

LEARNING THE GAME

Speakeasy is a game about the **Prohibition Era**, when it was **legal to consume alcohol but illegal to produce, transport, and/or sell it**. This ban resulted in the establishing of speakeasies, so named because patrons had to speak easy (i.e., quietly) to evade the authorities. The game is played over **4 eras, covering the period 1920 to 1933**. **Charles Luciano**, more commonly known as **Lucky Luciano**, was considered the father of the Mafia, and he convinced his fellow crime bosses to operate under a non-aggression pact (aka the Commission). He divided Manhattan into **different districts**, each assigned to a specific mobster responsible for handling their operations. These mobsters refrained from attacking each other and even cooperated when needed. This agreement ensured a relatively peaceful coexistence, allowing them to focus on expanding their operations without the fear of internal conflicts. The mobsters heavily guarded their areas to maintain order and prevent newcomers from encroaching on their territories. **Lucky ensured that each mobster received a share of the overall revenue based on their performance and the efficiency of their operations.**

While there is **no player vs. player aggression in this game**, there will be a **multitude of competing gangsters** who will try to muscle into the city and establish their own speakeasies. **You can attack and take over their operations**, and they'll also regularly try to attack you if they can in an attempt to push you out of the way.

Actions	5	End of Round.....	9, 12	Produce Action.....	4, 5, 11
Ambushing Rum-Runners	10, 14	Eras.....	3	Protecting Buildings	10
Associate Marker.....	7	Family Member, Gaining	10	Protection.....	5, 9, 10
Associating with a Mobster	2, 7	Family Members	4, 9, 10	Purple Party Cards	5
Attack Strength.....	14	Family Members, Returning from Docks.....	14	Purple Party Track	4
Attacking Rum-Runners	14	Fleet Cards	5	Range.....	4
Barrel Delivery	11	Fleet Track	4	Range Bonuses	11
Barrels, Picking Up	11	Get Protection.....	5, 10, 12	Range of Trucks	11
Blocked Districts	11	Golden Rule.....	9	Red VIP Cards	5
Blocked-off Locations.....	8	Goons	2, 4, 6	Red VIP Room Track	4
Body Token	2	Green Fleet Cards.....	5	Resolving City Tiles	6
Bonuses on Range	11	Green Fleet Track.....	4	Restaurant.....	3, 12
Book Scoring	13	Helper Card	3	Returning Family Members	14
Books, Gaining	10, 13	Helper Cards	6	Rum-Runner Movement	11, 14
Bottles on Helper Cards	6	Hexagonal Associate Marker	7	Rum-Runner, Buying from	11
Building a Speakeasy	8	Hire Free Goon	6	Rum-Runners	2, 11, 14
Building Bonuses	8	Hiring Goons	6	Safe	2
Building Discounts	8	Infamy Track	4	Second Truck	11
Building Protection	10	Laundered Money, Spending	2	Sell Action	4, 5, 12
Building Spaces	8	Leverage	10	Semi-Permanent Leverage	10
Building Upgrades.....	8	Leverage Cost.....	12	Speakeasies, Building	8
Building Your Still	8	Leverage, Gaining	10, 13	Speakeasies, Upgrading.....	9
Building, Operating	9	Limit on City Tiles.....	6	Spending Money from Safe.....	2
Buildings, Non-Operating.....	9	Locations.....	2	Starting Money	2
Buildings, One-Way.....	8	Locations, Blocked.....	8	Steps to Making Money.....	2
Buying from Rum-Runners	11	Lucky Luciano Phase.....	3	Still	4
Capo Placement	3	Making Money	2	Still and Production	11
Capos.....	2, 3	Mob War.....	3, 8	Still, Building	8
Card Play.....	5	Mob War, Lucky Luciano Phase.....	3	Still, Protect it.....	8
Cards	4, 5	Mobster	2	Stills Area	11
Cash on hand.....	2	Mobster Board.....	2, 7	Stills Cards	5
Casino \$5/3 Benefit.....	9, 12	Mobster Reward.....	7	Stills Track	4, 11
Casinos	9, 12	Mobster Speakeasies	2, 3, 8	Strength.....	8
Central Park	11, 13	Mobsters	2	Strength from Goons.....	6
Changing Turn Order	12	Money	2	Strength Track	4
City Tile Limit	6	Money at Start	2	Taking Over Speakeasy	8
City Tiles.....	6, 8, 10, 13	Moving Rum-Runners	11, 14	Temporary Leverage.....	10
City Tiles, Resolving.....	6	Moving Trucks	11	Tracks	4
Cooking the Books	13	New Cops	2, 9	Truck Movement.....	11
Cops.....	2	Nightclubs.....	9	Truck Range	11
Cops in District.....	9	Non-Operating Buildings	9	Truck Range Bonuses	11
Crate Tiles.....	14	Ongoing Benefit of Crate Tiles	14	Truck, Second	11
Crate Tiles, Ongoing Benefit.....	14	Operating Buildings	9, 10	Trucks	4, 11
Defense Strength	14	Operating Still	11	Turn Order Track	10
Deliver Action	5, 11	Operations Cards	4	Turn Order, Changing.....	12
Discarding Cards	4	Operations Tracks	4	Upgrading Discount.....	9
Discarding City Tiles	6	Orange Stills Cards	5	Upgrading Speakeasies.....	8, 9
Discounts when Building.....	8	Orange Stills Track	4, 11	Using Family Members to Attack Ships	14
Discounts When Upgrading.....	9	Park	13	VIP Cards	5
Districts.....	2	Party Cards	5	VIP Room.....	4
Districts, Blocked.....	11	Party Track	4	VIP Room Track	4
Docks.....	2	Pay for Mobster Help.....	7	Worker Placement Spaces	3
Docks Board	2	Permanent Leverage.....	10	Yellow Strength Track.....	4
Docks Location.....	14	Picking Up Barrels	11	Zones.....	2
Docks, Family Members	10	Placing a Capo.....	3		
Dotted Line	3	Playing Cards	5		

Game Boards

The city is a map of **Manhattan** divided into 3 zones, **downtown**, **midtown**, and **uptown**. These zones are further divided into a total of **16 Districts**, 6 in downtown, 6 in midtown, and 4 in uptown. Each District contains **2** (sometimes **3**) **Building Locations**, some with **red rival Mobster Speakeasies already embedded in them**. New rival Mobsters are expected to set up in other Districts marked with a Body Token . On a separate note, there are **Cops**  who already monitor some of the Districts in the city, and **More Cops**  are expected later on in an effort to crack down on crime.

The **Docks Board** is associated with the **Docks Location** in the upper left corner of the game board and the **4 Rum-Runners** that are circulating around the city. Note that the **left 2 columns** refer to the Docks in **Downtown**, the **middle 2 columns**, the **Midtown Docks**, and the **right 2 columns** refer to the Docks in **Uptown**. The **Mobster Board** identifies the competing gangsters who are vying to build their own Speakeasies in the city. **A Mobster on the Mobster Board in District Space X owns the red Speakeasies in District X on the game board**. You'll have the opportunity to **associate** yourself with some of these Mobsters over the course of the game, and, by doing so, you can pay for their services when you need help in a fight. There are also **Goons**  in the game, essentially guns for hire, which are there when you need some additional thugs to assist in a fight.

Overview

Speakeasy is a **worker placement game**, and all the people and places shown at the top of the board are the worker placement spaces. Our **Capos** (“ca (like cat) – poes (like toes)”, i.e., chieftains) are our Workers. Before you place them, your Capos occupy the large chairs on your player board.

We the players represent Crime Bosses who are working with Lucky Luciano (LOO-chee-AW-no). There are other competing Mobsters on the Mobster Board who are intruding into our territory by erecting their own red Speakeasies.

This game is all about **Money**, and the player with the **most Money at the end of the game will win**. Your Money takes 2 forms: You have **Cash on hand**, which sits in front of you, and you also have unlaundered Money locked away in **your Safe**, kept secret from other players. **If you're ever short on Cash on hand, you can always tap the money in your Safe, but because it has to be laundered, you have to spend money from your Safe on a 2-to-1 basis.** For example, if you need 5 extra dollars of spending money, you have to remove \$10 from your Safe. If you needed \$17 in Cash on hand, you'd have to spend \$34 from your Safe. Each player **starts the game with 4 Capos, \$15 of Cash, \$30 of unlaundered funds in their Safe, and a hand of 4 different colored Cards.**

4 Steps to Making Money

One of the ways to make Money in this game is to do these **4 things**: **First, Construct Buildings** where you'll sell your liquor: namely, **Speakeasies**, which can later be upgraded to **Nightclubs** or **Casinos**. *Refer to the Buildings on the player board. The more you do that, the more pleased Lucky will be when it comes to rewarding you at the end of the era.* **Two**, you have to **Produce Barrels** of hooch, with your one and only **Still** or distillery. *Refer to the orange Stills Track.* **Third**, you have to **Transport** the booze by **Truck** from your **Still** to your various **Buildings**. *Refer to the green Fleet Track.* And finally, **fourth**, you have to **Sell** the alcohol to paying customers in your **Speakeasies**, **Nightclubs**, and the high rollers in your **Casinos**. *Refer to the purple Party Track.*

3 of the 4 types of cards in the game match 3 of these 4 actions: Orange Production, Green Transport, and Purple Sell. The 4th type of card is Red Protection. You start the game with 1 of each of these types of cards.

Game Play

You play the game over **4 Eras or Acts**. In **Act 1, 1921**, you'll **place 4** of your **Capos**. Refer to the area in the top right of the game board. After that, there'll be a Lucky Luciano Phase where adversaries will fight you for territory by conducting Mob Wars, Cops will patrol, and Lucky will divvy out money to his best bosses. In **Era 2 (1925)**, you'll **place 3 Capos**, followed by another Lucky Luciano Phase. That repeats in **Act 3 (1928)**. In **Era 4 (1931)**, you'll **place only 1 Capo**, then proceed immediately to End Game Scoring (there is no Lucky Luciano Phase after Era 4). The competing gangsters who want their piece of the pie will grow stronger over time. **As soon as these Mobsters enter a District and build their red Speakeasies, you can rest assured there won't be a future Mob War there.**

Every Era breaks down into multiple steps (*refer to the Player Turns section of the Player Aid*).

- 1. You can play 1 and only 1 Helper Card** (which is like an Executive Action) if you have one.
- 2. You then place 1 Capo**, and perform the appropriate actions.
- 3. You'll then draw any 1 card from the faceup display**, either a Red, Purple, Orange, or Green card.

Once all players have placed all their Capos for the current Era, there's the **Lucky Luciano Phase** (following Eras 1-3), which I'll discuss in detail later on. *Provide a quick summary as to how Lucky's Payouts will work.*

Worker Placement Locations

As for the Worker Placement Spaces, we have on the far left, the **Docks**, then **City Hall**, the **Restaurant**, the **Commission**, the **Contractor's Office**, the **City Planner**, the **Garage**, and the **Park**. You don't have to know the names, but it doesn't hurt. In each of these Locations, there are multiple people you can visit. When placing a Capo, you must place it on a person that doesn't have a Capo on it. (You can visit a Location with multiple people to talk to as long as the person you choose doesn't have a Capo placed there.)

Before I dive into the nitty-gritty, a couple of notes. Take a look at the **Contractor's Office** (the 5th Location). There are 2 worker placement spaces (persons) there. If you go to the woman on the left, you'll gain a Book. If you go to the man on the right, you'll gain a Helper Card. And, then, regardless of whether you placed your Capo on the woman or the man, you'll always perform the bottom action.

The reverse is true in the **City Planer** immediately to the right of the Contractor's Office. When you meet with either that man or woman, you'll first do the single main action on the top. Then, if you placed on the man, you'll play any type of card, but, if you placed on the woman, you'll specifically play a purple card, then advance on any Operations Track of your choice. The **dotted line** means you can do those actions in either order. Every action is optional, but you'll want to do as much as you can to get the most out of your Capos.

The **Restaurant** is special. Any number of Capos from any number of players can be placed there. And the actions in the red tinted box are mandatory, not optional. Below that, you can perform any 2 different actions from those listed.

1-2 Player Side of Game Board



Operations Tracks

There are **5 Operations Tracks** on your player board that control various aspects of your game, each with 5 “Levels,” of 1-5. Level values vary by Track. During the game, you’ll have opportunities to advance on a Track of your choice.

The **orange Stills Track** determines how many Barrels of booze your one and only Still can **Produce** in any one action. At the start of the game, you can **Produce 1 Barrel of Booze**. When you advance this marker to level 2 and later to level 3, you can Produce 2 Barrels. At level 4, you can Produce 3 Barrels. And when you advance from level 4 to 5, you can Produce the maximum number of 4 Barrels.

The **green Fleet Track** governs the range of your Delivery **Trucks**. You **start with a Range of 2**. Then, at level 2, your Range becomes 3. Upon reaching level 3, you can gain access to your 2nd truck at which point, each truck will have a Range of 3. At level 4, the Range increases to 4.

The **purple Party Track** tells you the rate at which you can **Sell** your Barrels of whiskey. Initially, you can **Sell 2 Barrels** in 1 sale action, but at higher levels, that can grow to 3 or 4 Barrels per sale.

I’ll talk about Family Members later on, but there are 4 “ring” spaces for them in the central **VIP Room**. And by Family Members, I’m not talking about Uncle Jim. Rather, this is (*in Brando voice*) “a loyal member of the family.” The level of the **red VIP Room Track** indicates how many Family Members can occupy the ring spaces in the **VIP Room** at any one time, be it, 1, 2, 2, 3, or 4. The **VIP Room** is where Family Members hang out before they’re directed to go out and protect your Buildings on the game board.

Note that all 4 Tracks at the top require you to discard a card from your hand in order to advance from step 4 to step 5. I’ll talk **more about cards later**, but for now, know that the **4 types of Operations Cards in the game correspond to the 4 Tracks** on your player board. There’s no hand limit and it’s important to have cards in hand to discard as needed.

Finally, the **yellow Strength Track** at the bottom dictates your **Strength**, how much muscle you can bring to a fight. You start at Strength 1, then if you advance, Strength 2, and so forth. To advance from level 3 to level 4, **you must again discard a card from your hand**. And to advance from level 4 to level 5, **you must discard 2 cards from your hand**. **When discarding a card, you always discard it to the bottom of the appropriate deck.**

During much of the game, you won’t have enough Strength to accomplish what you need to do so you’ll need to **Hire Goons**, which when discarded, will provide you with **1 additional Strength** per Goon. You can also come to some **agreement with the competing Mobsters** on the Mobster Board; you can pay them to have some of their linebackers **help you out when you’re in a tight spot**. There’s **no love lost** among these gangsters so you can use one Mobster’s **help to deal some punishment to another Mobster**.

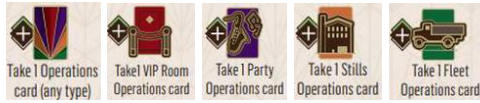
Any time you advance on an Operations Track, you must simultaneously advance on the Infamy Track.

At Infamy Levels 8 and 14, you **gain a Family Member**. At Levels 11, 17, and 20, you **gain an Op** and a **Helper Card**. At Level 18, you add **\$15** to your Safe, and, at Level 25, the top of the track, you add **\$20** to your Safe.

Your position on the **Infamy Track** (right side of the main game board) is essentially the sum of your positions on the other 5 Tracks. Since each Track is at Level 1 at the beginning of the game, your **initial position on the Infamy Track is 5**. Your Level on the Infamy Track **can always be calculated as the sum of these 5 Tracks** on your player board. Note that if you advance to level 5 on the **Green Fleet Track**, your Range remains at 4, but the only way you can reach the maximum level of 25 on the Infamy Track is to get all of your other Tracks (including the **Fleet Track**) to level 5.

Actions

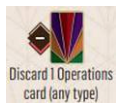
Let's now go over the icons in the Icon Reference in your player aid.



Columns 2-3

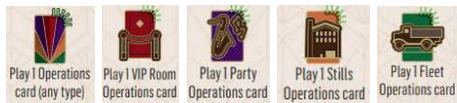
There's a certain amount of card play in the game. Sometimes you'll be playing cards to take actions, and other times you may be required to discard cards in order to take another action. **The icons that display a plus sign mean you should draw 1 card from the deck specified.** If you ever see the **first icon**, you can choose which deck to draw from.

There is no limit to the number of cards you can hold in your hand.



Row 1, Column 4 (Restaurant, page 19)

A negative sign indicates that you must discard any one card from your hand, regardless of type.



Columns 2-3 (Docks, City Hall, Restaurant, City Planner, and Garage) Rulebook Page 12

The 5 lines in the upper right corner indicate that **you can play a card from your hand** for its actions in the top left corner. In the case of the first icon, you can choose any one card to play. In the case of the other 4 icons, you can only play a card of the type shown. **If you don't have one of those types of cards, you have to forfeit that particular action.** When you're playing an Operations Card into a slot on your player board, you must first discard any previous card that might be there, then insert the newly played card into the slot. Usually, a card pairs an upper bonus with a lower action. The lower action on **Red VIP Cards** is always **Get Protection**, the lower action on **Purple Party Cards** is **Sell**, the lower action on **Orange Stills Cards** is **Produce**, and the lower action on **Green Fleet Cards** is **Deliver** (in one case, with a +2 Range bonus).



Row 6 (Commission, City Planner, Garage, and Cards) Rulebook Page 12

These icons direct you to **advance a step on any one of your 5 Tracks or on one specific Track**. The "Discard Any 1 Op Card to Increase 1 More Step on a specific track" icon means just that. You can discard any card from your hand, and then advance 1 additional step on the Track shown. But if that 2nd Track advance requires that you discard 1 or 2 cards, you still have to discard them as well. So if you're on step 4 of the Red VIP Room Track, and you see this icon, you actually need at least 2 cards in hand in order to get that 2nd advance to step 5.



Row 3, Column 4 (Commission and Contractor) Rulebook pages 8, 14

Helper Cards provide you with a one-time executive action that you can perform for free at the very start of each turn, and they also include some end game cash you can possibly gain. Once you've used a Helper Card, you place it in your safe to indicate that it cannot be used again.

When you see the icon above, you **choose one of the 3 Helper Cards** on display. **At the end of the game**, you examine all of the Helper Cards you own, whether or not you actually played them. Every Helper Card you own has a bottle shown in the bottom left corner. You can choose any number of Helper Cards in your possession as long as no two of those cards depict the same kind of bottle. Then, you gain the cash displayed in the bottom left corner of those cards. There are 9 different types of bottles, so you have the potential to gain money from a maximum of 9 different Helper Cards.



Row 2, Column 1 (City Hall and Commission) Rulebook Page 13

Goons are guns for hire. When you're attacking or defending, you can gain **1 additional Strength for each Goon you discard**. You start the game with **1 Goon**, and you can have **as many as 6 Goons**. Your **2nd Goon will cost \$1**, your **3rd Goon will cost \$2**, your **4th Goon, \$3**, and so forth. When you see the icon above, you can **hire as many Goons** as you can afford, up to your 6 Goon limit.



Row 3, Column 1 (Docks) Rulebook Page 18

This icon lets you hire **1 Goon for free**, whether it's your first Goon or your 6th Goon. You only have room on your player board for a maximum of 6 Goons, so if you already have 6, you cannot hire one for free.



Row 4, Column 4 (Park) Rulebook Page 14

You gain City Tiles (but do not resolve their benefits) when you build in a new Location. Should you ever **end your turn with more than 4 City Tiles** on your player board, you must discard the excess City Tiles faceup to the middle columns of the City Tile display at the bottom of the game board. When doing so, you can **discard a City Tile into an empty space or on top of an existing tile**.

With this action, you can also gain a City Tile directly from the display. You can either **choose one of the 3 City Tiles from the rightmost column** or you can **choose one of the top City Tiles from the middle column discard spaces**. Should you **choose one from the right column**, you immediately **draw a new City Tile from the bag to fill the empty space**.



Row 5, Column 4 (Restaurant, Page 19)

This action lets you **resolve up to 2 of your City Tiles on your player board**. Gain the benefit of each City Tile you want to play, then discard them to the middle columns of the City Tile display at the bottom of the game board. When doing so, you can **discard a City Tile into an empty space or on top of an existing tile**.



Bottom Row (Commission, Page 17)

By **Associating with a Mobster**, you'll gain an additional source of Strength beyond what you have from your Strength Track and any Goons on your player board as long as you're willing to pay them.

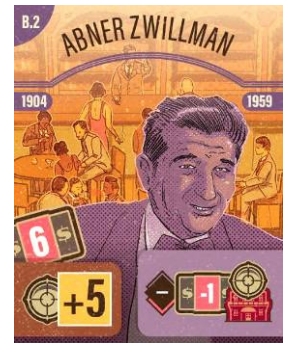
So let's say you want to **associate with Abner Zwillman** from the Mobster Board in space 3 (he provides Strength 5 at a cost of \$6). ***(If you're currently associated with another Mobster, return that Mobster Tile from your player board to the Mobster Board on the space corresponding to your Associate Marker's current position).*** **Move your Associate Marker** to District 3 (the District the Mobster occupies). If you're going to associate with this Mobster, he or she is not going to want you attacking her/his Speakeasies. So the purpose of your Associate Marker is to remind you that that Mobster's Speakeasies are off limits to you.

Flip the Mobster Tile over, place it on your player board (yellow-side-up), and anytime you need additional Strength, you can **pay the amount shown** in the red box (\$6 in this example) for **the extra Strength** in the yellow box (5 Strength in this example).

Finally, you **gain the Mobster's immediate reward** (shown in the bottom right), if it has one; sometimes the Mobster provides you with an ongoing benefit. (Abner's bonus above is that he provides you with a \$1 discount when using him to take over another Mobster's Speakeasy).

You can later **associate with a new Mobster** if you want to in which case the new one replaces your old one (you return the old Mobster Tile to the Mobster Board, and you move your Associate Marker to the new Mobster's District).

Each attacking Mobster during the Mob Wars in the Lucky Luciano Phase adds their red-box + modifier when determining their Strength. Defending players must equal or exceed that Strength in order to survive the attack as you'll see when I cover the Lucky Luciano Phase. In the example above and to the right, Abner Swillman's Strength during a Mob War would be 7, but all other times during the game, his Strength would be 5.



Building Speakeasies and Your Still



Page 3, Column 1 (Contractor, page 14)

This icon lets you construct either a **Speakeasy** of your choice or your **Still**, if you haven't already built it. Each Speakeasy and your Still **depict a different bonus** below them so you choose which particular Building you want to erect and therefore which bonus you want to gain.

The **1st group of Speakeasies** cost \$3 to build, the **2nd group along with your Still** costs \$5, and a **Speakeasy** from the **3rd group** costs \$8.

You don't have to build the Speakeasies in any particular order, but it may behoove you to build them in groups of 3. By doing so, you'll generate a discount of \$3, \$5, or \$8 later on should you want to **upgrade** that **Speakeasy** to a **Nightclub** or a **Casino**. The discounts are not cumulative. So if you've build 2 full groups of Speakeasies, your upgrade **discount is the larger of the 2 or 3 numbers**. You cannot upgrade a Nightclub to a Casino.

Once you've chosen the Building you want to construct, you have to decide **where** you want to build it. Of course, you can't build it on a Location that's **blocked** off. As you'll soon find out, you do want to consider whether the District you want to build in is patrolled by a cop 🚔, has a cop who's on his way 🚔, or has a rival Mobster coming in 🚔 next round.

The Building Spaces themselves are marked with City Tiles. If there's no **red Mobster Speakeasy** next to the Building Space, you simply **take the City Tile** and place it on your player board, then **place your Building**, and, **after** placing it, **gain the Building Bonus** shown on your player board under the space where the Building was.

You can kill 2 birds with 1 stone by taking over an existing **red Mobster Speakeasy** (as long as you aren't associated with that particular Mobster). (By taking over a red Mobster Speakeasy, you can be sure another rival Mobster will not try to steal that location away from you in the future.) To take over a red Mobster Speakeasy, you just have to have an amount of Strength that exceeds the Strength of the Mobster as denoted on the brown Strength Tile 🟤 3 in the District.

At the start of the game, you only have 2 Strength, 1 from your Strength Track and 1 from your single Goon. But if you had a total of 3 Goons, you'd have enough to bump out a Speakeasy with a Strength of 3. Another source of Strength is an association you might have with another Mobster. Of course, that is Strength that you have to pay for, so you'll need to have the necessary money to engage their help. Once you've taken over, return the red Speakeasy to the supply, and replace it with your Speakeasy or Still, taking the City Tile as usual.

You'll want to consider taking over Speakeasies with weak Mobsters instead of opening new Speakeasies in empty spaces because the empty spaces will be targeted by a Mob War later in the game while the red Speakeasy spaces won't be. If you take over a red Mobster Speakeasy, any other red Mobster Speakeasies in that District remain there and will have to be taken over by you or another player during another Speakeasy Build Action.

You cannot take over another player's Building.

Buildings follow a one-way direction from your player board to the game board. If your Buildings are ever destroyed in a **Mob War** during the Lucky Luciano Phase, they will leave the game. So **guard your single Still** because if you ever lose it, your sole source of spirits will be the Rum-Runners, and their barrels don't come cheap. *There's a game variant you can play that lets a player rebuild his Still if it's ever destroyed in a Mob War—see page 21 in the rulebook.*

Operating Buildings Rulebook Page 7

A building in the game is **Operating** if either (or both) of the following is true:

- There is **no Cop** in the same District as the Building. (Cop Tokens are not Cops.)
- The Building is **protected by a Family Member**.

Important Rule: A non-Operating Building is the same as a non-functional Building. If the Building is not Operating (because, for example, there's a Cop present in the District and you don't have a Family Member there protecting the Building), it **cannot receive, produce, distribute, or sell barrels** of liquor.

And it also **does not count for Lucky Luciano payouts**.

So think about whether a District either contains a Cop (a Cop is present in that District) **or will contain a Cop in the next Era** (i.e., a Cop Token is present in that District). **You may need to place a Family Member next to that Building in a future turn to ensure it continues operating;** this is accomplished in City Hall via the Get Protection action and via the activation of Red VIP Room Cards.

Also, consider whether a Mobster is planning to invade that turf in the upcoming Lucky Luciano Phase (a body token appears in that District). If it is, you'll have to defend your Building in an upcoming Mob War. **If you don't successfully defend your Building, you'll lose that Building.**

By the end of the game, every District on the game board will have a Cop. So every Building you construct will eventually require a Family Member there to protect it; otherwise, it's that Building doesn't exist for all intents and purposes.

If you're permitted to build 2 Buildings, complete the first one before you proceed to the second one.



Page 3, Column 2 (City Planner, page 15)

You build (or upgrade to) **Nightclubs** and **Casinos** (optionally, building in Locations where you can defeat a rival Speakeasy) the same way you build Speakeasies and your Still. The benefit of constructing **Nightclubs** and **Casinos** is that they cater to a higher clientele and therefore, you can **sell liquor to them at higher prices**. There are a few key differences, however:

- While you can build a Nightclub or Casino outright at a cost of **\$12** or **\$17**, respectively, you can lower that cost by **upgrading a Speakeasy at a discount** if you've built a group of 3 Speakeasies. At best, if you eliminated the 3 rightmost Speakeasies from your player board, the cost to upgrade a Speakeasy to a Nightclub or Casino would be **\$4** or **\$9**, respectively. (When you upgrade a Speakeasy, remove that Speakeasy from the game.) Building a Nightclub provides you with a bonus while building a Casino does not.
- If you're building a Casino, in addition to the cost, you must discard 1 card of any type from your hand.
- You are **limited to 1 Nightclub and 1 Casino per zone**; that is, **one of each in Downtown, one of each in Midtown, and one of each in Uptown**. If you upgrade a protected Speakeasy, the new Building remains protected.
- At the end of each "round of player turns," if the turn order has changed because at least 1 player visited the Restaurant, players **earn \$5 per operating Casino** (not necessarily protected) into their Cash on Hand (\$3 per Casino in a 3-4-player game).

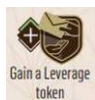


Row 4, Column 1 (City Hall) Rulebook Page 13

When you gain a Family Member, **take one from your supply** and either **place it in a chair in your central VIP Room** (as long as you don't exceed the maximum number of Family Members there indicated by your **Red VIP Room Track**) or **into an empty space in the Docks**, gaining the benefit shown to the right (**gain a Book**, **gain a City Tile**, draw an **Operations Card** of any color, or **hire a Goon for free**). *When you gain a City Tile, you can either choose one of the 3 City Tiles from the rightmost column or you can choose one of the top City Tiles from the middle column discard spaces. Should you choose one from the right column, you immediately draw a new City Tile from the bag to fill the empty space.*

The **Docks** are divided into 3 columns: the **leftmost column represents Downtown**, the **middle column represents Midtown**, and the **rightmost column represents Uptown**. The location of your Family Members in the Docks will be important should you decide to ambush a Rum-Runner.

When you place a Family Member in the Docks, you may then optionally (and immediately) move any other Family Members in the Docks to a new location (without gaining the benefit). *See page 13 in the rulebook.*



Bottom Row (City Hall, page 17 and Park, page 20)

Leverage is important when you want to send a Family Member from your VIP Room to an unprotected Building, which is what I'll cover next.



Page 4, Column 1 (City Hall, page 17)

You can **Get Protection** by moving as many Family Members as you want **from your VIP Room to unprotected Buildings** in the city. For each Family Member that you want to send out, you must have **the amount of Leverage displayed beneath your marker in the Turn Order Track**.

You have 2 forms of Leverage: **Temporary Leverage** in the form of tokens, which you might have gained via the Gain Leverage Token action; and **Semi-Permanent Leverage**, which comes from cards inserted into the 4 slots of your player board. When using temporary Leverage, **discard the used tokens to the supply**. Semi-Permanent Leverage from cards in your player board are not discarded, but the Leverage still must be "spent."

Example: Blue has 3 Family Members on her player board, 1 Temporary Leverage, and 4 Permanent Leverage from the cards in the upper slots for a total of 5 Leverage. According to the Turn Order Track, Blue must pay 2 Leverage per Family Member they send out. Her 4 Permanent Leverage lets her send out 2 Family Members to protect Buildings. She doesn't have enough Leverage to send out her 3rd Family Member.

When you protect a Building with a Family Member, **it guarantees that the Building will always be operating** as long as it's not destroyed in a Mob War.



Page 4, Column 2 (Operations Cards) Rulebook Page 13

You can **Produce** barrels of liquor as long as you have an **Operating Still** on the game board. If you do, place a number of barrels into your Stills Area (above your orange Stills Track) equal to the **number you are allowed to Produce per your Orange Stills Operations Track**. Although the barrels are on your player board, **they are assumed to be located in the District containing your Still**.



Page 4, Column 2 (Garage—either play Green Fleet Card with +2 Range or Deliver and Operations Cards, 1 with Deliver with +2 Range) Rulebook Page 16

Your **Trucks** are used to **pick up and deliver barrels of hooch to your Operating Buildings** so you can sell them. You can either **pick up barrels from your Operating Still** or **buy barrels directly from Rum-Runner Ships at port**. Each Truck may **hold up to 2 barrels** and may only **deliver to an Operating Building** that doesn't have a barrel next to it. You cannot deliver a barrel to your Still.

Moving your Trucks: You start the game with **1 Truck**. As soon as your **Green Fleet Operations Marker** reaches the **3rd level**, your **2nd Truck** becomes available for you to use.

Each Truck can **first enter the map in any District without spending any movement**. (Often, you'll want to first position your Truck in the District containing your Still so you can load barrels onto it.) Once a Truck has been placed on the game board, you can then move it. **Once placed, Trucks never leave the game board**. If you have both Trucks on the game board, you should fully complete the movement of one of your Trucks before moving the second one.

The **Range** of each Truck is **equal to your Green Fleet Operations Level** plus any **bonuses you may have**: For example, you can **gain +2 Range** if you play the **Fleet Operations Card** that provides you with that benefit. You can also **gain another +2 Range** if you placed your **Capo** onto the **leftmost Person in the Garage**. Therefore, it's possible you can move each of your Trucks up to 8 spaces at once (maximum Range of 4 plus two +2 Range Bonuses).

Each Truck spends 1 movement to **move into any adjacent District (not diagonally, nor through Central Park, meaning that Districts 13 and 15 are not connected with Districts 14 and 16)**. In a 2-player game, **Trucks may move into and out of blocked districts**. Continue moving your Trucks until all movement for each Truck has been used or when you no longer wish to move them.

Picking Up Barrels Rulebook Page 16

If, during your movement, your Truck is in the **District containing your Operating Still**, you may fill it with barrels from your player board.

Buying Barrels from a Rum-Runner Ship Rulebook Page 16

If your Truck is in a **District containing a Rum-Runner Ship at port**, you may buy barrels directly from the Ship to fill your Truck. To buy 1 barrel, pay the **amount shown below the rightmost barrel** on the corresponding Rum-Runner Ship on the City Docks Board, and place it onto your Truck. If there are no barrels on the Ship, pay the amount shown below the leftmost empty barrel space, and load the Truck with a barrel from the supply.

After buying barrels from a Rum-Runner Ship, **move the Rum-Runner Ship clockwise to the next port**.

After picking up or buying barrels, your Truck may then continue its movement.

Delivering Barrels Rulebook Page 16

If, during your movement, your Truck is in a District containing one of your Operating Speakeasies, Nightclubs, or Casinos, you may remove a barrel from the Truck, and place it next to the Building. A Building may never have more than 1 barrel next to it. **You cannot deliver a barrel to a non-Operating Building.** Once you've delivered a barrel, you'll later be able to sell it when you perform a Sell Action (see below).

Note: If you happen to have a Truck with a Barrel in a District, and you build a Speakeasy there, you cannot automatically deliver the Barrel without taking an actual Deliver action.

Selling Barrels



SELL BARRELS Page 4, Column 1 (Operations Cards) Rulebook Page 13

When you Sell Barrels of liquor, you can sell as many as you are permitted to according to your **Purple Party Operations Track**. To sell a barrel, choose an Operating Building with a barrel next to it. The amount of **Cash on hand** that you earn is dictated by your position on the **Infamy Track** and whether your barrel is next to a **Speakeasy (lower value)** or a **Nightclub or Casino (higher value)**. After selling a barrel, return the barrel to the supply.

Changing Turn Order at the Restaurant



Change turn order Row 5, Column 4 (Restaurant, page 19)

The **Restaurant** is special. **Any number of players** can place **any number of Capos** there. Whenever you send a Capo to the **Restaurant**, you **must** perform the Change Turn Order action (**in the red box**). Unlike every other action in the game, **this action is mandatory**. And you must also have an Operations Card (or possibly 2) in your hand **that you can discard** in order to perform this action. **If you don't have the necessary Operations Card(s) in your hand, you can't send your Capo to the Restaurant.**

First, you must **Discard an Operations Card of any type** from your hand. Then, you must **move your Turn Order Marker** onto any empty space on the lower row of the Turn Order Track. **The Leverage cost you pay to get Protection immediately changes.** If you choose a turn order position already occupied by another player, both of you will have the same Leverage Cost until the end of the round (unless that other player also goes to the Restaurant).

If you choose the 2nd turn order space in a 2-player game (or the 3rd or 4th turn order space in a 3-4 player game), you must **discard a 2nd Operations Card** from your hand. If you do not have a 2nd Operations Card to discard, you may not choose that turn order space. (You may be forced to go to that space and discard 2 cards in a 2-player game.)

Whenever one or more players have gone to the Restaurant, whether the Turn Order actually changed or not, at the end of the current player round (not at the end of the era, but after the turn of the player who was previously last in turn order), **you re-order the Turn Order Markers**, if necessary, and **each player will gain \$5 Cash on hand for each operating Casino (protected or not) that they have (\$3 in a 3-4 player game)**. All Turn Order Tokens in the top row have to slide left or right to make room for those in the bottom row to shift up (*see page 8 in the rulebook for an example*).

For example, **Blue** is first in turn order, and **Purple** is second. **Blue** goes to the Restaurant and selects turn order position 2 (discarding 2 cards). Afterwards, **Purple** also goes to the Restaurant and must select turn order position 1 (discarding only 1 card). After **Purple's** turn, the turn order will change to **Purple** first, then **Blue** second. At that point, each player will gain \$5 cash for each of their Casinos.

Park Rulebook Page 20

If you choose to place your Capo in the Park, you immediately exchange your Capo's position with another player's Capo (not your own) that is already talking with a person who is not at the Park. In this way, **you can talk to a person that another player chose to talk to before you**. The other player gains one of the bottom benefits at the Park: **Gain 1 Leverage, Gain 1 City Tile, or Gain 1 Book**. *When you gain a City Tile, you can either choose one of the 3 City Tiles from the rightmost column or you can choose one of the top City Tiles from the middle column discard spaces. Should you choose from right column, you immediately draw a new City Tile from the bag to refill the space.*

After the other player takes their bonus, you perform the actions according to your Capo's new Location/Person.

Cooking the Books



Gain 1 Book Row 5, Column 1 (Contractor, page 14 and Park, page 20)

There's no limit to the number of Books you can store on your player board (to the right of the chairs).



Cook up to 3 Books Row 6, Column 1 (Restaurant, page 19)

Place up to 3 Books from your player board onto Cooked Book Spaces on the game board to get money **into your safe**, and in some places, gaining immediate benefits. This may arguably be the most important of the game because it represents a source of much of your money.

For **each Book**:

1. Choose an **empty Cooked Book space** in any of the 5 Cooked Book areas on the game board: the **Docks**, under **City Hall**, in **Central Park**, on the **Infamy Track**, or on **Zone Goal Tiles**.
2. You must show that you can **fulfill the requirements** of the chosen space.
3. **Place a Book** from your player board onto the chosen space.
4. **Gain the benefit** indicated on the space (if any).
5. Place the money indicated next to the space directly **into your safe**.

Docks: \$15 per Book if you must own 1, 2, or 3 Crates.

City Hall: \$20 per Book if you have Buildings protected by a Family Member in 3, 5, or 7 Districts.

Infamy Track: \$10, \$15, or \$20 per Book for reaching Level 10, 15, or 20, respectively.

Park and Zone Goals (Downtown, Midtown, Uptown at bottom of game board): See Tile Reference Handout.

In a 3-4 player game, you may place multiple Books in the same section, but you may not place 2 Books assigned to the exact same goal. For example, if you are the first player to Cook the Books, and you have attacked 2 Rum-Runners, you may place a Book in the 1 Crate section and another Book in the 2 Crate section, but you may not place 2 Books in either of those two sections.



I've covered all but one of the actions and therefore what most of the Locations and People do.

Review each LOCATION other than the Docks.

But there is one other special Location I want to talk about—The Docks and the Attack a Rum-runner action.

Attacking a Rum-Runner



AMBUSH A RUN-RUNNER

Page 2, Column 1 (Docks, page 18)

Choose 1 Rum-runner Ship to attack. You must have at least **1 Family Member in the Zone** containing the Rum-Runner. The Rum-Runner's **Defense Strength is the highest circled value** (in the Gun row) **not covered by a barrel on that Ship** on the City Docks Board.

To attack the Ship, **your Attack Strength must exceed the Ship's Defense Strength**. If you cannot exceed it, you may not attack that Ship.

Your **Attack Strength** is equal to your **Strength multiplied** by the number of **your Family Members in the matching Dock's Zone**. You may use any other players' Family Members in the same Zone by paying each player \$1 per Family Member used (they add on to your Family Members where they're multiplied by your Strength. The opposing players cannot refuse the offer.

You may increase your **Attack Strength** by **discarding Goons to the supply as usual**.

All of the Mobsters have a financial stake in the Rum-runners and will not antagonize them. Therefore, you **cannot pay your Associate Mobster** to increase your Attack Strength when attacking a Rum-Runner Ship.

1. Gain an amount of **Cash** according to the benefit shown on the bottom of the **Crate Tile** next to the Rum-Runner on the Docks Board. Then, **flip and place the Crate Tile in front of you**. The Crate Tile shows an **ongoing benefit** you now have for the rest of the game.
2. Take the **top Crate Tile from the stack**, and place it faceup on the newly empty Crate space.
3. Take the **rightmost barrel from the Ship you attacked** and **directly place it** next to one of your **Operating Buildings** that **does not already have a barrel** next to it or **in your Stills area** on your player board **if you have an Operating Still**. If you do not have either an Operating Building without a barrel next to it or an Operating Still, return the barrel to the supply. **If there are no barrels on the Ship, take a barrel from the supply instead.**
4. Move one of your **Family Members from the Docks Zone** matching the Zone of the Rum-runner Ship you attacked back to any empty space in your **VIP Room**. If this would **exceed the limit** shown by your VIP Room Operations Track, you must **instead return the Family Member** to your supply.
5. Move the attacked Rum-runner Ship clockwise to the next empty port.

Attacking a Rum-runner (especially early in the game) can be a worthwhile venture if you can pull it off:

- You get a cash payout from the ship.
- You get a permanent ongoing ability.
- You get access to a \$20 space for Cooking the Books.
- You get a free Produce+Delivery of a barrel of booze that you can later sell or use for a Cook Books \$10 Central Park or \$20 Zone space.
- You get a new family member returned to your player board (potentially readying you for another Rum-runner attack if you can place that family member in the docks and relocate other family members there; or you can use the family member to protect a building).

Review the LUCKY LUCIANO PHASE (especially Mob Wars). Rulebook Page 9

Bldgs in Districts with a  token will be attacked in Mob Wars in Eras 1/2/3 with Max Strength of 8/10/12. Red Mobster Speakeasies will be built in empty Bldg spaces.

Review END GAME SCORING. Rulebook Page 20