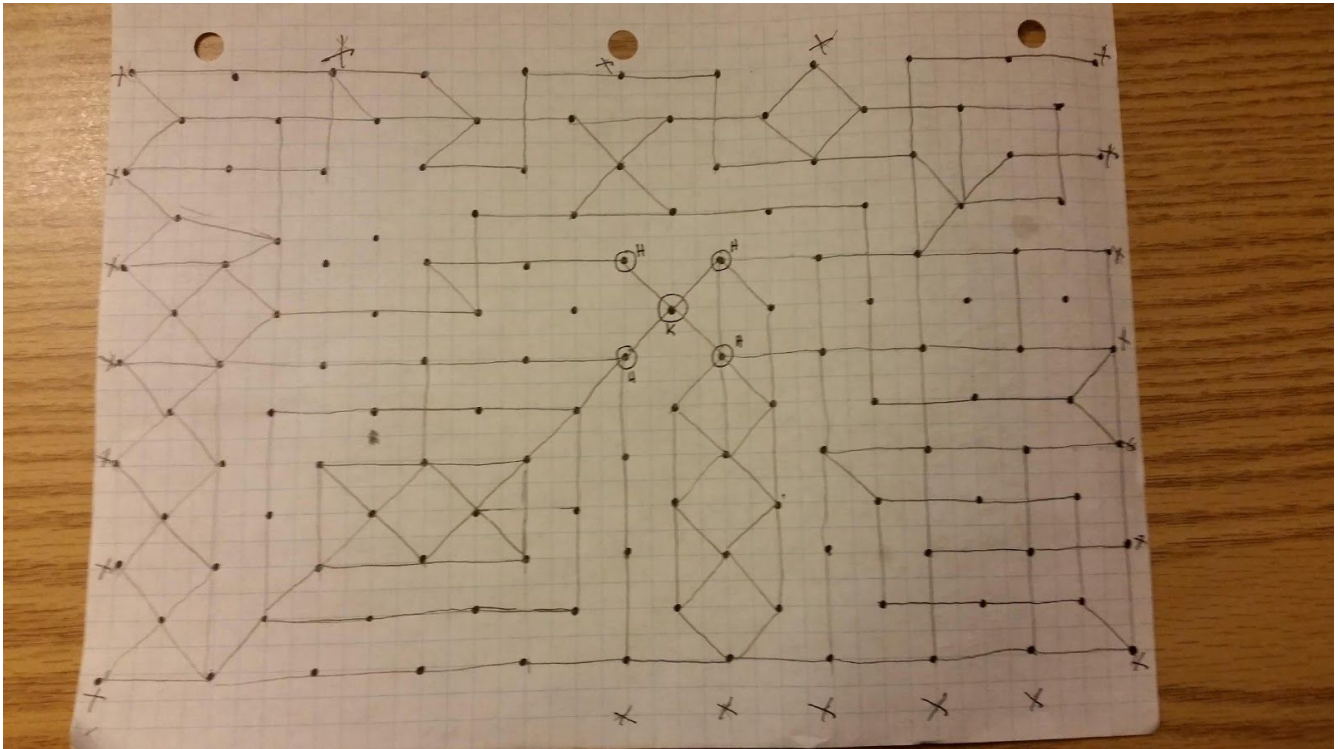
1 game board – pictures below are the official board, although modified or player-created boards are also encouraged.



Set-up

Before play begins, players must choose their side. One player will control the Guards, while the other will play on the side of the Criminals. The player who is chosen as the Guards must establish all 10 Guard pieces on the perimeter of the board. That is, any of the dots on the board nearest to the edge of

the board are eligible locations for initial Guard placements. The player who is playing as the Guards is free to choose where the Guards are placed on this perimeter. Conversely, the Criminals must be placed in set starting locations on the board. In the image below, the circled dots are the starting locations of the Criminals, with a “K” indicating the Kingpin starting location, and the “H”’s indicating the Henchmen's starting locations. Both players should also take one of the six-sided dice.



Basic Game Structure

Kingpin is played in a series of Rounds. During each Round, both players will roll their six-sided dice to determine “Movement”. Both players then utilize their Movement to move their pieces on the board. Once both players have utilized their Movement, the Round ends and a new Round begins.

Specific Game Structure

At the start of a Round, both players roll their six-sided dice. In the case where both rolls are identical,

players must reroll until their values are different. The player with the higher roll gains “Initiative” for that Round. The difference between the rolls is the Movement for that round. This Movement is applied to both players for the Round.

For example:

Alice is playing as the Guards, and Bob is playing as the Criminals. For one Round, Alice rolls a 6 and Bob rolls a 2. Alice has Initiative for this Round. Both Alice and Bob have 4 Movement for that Round.

The player with Initiative moves first for that Round. They may utilize up to their Movement for that Round. Once they have moved, they may not move again for that Round. In other words, the Movement phase may only take place once per Round, and any unused Movement is lost. A player may choose to distribute their Movement for a Round across any of their pieces. The only caveat is that a single piece may only move 2 spaces per Round. After the player with Initiative has made their move, the other player utilizes their Movement for that Round. When both players have gone through their Movement for the Round, that Round ends and a new Round begins.

Continuing the example from before:

Alice has Initiative and moves first for this Round. She chooses to move one of her Guard pieces twice (the maximum for a single piece) and another Guard piece once. She chooses to end her Movement there, foregoing her 4th Movement for the Round. Bob then moves one Henchman twice, and then his Kingpin twice. With both players having completed their Movement, the Round ends and a new Round begins.

There are some special cases with very specific rules:

- No space may be occupied by two pieces at the same time. For instance, the Guards may not

stack 4 Guards on a single spot.

- It is possible to move a piece onto an opponent's piece. Doing so “Captures” the piece that is moved onto. For example, if a Guard piece moves onto a Criminal piece, then that Criminal piece is Captured and will count for the Guards during Scoring. Similarly, if a Criminal piece moves onto a Guard piece, then that Guard piece is Captured and will count for the Criminals during Scoring. Captured pieces are removed from the board.
- If a Criminal piece moves onto an “Exit”, then that Criminal piece has escaped from the board, and will count in favor of the Criminals during Scoring. The Exits are clearly marked on the game board – in the game board picture found in the **Set-up** section above, the Exits are the spaces marked by an X. Criminals which have escaped are removed from the board.

Ending the Game

The game ends when there are no more Criminals on the board. That is, all of the Criminal pieces have either been captured by the Guards or have successfully escaped through an Exit.

Once the game has ended, “Scoring” takes place. For Scoring, every Henchman is worth 1 point, the Kingpin is worth 4 points, and the Guards are worth 0 points. Scoring follows the rules outlined in the “special cases” segment of the **Specific Game Structure** described above.

The player with the highest score at the end of the game is the winner.

Final example:

After several Rounds, the Criminals have all been removed from the board. Alice, playing as Guards, has Captured 3 Henchmen. She Scored 3 points. Bob, playing as Criminals, has escaped with 1 Henchmen, 1 Kingpin, and has Captured 2 Guards. He Scored 5 points, winning the

game.

Appendix

- The board shown in the **Set-up** is the official board for Kingpin. However, Kingpin is extremely modular, and players are encouraged to create their own boards after familiarizing themselves with the game using the official board.
- Remember that it isn't necessary to use all of the Movement in every Round. Sometimes, it is better to hold your ground than to move from a good position.
- Initiative is determined by the rolls at the start of a Round. Every Round must resolve Initiative so basing your plans on Movement order is risky!
- Guards are not worth any points during Scoring, but it can still be very advantageous for the Criminals to Capture some Guards. Doing so may open up holes in the defense, allowing for escape routes.
- Remember that the Kingpin is worth 4 points alone. Every game only has a total of 8 points up for grabs – the Kingpin and the 4 Henchmen. A game can be tied by the Kingpin alone, making it the most valuable piece on the board by far.