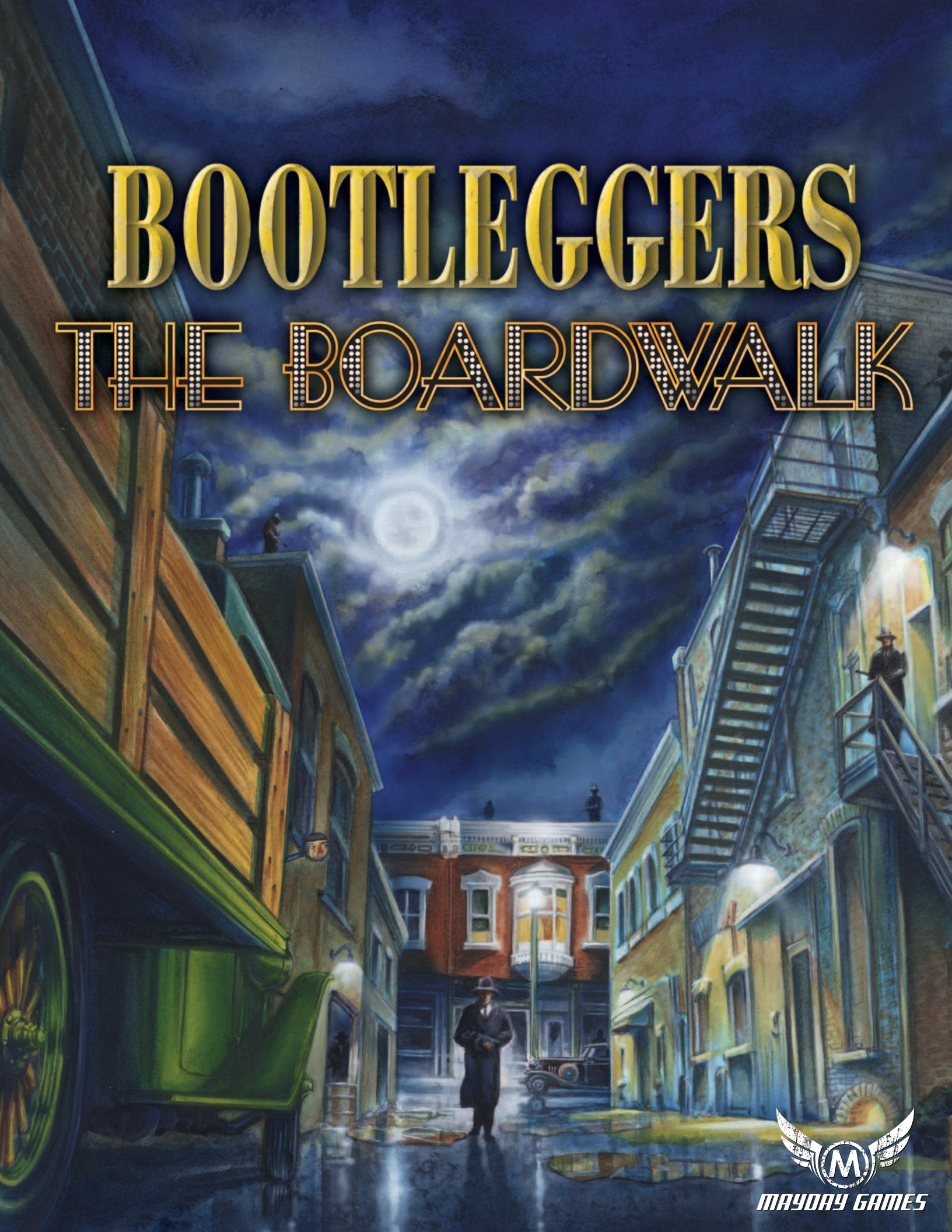


BOOTLEGGERS

THE BOARDWALK



MAYDAY GAMES

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Bootleggers: The Boardwalk Expansion

An Expansion for 3-6 Mobsters Playing Bootleggers

"Shhh," said Jimmy B as he stared hard into the darkness.

"What?" asked Ricky between steady blows on the burning wood, each long puff flared the flames beneath the pot lighting Ricky's heavy lined face and scrabbly beard.

"Dunno." Jimmy B lifted his bulk off the upturned bucket maybe to get a better view. "Could be Revenuers or dem Randell boys sniffin' around again."

"We can't." Blow. "Stop now." Blow.

Ricky was right, they were about done running the foul foreshot. Stopping now would ruin the whole batch. Jimmy B stepped out into the darkness and the cool night air replaced the warmth of the still on his back.

He heard it again. The chugging of an old engine. Then nothing.

The old road was about a half mile way but sounds at night in the woods could be tricky. And it paid to be safe. Jimmy B checked the load of his pop's old revolver and began to work his way to the road as quietly as his size would allow.

A short time later Jimmy B came up on the old road and stopped. Hovering in the bushes, he saw the source of the noise. A beat up old flatbed truck sat on the side of the road. Lights off, engine popping as it cooled in the bright moonlight.

The runner.

Jimmy B stepped out of the bushes and slowly approached the truck, his hand slippery on the gun in his over-all pocket. A shadow sat in the driver seat.

The truck window went down with jerks and Jimmy B caught a whiff of sour cigar smoke. His breath caught in his throat when he saw the reflection of the glowing cigar off the barrel of a Tommy gun aimed at him from the shadow of the truck.

Game Concept

Making and running moonshine is dangerous business. And not everyone has the stomach for it.

Bootleggers: Boardwalk expansion opens a new, “more civilized,” option for those mobsters that would like to leave the backwoods stills and midnight races against the revenuers behind.

At any point in the game, should a mobster have enough money, a speakeasy may be redeveloped into an upscale casino. That mobster abandons their trucks and stills to operate the casino for the rest of the game. Minor enhancements to the original rules integrate casinos into the gameplay of Bootleggers.

Game Play Overview

Bootleggers rounds are enhanced for Casinos:

Phase 1: Muscle (Bidding & Driver Graft Phase)

- Casino Cards are available for selection in addition to existing Men of Action cards.

Phase 2: Send in the Boys (Influence placement Phase)

- Speakeasies may optionally be redeveloped into Casinos.

Phase 4: Run the Whiskey (Shipping Phase)

- Casino owners may optionally destroy a maximum of 3 of their influence markers to decrease O'Malley's consumption.

Phase 5: “What's the Password?” (Selling Phase)

- Casinos pay owners and sellers.

Game Components in Expansion

Casinos – placards of size and shape to be placed over Speakeasies on the game board



Casino cards – new Men of Action cards to be used with the Casinos

Entertainment Act Tiles – Casino improvements.



Detailed Play (Da Rules)

Preparation

- Shuffle and place Casino Cards face down next to the Game Board
- Place Casinos and Entertainment Act Tiles within reach

Each Round, perform these actions in order:

Phase 1: Muscle (Bidding & Driver Graft Phase)

- After the Truck card and Men of Action cards are placed for selection, draw and place a Casino card next to the board. Additionally, draw and place next to the board one Casino card for each open Casino.
- Casino owners must pay graft of \$1G per die plus \$2G booking fee for each Entertainment Act in their Casinos.



Phase 2: Send in the Boys (Influence placement Phase)

- A Mobster may optionally choose to redevelop a Speakeasy into a Casino for the base price identified on the Casino plus \$3Gs per Influence marker paid to their owners. The Influence markers are returned to their owner's Back Room.
 - There are only 4 Casinos available for purchase. The 4th Casino is only used in 6 player games.
 - The Speakeasy need not be open to be redeveloped.
 - A Mobster is not required to have influence in the speakeasy being redeveloped.
- The new Casino owner moves his Influence from the Speakeasy being redeveloped to his Back Room.
- Speakeasy Improvements are discarded.
 - The new Casino owner selects the matching casino from the supply, places it over the Speakeasy being redeveloped, and marks the ownership with an Influence marker from his supply (not his Back Room).
 - The new Casino owner may optionally place Influence according to the Bootleggers rules.
 - The new Casino owner finishes his action by discarding his Truck, dice, and any Remote Stills.

Phase 3: Fire up the Still (Production Phase)

- Casino owners have no actions this phase.

Phase 4: Run the Whiskey (Shipping Phase)

- Trucks line up in single file in Muscle card order at Casinos or Speakeasies.
- At any time during this phase, Casino owners may choose to destroy one of their Influence markers from the board or their Back Room to reduce consumption at O'Malley's by one Crate per Truck. No more than 3 Influence markers may be destroyed per Round.

Phase 5: "What's the Password?" (Selling Phase)

- Casino owners roll consumption. Entertainment Acts, like Speakeasy Improvements, add 1 to each die rolled in the Casino. Also, like Speakeasies, Casinos will only buy Crates up to the maximum number of the consumption roll.

Payouts for Mother's, Barleycorn's, and The Real McCoy (6 player only) are as follows:

- \$3G per Crate paid to the sellers from the bank
- \$3G per Crate paid to the owner from the bank
- If the consumption roll is greater than the Crates available to be sold then \$1G gambling profits is paid to the owner from the bank for the difference between the consumption roll and the number of Crates sold.

Payouts for The Real McCoy (less than 5 players) and the Volstead (6 player only) increase to \$5G per Crate. Gambling payout is unchanged.

For example, 2 Trucks with a total of 7 Crates are lined up at a Casino. The Casino owner rolls 10 for consumption. Sellers receive \$21G for the whiskey. Casino owner receives \$21G for the whiskey plus \$3G gambling profits (10 rolled - 7 Crates bought)

Phase 6: The Heat! (Long Arm of the Law Phase)

- If a Casino card remains unselected at the end of the phase, it is discarded.

Game Ending and Winning

The game ends at the end of the round after the 12th round. The early game ending condition of a player earning \$100Gs is not used.

Player with the most money wins.



Optional Rules and Designer Approved Variants for Bootleggers

There are many variants out in the wild that we have seen after the first printing. Here are some of the ones we thought worked and did not break the game. The following optional rules can be used with Bootleggers: Boardwalk or when Bootleggers is being played as a standalone game:

Ramp Still Production – Dice are no longer rolled to determine production for the first 3 turns. The first die in the Family Still (received during setup) produces 4 Crates of whiskey. All additional dice received when upgrading Stills produce 3 Crates of whiskey. Dice can be placed on the Stills with the appropriate face shown as a reminder of how much they produce. NOTE: The Copper is not involved because he does not appear until Round 4.

Play it Cool - For any given Round, a Mobster can “play it cool” and declare he does not wish to roll for production. All dice that he would have rolled result in a 3. Cannot be done if you have the Copper.

Ring up the Boys – A Mobster may move one Influence marker per Round from a Speakeasy to his Back Room during Phase 2: Send in the Boys if it does not result in the Speakeasy closing. Placement of Influence in Speakeasies is unchanged.

Muscling In – Unplaced Influence markers add to your Muscle card. Ties are broken by the values of unmodified Muscle cards (highest wins tie).

Need a Little Help - In a three Mobster game, turn over an additional Men of Action card (i.e. there is an extra card choice) each Round to allow for more choices.

Throw the Bums Out (Boardwalk) - For those who like LESS negotiation in their expansion, adapt the optional rule that you can “throw out” the existing other Mobster Influence markers in your new Casino at a fixed cost of \$5G/each. The money is paid to the Mobsters ejected, not the bank.

Bootleggers Boardwalk Expansion Cards

Fire Chief - Send the Fire Chief to inspect a Speakeasy or Casino. Crates from last truck in line do not get bought. May be saved for later use.

Police Raid - Play on a Casino. That Casino is closed for one round only. No crates are sold to the closed Casino. May be saved for later use.

Political Pockets - The heat is on. Casino only buys crates from one player this turn. May be saved for later use.

Pssst. Hey bud. Over Here. - Play on a truck lined up at a Speakeasy or Casino. Move the truck to a Casino. May be saved for later use.

Gambling Windfall - Casino owner paid additional \$1G per crate from bank this turn. May be saved for later use.

Apple Pie! - Crates in one truck at a Casino are doubled. Can be played anytime during Selling Phase. May be saved for later use.

Inside Job - All crates in one truck at a Casino receive Casino owner's payout for that truck in addition to sellers payout. May be saved for later use.

Break the Bank - Casino owner receives no payout from gambling or crates sold at this casino this turn. May be saved for later use.

(3x) **Hire a Big Act** - Pay \$2G and redeem immediately for 1 Casino Improvement.

Crazed Fan - Destroy Casino Improvement marker in a Casino. May be saved for later use.

(2x) **Steal the Show** - Redeem immediately for 1 Casino Improvement.

Tough Guy Brawl - Commotion at a Casino draws attention of the Copper. Immediately move copper from a still to a Casino. Roll of 5 on any die closes Casino. Play during influence phase. May be saved for later use.



New City Ordinance - Player pays additional \$5G to open a new Casino. New Casino is not opened if player can no longer afford opening cost. May be saved for later use.

State Gaming Commission - Casino owner must pay you \$5G or Casino owner receives no payout from this casino this turn. Money is paid to bank. May be saved for later use.

Here's Mud in your eye - Move one truck lined up at a Casino to a Speakeasy. Truck placed at end of line for correct dock. May be saved for later use.

Why I 'aughta - Play on a Thug card. The Thug card player must pay you \$5G or the Thug Card is nullified. \$5G and the Thug Card gets played. May be saved for later use.

Blackmail - Select up to 2 opponent influence makers in a Speakeasy. Influence Marker owners may pay \$2G per influence to move influence marker to back room. Influence marker is destroyed if blackmail not paid. May be saved for later use.

Snitch - Player selects up to 2 opponent's influence markers and moves them to their owner's backroom. May be saved for later use.

The 'ole Switcheroo - Trade a Speakeasy influence marker for another influence marker in play at another Speakeasy.

On the Take - Pay \$2G per die in your Family still prior to production roll to remove the Copper. May be saved for later use.

Decoy - You hijacked a decoy. You get nothing. Play to prevent a truck from being hijacked. May be saved for later use.

Arrange a Meeting - Player destroys an opponent's influence marker from a Speakeasy. All other opponents destroy one of their influence markers in a Speakeasy of their choice. May be saved for later use.

Chicago Typewriter - Destroy up to 2 of an opponent's Influence Markers from Speakeasies. In return, opponent selects and destroys 1 of your influence markers. May be saved for later use.

Union Dues - All opponents pay additional \$1G more in graft this round. Play during influence phase. May be saved for later use.

Labor Strife - All opponents pay double graft this round. Play during influence phase. May be saved for later use.

Anonymous Tip - Move Copper from 1 player's still to another player's still. May be saved for later use.

Sure, I'll put ya in Showbiz - Free Casino Improvement when opening a Casino. May be saved for later use.

You're with da Boss - Do not pay upkeep on entertainment acts this turn. May be saved for later use.

Hey, Jimmy B. - Move truck to the head of the line at a Casino. May be saved for later use.

The driver took a long pull on the cigar and slowly blew the smoke out into the cool evening air towards Jimmy B.

"You like my new truck son?"

Jimmy B took a deep breath. "Yeah Pops, it's a pip."

"You should have seen the look on yer face when you seen the Tommy. It came with the truck." The old man chuckled then gave Jimmy B the serious eye. "Threw in for free so to say."

Jimmy B released his grip on the revolver and eased his hand from his overalls.

"Come on, get in. We needs to get down to the still an get loaded up. You'd have filled me with lead if'n I had driven down straight way."

The truck door creaked and the springs groaned as Jimmy B eased himself into passenger seat. He dried his damp palms on his thighs as his pop coaxed the truck engine back to life. I need to find another line of business thought Jimmy B as the truck chugged off through the night toward the still.



Bootleggers: Where are da boys?

A Variant for 2 Mobsters Playing Bootleggers

“Hey Mickey, what you want to do?”
“Dunno. The boss ain’t going to be back for a while.”
“How about we play a game?”
“A game? Like a boardgame?”
“Yeah. A boardgame. Sure.”

Game Concept

Sometimes you hit a rough spot on the social calendar where there just ain’t enough of the gang around to pull off something big. That don’t mean you can’t do nothing. Here’s a version of Bootleggers you can play with only two mobsters.

Game Play Overview

For the two player variant, changes to the base Bootleggers game are made in the Preparation and selected individual Phases.

Preparation

- Preparation of Muscle Cards
- Pre-placement of Influence in Speakeasies

Phase 1: Muscle (Bidding & Driver Graft Phase)

- Bidding and card selection with only two Mobsters

Phase 5: “What’s the Password?” (Selling Phase)

- Modified consumption roll.

Detailed Play (Da Rules)

Preparation

Do the following in addition to the basic Bootleggers setup:

- After dealing Muscle cards to the two Mobsters, set aside the highest quarter of the remaining cards (the blue cards). Shuffle together the remaining Muscle cards and deal three additional hands of Muscle cards. Place these three additional hands above the first three Men of Action Offer Spaces next to the Men of Action deck. These hands are called Non-Player Muscle hands.

- Place Influence markers of a neutral, non-player color in the shaded circles of Speakeasies as follows:

Mother’s – 1

Barleycorn’s – 2

The Real McCoy – 3

- The largest Speakeasy, “The Volstead,” and the Copper are not used.



Each Round, perform these actions in order:

Phase 1: Muscle (Bidding & Driver Graft Phase)

- When turning over Men of Action cards, turn over 5 Men of Action cards and place them on the board. There will be one Men of Action card beneath each of the three Non-Player Muscle hands, plus two additional cards without Non-Player Muscle hands.
- After the Mobsters reveal their Muscle cards, turn over the top card of the three Non-Player Muscle hands.
- Select Men of Action/Truck cards in Muscle card order as usual, including the 3 revealed Non-Player Muscle cards.
- Mobsters can select from any available card (including Men of Action cards beneath to Non-Player Muscle hands).
- For the Non-Player Muscle hands, take the appropriate action based on the Men of Action card:
 - If the Men of Action card has already been taken – do nothing
 - If the Men of Action card is a Single or Double Influence - exchange the Men of Action card for a Single or Double Influence of a neutral, non-player color and place it according to the following:
 - Beginning with Texas Lil's, fill all of the shaded circles in order of smallest to largest Speakeasy. Specifically, fill all shaded circles in Texas Lil's, then fill all of the shaded circles in Mother's Groceries, etc.
 - If all of the shaded circles are filled, begin again in Texas Lil's fill the remaining available circles. Specifically, fill all remaining circles in Texas Lil's, then fill all the remaining circles in Mother's Groceries, etc.
 - Reminder: The largest Speakeasy, "The Volstead," is not used.
- Any other Men of Action card – discard.

Phase 2: Send in the Boys (Influence placement Phase)

Phase 3: Fire up the Still (Production Phase)

Phase 4: Run the Whiskey (Shipping Phase)

Phase 5: "What's the Password?" (Selling Phase)

- Roll consumption at the open Speakeasies. Discard the lowest value die for all speakeasies except Texas Lil's.
- Determine ownership and payouts as usual, including the neutral non-player influence markers, then make the payouts to the Mobsters.

Phase 6: The Heat! (Long Arm of the Law Phase)

Game Ending and Winning

The game ends after the "What's the Password" Phase of either the 12th Round or the first round in which one Mobster has accumulated at least \$80G, whichever occurs first. The Mobster with the most dough at the end of the game wins. Ties are broken in favor of the Mobster with the higher Muscle card visible this Round.

Credits:

Game Design: Don Beyer, Ray Eifler, Steve Gross, Mike Morgenstein [SDR Games]
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Graphic Design: Max Holliday



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