



REDZEN
GAMES

**BIG
CHILD**
CREATIVES

SCARFACE 1920

RULEBOOK

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INTRODUCTION

Chicago, 1920. The Eighteenth Amendment to the United States Constitution has banned the sale, import, export, production, and transportation of liquor in the whole country. The famous Volstead Act has emptied all barrels of alcohol ...but it has filled the streets with gangsters.

Power, guns, blood, and corruption have meshed together in Chicago, a city full of opportunities for the unscrupulous. Are you ready to claim its throne? Relive Prohibition times (1920-33) with Scarface 1920 and immerse yourself in the streets of Chicago. Expand your turf, build the most powerful gang, bribe judges and politicians, and strike the necessary deals to improve your gun and alcohol supply.

Become Al Capone, growing your business while filling your pockets. Become Arnold Rothstein, fixing the World Series and pulling the strings in the political arena. Become Stephanie St. Clair, controlling all the betting in town and sending your men against rival neighborhoods. Or become Dean O'Banion, opening up new roads for trafficking and multiplying alcohol production. All in all, if Eliot Ness doesn't get in your way, you could be the next king of Chicago...

Objective

Scarface 1920 is a board game for 1-4 players that takes place in Chicago during the Roaring Twenties, after the passing and enforcement of the National Prohibition Act in 1920. Players will lead one of the four gangs aspiring to rule over the city. Eventually, victory will go to the player that amasses the most wealth.

You will be able to attack rival neighborhoods, send your thugs to the underworld to make some valuable deals, improve on your production of arms and liquor through different arrangements, or grow your gang's power and influence. And all of this, while avoiding the Feds from crushing you.

Profits can be obtained through several means, but the selling of guns and alcohol in the Neighborhoods will be crucial. Once Prohibition ends (1933), the player with the most money will sit on Chicago's throne.

Disclaimer

Scarface 1920 is a game that takes place in a specific time in the history of the United States: the bloody power struggle that took place for control of the city of Chicago between 1920 and 1933, during Prohibition. However, we at Redzen Games by no means condone or justify any violence or other criminal behavior that may take place in a game of Scarface 1920.



The wind brushed against his face and the noise of the engine gave him a certain peace of mind. He was at ease for the first time in many years and suspected he wouldn't be able to enjoy this anytime soon. Wind: that's what they told him he would get in Chicago when he had arrived from New York. But Alphonse Gabriel Capone, the son of a barber and a seamstress both born in Italy, knew for a fact that the wind would be the least of his worries.

He had arrived with Prohibition just around the corner, a law that was a blessing to many, a curse to some, and a chance to amass wealth and power to a few. That was all well and good, but he wanted more. He wanted to have the city at his feet. He wanted to go down in history.

He had brought along with him several years of experience with Manhattan's Five Points Gang, where he became familiar with the ins and outs of racketeering. It had also earned him a nasty scar on the face that he tried his best to hide.

Life in Chicago during the 1920s was no easy thing. Much less if you were leading a criminal gang hoping to take over the city. Prohibition had also come knocking at the door of some others that, like him, were coveting the throne of Chicago. Such as Arnold "The Brain" Rothstein, a businessman with strong political connections and a penchant for gambling. Word was that he had even fixed the World Series. Or such as Dean O'Banion, that revolting Irishman who was in charge of most of the bootlegging upstate. Oh, how much he hated him! And how much he'd love to empty a Thompson drum mag into his stupid baby-face... Or such as Stephanie St. Clair, the Queen of Harlem—a force of nature that had managed to rule New York and was now setting her sights on Chicago. He wasn't afraid of them, of course, but he knew he must surround himself with some trusted guys as the first step toward building the most notorious gang in town.

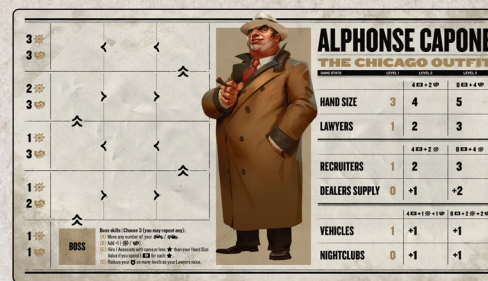
No kid ever dreams of becoming a gangster. Not even him, as much he had been raised among Brooklyn's street gangs. Throughout those years, he had learned to move in the shadows, to cultivate the art of intimidation, to respect the hierarchy, and to understand the inner workings of a gang. Therefore, he knew perfectly well that he had to rule every corner of the underworld so that, little by little, bullet by bullet, he could forge a criminal empire.

But blood isn't everything. Booze matters too. Like the whiskey he'd never had back at his home in New York. Or the one brought—probably, through one of his men—to the most exclusive parties in the city. The battle for Chicago would also be waged away from gangland, in places where the blasts of bombs were replaced by the clinking of glasses and the opening click of a briefcase filled with blood money. Money could buy you anything these days. The silence of the police, the fellowship of politicians, and of course, the complicity of judges. Yet there was a name that nagged him lately: Eliot Ness. This guy seemed incorruptible and willing to enforce the Volstead Act by any means necessary. When Al Capone stepped down from the car, a flurry of journalists was waiting for him. He wasn't at odds with fame. As a matter of fact, he enjoyed the flashes of the cameras, even if that meant he had to hide his wound. A wound that had earned him a nickname he loathed: Scarface.

GAME COMPONENTS



1 Main board



4 Gang boards
(1 per Gang)



4 Thug boards
(1 per Gang)



4 Gang screens
(1 per Gang)



28 Raid cards



40 Gang Member cards
(10 per Gang)



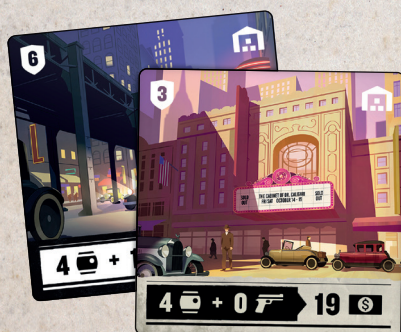
60 Associate cards
(10 per Crime type)



31 Dealer cards



39 Job cards



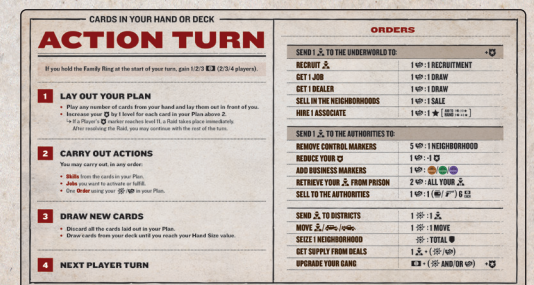
18 Neighborhood tiles



16 News cards



36 Solo mode Actions cards



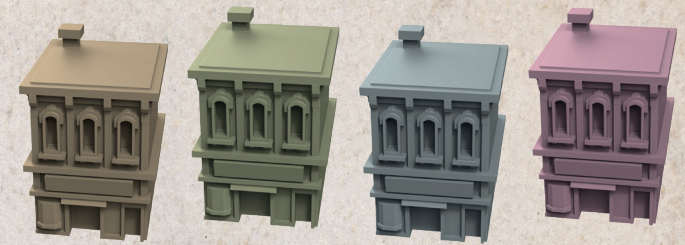
GAME COMPONENTS



4 Boss figures
(Alphonse Capone, Dean O'Banion, Stephanie St Clair, Arnold Rothstein)



1 Eliot Ness figure



28 Control markers
(7 per gang)



12 Thug figures
(The Chicago Outfit)



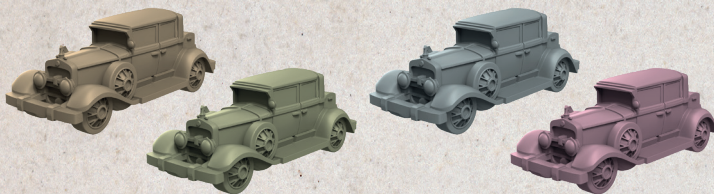
12 Thug figures
(North Side Mob)



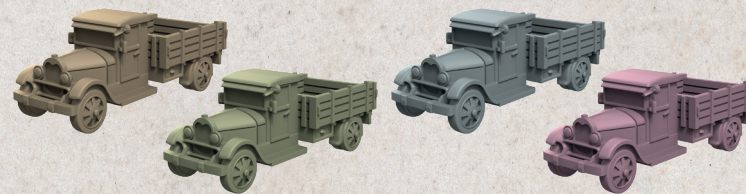
12 Thug figures
(Black Wolves Gang)



12 Thug figures
(The Seven Gems)



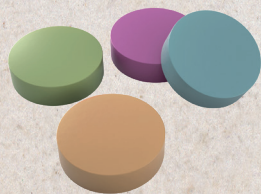
12 Car figures
(3 per gang)



8 Truck figures
(2 per gang)



3 Police figures



4 Crime Rate markers
(1 per gang)



40 Business markers
(10 Speakeasies, 10 Casinos, 10 Brothels and 10 Nightclubs)



48 Gang upgrade cubes
(12 per gang)



1 Time marker



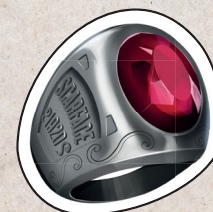
35 Guns



50 Alcohol



120 Money tokens



1 Family Ring token



8 Solo mode tokens

GAME SETUP

1. Place the main board at the center of the table.
2. Place the Money tokens (💰), the Family Ring token, the Business markers, the Alcohol (🍷) and the Guns (🔫) beside the main board; this is the General Supply.
3. Shuffle the Raid cards and place them face down on the Raids area; this is the Raids deck.
4. Shuffle the Job cards and place them face down on the Jobs area; this is the Jobs deck.
5. Set aside the following Dealer cards: "Alcohol Supplier" and "Gun Supplier" (Dealers # 1-8). Then, shuffle the remaining Dealers cards and place them face down on the Dealers area; this is the Dealers deck.
6. Shuffle the 1-3 ★ Associate cards and place them face down on the 1-3 ★ Associates area; this is the 1-3 ★ Associates deck. Then, draw 3 cards and place them face up on the 1-3 ★ spaces, from left to right. Finally, reveal the top card and place it face up on top of the 1-3 ★ Associates deck.
7. Shuffle the 4-5 ★ Associates cards and place them face down on the 4-5 ★ Associates area; this is 4-5 ★ Associates deck. Then, draw 1 card and place it face up on the 4-5 space on the right. Finally, reveal the top card and place it face up on top of the 4-5 ★ Associate deck.
8. Place the Eliot Ness figure on the starting level of the Crime track.
9. Place the Police (👮) in the following Districts: Far South Side, Far North Side and Central.
10. Place at random the following number of Neighborhood tiles on the districts (with the day-side face up). The remaining Neighborhoods tiles are returned to the game box.
 - **2-players:** 2 in the Central District and 1 in each other District.
 - **3-players:** 3 in the Central District and 1 in each other District.
 - **4-players:** 2 in each of Central, Far South Side and Far North Side Districts and 1 in each other District.
11. Place at random one Speakeasy, Brothel or Casino marker on each Neighborhood tile.
12. Place the Time marker on the Time track; choose the box depending on the number of players. This is the starting box.
13. Place face up the 'U.S. is Voted Dry' News card in the Active News space.
14. Place face down the "Prohibition Ends at Last!" News card on the News area. Then, shuffle the remaining News cards; draw 2 and place them face down on the News area (on top of "Prohibition Ends at Last" card); this is the News deck. The remaining News cards are returned to the game box without looking at them.
15. The last player who has watched a gangster movie becomes the starting player.

Players setup

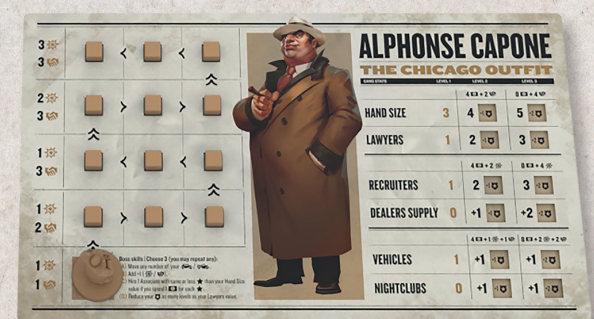
16. Choose one of the gangs and take all the components with the same color as the figure of its Boss (see list below).
17. Place the Gang board in front of you; this is your player area. Then, place your 12 upgrade cubes and your Boss figure on the Boss track.
18. Place the Thug board in front of you. Then, put your 12 Thug (👤) figures as follows: 6 in the Slums, 2 in Safehouses and 4 in the Headquarters.
19. Place your gang screen in front of you. Then, take 10 💰 from the General Supply and place them behind it.
20. Place all your Control markers, Cars (🚗) and Trucks (🚚) in your player area.
21. Place your Crime Rate (👤) marker on level 1 of the Crime track, just ahead of the Eliot Ness figure.
22. Set aside the Right-Hands (👤) cards from your Gang Member cards. Then, shuffle your remaining Gang Member cards and place them face down in your player area; this is your deck. Draw 3 cards from your deck; this is your hand.
23. Beginning with the player sitting to the right of the starting player and following counterclockwise, every player chooses a District with no 🚗 and places one of their 🚗 or 🚚 there. Then they place a Control marker on a Neighborhood tile in that District. The tile can not have other control markers on it.
24. Draw 3 cards from the Jobs deck and keep them face down in your player area; these are your unfulfilled Jobs.
25. Take 1 "Alcohol Supplier" and 1 "Gun Supplier" Dealer cards and place them face up in your player area. Then, take 2 (🍷/🔫) from the General Supply and place one in each Deal. The unused "Alcohol Supplier" and "Gun Supplier" cards are returned to the game box.



COMPONENTS PER GANG

- 1 Boss figure
- 1 Gang board
- 10 Gang Member cards
- 1 Thug board
- 12 Thug figures
- 3 Car figures
- 2 Truck figures
- 12 Gang upgrade cubes
- 7 Control markers
- 1 Crime Rate marker
- 1 Gang screen

GAME SETUP



BASIC CONCEPTS

THE GANGS



THE CHICAGO OUTFIT

Led by the visceral Al Capone, The Chicago Outfit is the embodiment of corruption in Chicago. He can easily pull the strings of the top officials and has an impressive ability to make his gang grow with all kinds of criminals. But “Scarface” doesn’t want a gang; he wants an empire.

NORTH SIDE MOB

Behind Dean O’Banion’s baby face lies a cunning and cruel man. The North Side Mob boss leads a gang capable of squeezing every last drop of alcohol out of every barrel in Chicago. If there is a bootlegger in town, he sure works for the Irish Boss.



BLACK WOLVES GANG

Arriving in Chicago from New York, Stephanie St. Clair has become a true hurricane in the Windy City. Under her order, the Black Wolves rule the streets with ease, assaulting enemy Neighborhoods and turning into a real pain in the ass for all other gangs that aspire to the throne of Chicago.

THE SEVEN GEMS

Led by Arnold ‘The Brain’ Rothstein, The Seven Gems are flawless when it comes to spreading their tentacles over Chicago and controlling the city’s darkest businesses. They rule over banks and politicians, and they control sports betting to the point of fixing the World Series.



GAME ICONS

Throughout this rulebook and in the game components several icons are used to ease gameplay and readability:

Muscle	Truck figure	Gun
Influence	Associate level	Storage
Right-hand	Money token	Police
Thug figure	Crime rate	Defense
Car figure	Alcohol	Enforcer

Crime types

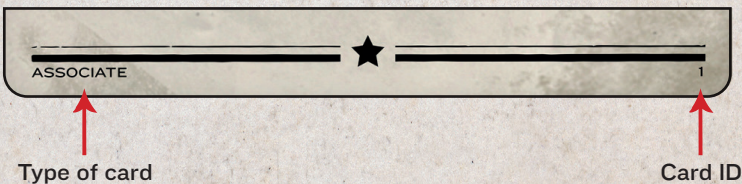
Bootlegging	Theft	Vice
Gambling	Violence	Corruption

Use of icons in text (Examples)

/ : Either or	+1 : Increase your Crime Rate by 1 level
2 (/) : 1 and 1 , or 2 , or 2	+2 : Add 2 to your Plan
1 +2 : 1 and 2	+3 : Add 3 to the Neighborhood’s defense

CARD IDENTIFICATION

In Scarface 1920 all cards show their type and ID code at the bottom. The combination of these two will help you identify and sort out any card in the game.



IMPORTANT TERMS

In Scarface 1920 some words have a very specific meaning. Throughout this rulebook and glossary (pg 30) you will find the definition for each one of these terms:

Add	Gain	Move	Seize
Adjacent	Hit	Next	Send
Store	Kill	Put in Prison	Spend
Hire	Make a sale	Retrieve	Upgrade

BASIC CONCEPTS

MAIN BOARD

1. Map

The main board has a map of 1920's Chicago in the center.

2. Districts

The map is divided into 7 different Districts separated by red lines.

3. Dealers

These cards represent the illegal providers of and .

4. Authorities

This is the area where are sent to reduce your , retrieve from prison, add businesses to your Neighborhoods, remove control markers from rival Neighborhoods and sell / to the powers that be.

5. Time track

This track determines the duration of the game, which changes depending on the number of players.

6. Extra! Extra! box

If the Time marker is here at the end of a Reorganization turn, an Extra! Extra! phase is carried out.

7. News

This deck of cards triggers various effects which are inspired by actual events that took place during the Prohibition. When the deck is finished, the game ends.

8. Prison

Your can end up in prison due to a Raid or to the effect of other cards.

9. Raids

This deck represents the Federals attempts to stop the criminal activity of the gangs.

10. Jobs

Cards representing various criminal actions that gangs can carry out to obtain instant or permanent effects.

11. Associates Market

Cards in this area represent different characters you can hire to make your gang more powerful. Divided in two decks: one for the 1-3 Associates and another for the 4-5 ones.

12. RAID! box

When a marker reaches this box, a Raid is triggered.

13. Crime track

The level of criminality of each gang is represented and measured in this track with the marker.

14. Underworld

Area where are sent to hire Associates, get Jobs and Dealers, sell in the Neighborhoods and recruit more .



BASIC CONCEPTS

GANG MEMBER CARDS

The Gang Members represent the initial structure of your gang. Players begin with a starting deck of 6 Gang Members: 1 Boss, 2 Lieutenants and 3 Bodyguards. This deck can be expanded during the game by obtaining Right-Hands and hiring new Associates.



- **Muscle** (★): The amount of ★ the card provides when played.
- **Influence** (👤): The amount of 👤 the card provides when played.
- **Crime type**: There are 6 different types of crimes a character can specialize in.
- **Gang Member type**: Indicating the role played by the character within the gang.
- **Gang name**: The name of the gang this card belongs to.
- **Skill**: A game effect you can apply when playing the card.

Right-Hands

There are 4 different Right-Hands cards in each gang, identified by the 🧢 icon in the lower border: the Underboss, the Counselor, the Bookkeeper and the Chauffeur. They represent the men that the Boss trusts the most.

During the game, players will be able to obtain Right-Hands and add them to their deck when upgrading their gang (pg 24).

Boss

The Boss is the leader of the gang and your alter ego as a player. Bosses have no ★, 👤 or Skills printed on their card. That information is shown instead on the Gang board (pg 11).

- **Muscle (★) and Influence (👤)**: All Bosses start the game with 1 ★ and 1 👤. These values can improve if the gang is upgraded.
- **Skills**: Each Boss has 4 different skills. When playing your Boss you can carry out 3 skills among the 4 available ones (you could repeat any).

ASSOCIATE CARDS

Associates are characters you can hire (pg 19) to make your gang bigger and more powerful. There are 60 unique Associates, grouped in 5 levels (★) depending on their potential.



- **Matching Skill**: A skill that can only be performed if you play this card with at least another card of the required Crime type.
- **Required Crime type**: The type(s) of crime another laid out card must have in order to activate the Matching Skill of this card.
- **Associate level (★)**: The number of stars (1-5) indicates an Associate's given level. This level also indicates the 👤 required to hire this Associate.

There is no limit to the number of Associate cards players can add to their deck during the game.

THE FAMILY RING

Every time you hire an Associate (pg 19) you get the Family Ring token from the General Supply or from the player that has it at that moment. Some other game effects may also give you the chance to obtain it.

If you hold the Family Ring at the start of your turn you can gain [money bag] from the General Supply (based on the number of players) during your turn. Additionally, having the Family Ring may give you an added bonus when playing certain cards.



2 players: gain 1 [money bag]

3 players: gain 2 [money bag]

4 players: gain 3 [money bag]

Important:

If you forget to take this money during your turn, you cannot take it later once it has concluded.

BASIC CONCEPTS

GANG BOARD

The Gang board represents the level of development of your gang and Boss. Each Gang has 6 stats: Hand Size, Lawyers, Recruiters, Dealers Supply, Vehicles and Nightclubs (pg 24). All these stats begin at level 1 and can be upgraded a maximum of two times, up to level 3.

Whenever a stat is upgraded, the Boss figure will advance through the Boss track. Everytime the Boss reaches a new row in the Boss track, their and stats will improve. Ocassionally, advancing the Boss figure will also reward you with or .

ALPHONSE CAPONE
THE CHICAGO OUTFIT

GANG STATS	LEVEL 1	LEVEL 2	LEVEL 3
HAND SIZE	3	4	5
LAWYERS	1	2	3
RECRUITERS	1	2	3
DEALERS SUPPLY	0	+1	+2
VEHICLES	1	+1	+1
NIGHTCLUBS	0	+1	+1

Requirements:

Upgrade box:

Stat levels:

Boss and Gang Name: ALPHONSE CAPONE, THE CHICAGO OUTFIT

Boss track rewards:

Boss Card Muscle and Influence:

Boss track:

Boss Card skills:

Gang Stats Name: HAND SIZE, LAWYERS, RECRUITERS, DEALERS SUPPLY, VEHICLES, NIGHTCLUBS

Stats Values: 3, 4, 5, 1, 2, 3, 0, +1, +2, 1, +1, 0, +1, +1

- **Boss track Rewards:** A one-time reward you get when advancing the Boss figure into a box containing an icon.
- **Boss Card Muscle and Influence:** When you play your Boss, their and are determined by the row the Boss figure is currently in.
- **Boss track:** Every time you upgrade your gang, your Boss figure will advance through this track following the arrows. The Boss figure starts in the “BOSS” labeled box.
- **Boss Card skills:** When you play your Boss card, you can use 3 of their 4 available skills.

- **Gang Stats Name:** The name of each of the 6 stats a gang has, and which constitute the capabilities of that gang.
- **Stats Values:** A numerical value for each of the gang stats.
- **Requirements:** The amount of , and the player needs to carry out a specific Gang Upgrade.
- **Increase:** The number of levels the marker will advance in the Crime track when an Upgrade is carried out.
- **Stats levels:** All stats begin at level 1. The current level for a given stat is its rightmost box containing a cube.

THUG BOARD

The 12 Thug figures () of each gang represent its soldiers, always ready to execute the Orders of the Boss. All begin play in their own Thug board.

The Thug board is a track with 3 spaces through which the advance when they are recruited. Only located in the Headquarters can be used to execute Orders.

When are hit or killed, they are placed on the Thug board:







- **Hit:** They are placed in the Safehouses.
- **Killed:** They are placed in the Slums.

When a player retrieves any , these are placed in their Headquarters, ready to receive new Orders.








BASIC CONCEPTS

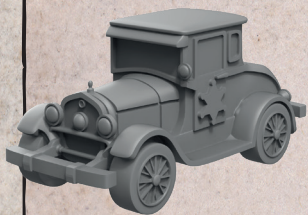
DEALER CARDS





These cards represent the illegal providers of  and . Each gang starts with 2 Dealers, one of  and one of  and can get new ones during the game to improve the  and  supply (pg 19).









- **Thug limit:** The maximum number of  that can be placed on this card.
- **Requirements:** The required  and  required to get the supply from this card.
- **Supply:** The number of /F the player gets when a “Get Supply from a Deal” order is carried out.
- **Storage:** The number of /F that can be stored on this card.








POLICE





During a game of Scarface 1920 three Police () are on the board at all times.  are moved by players (usually through card effects). If an effect lets you move a  on the board, you can freely place it on any District.  have 2 different effects on the Districts where they stand:

Bribery

When a player carries out an Order/Job/Skill that causes their // to enter a District, for each  in that District, the player must spend 2 . If the player doesn't have enough , that Order/Job/Skill cannot be carried out.

If a Raid, News or rival causes a player's // to enter a District, for each  in that District, the player must spend 2 . If they don't have enough , the movement is nevertheless carried out, with the player spending all remaining  they have.

Protection

When seizing a Neighborhood: Whenever a player is seizing a Neighborhood, each  in that District adds +1  to that Neighborhood (pg 23).



JOBS CARDS

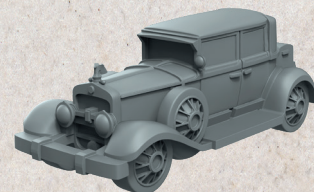
Job cards represent the criminal actions that gangs can undertake to benefit from instant or permanent effects. Players will start with 3 Jobs and can get new ones during the game (pg 19).



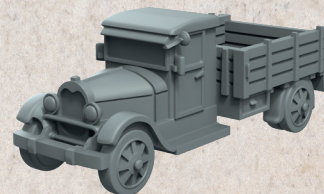
- **Job Type:** Indicates if the effect of this Job is either instant or permanent.
- **Requirements:** When a player meets all the requirements, the Job can be fulfilled and the effect is then activated.
- **Effect:** The benefit that is achieved when the Job is fulfilled.

CARS AND TRUCKS



Cars () and Trucks () are the two types of vehicles that gangs can use in the streets of Chicago. Each player starts with a vehicle of their choice and can add new vehicles during the game. Each type of vehicle has its own benefits:

**CAR**

When seizing a Neighborhood, its defense (🛡️) value gets +1 for each 🚗 its owner has in the same District, and -1 for each 🚗 the seizing player has there (pg 23).



TRUCK

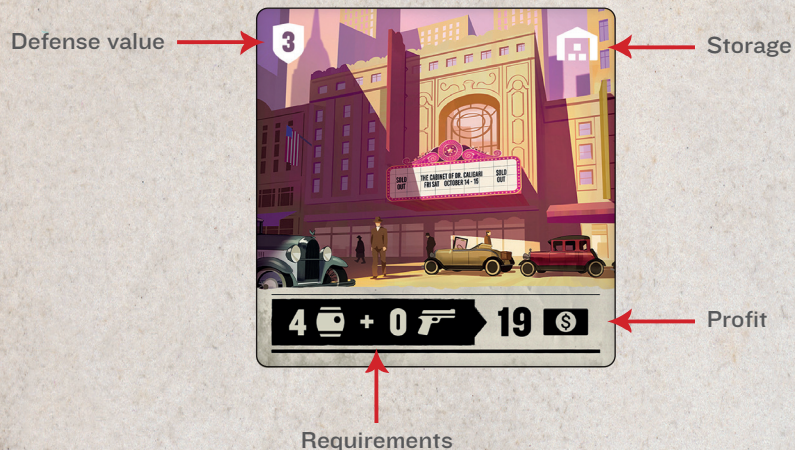
You have to spend 1 () less when making a sale in a Neighborhood for each () you have next to it.

 and can move to any District. When move together with a /, their movement is not restricted to adjacent Districts (pg 22).

BASIC CONCEPTS

NEIGHBORHOOD TILES

The Neighborhood tiles are placed on the Districts during the game setup and represent historic sites in Chicago. Gangs will try to gain control of Neighborhoods in order to open businesses, make sales and earn as much money as possible.



- **Defense value:** Indicates the a gang needs to gain control of that Neighborhood. This value can be modified under certain conditions.
- **Requirements:** Amount of / needed to make a sale in this Neighborhood and gain its profits.
- **Profit:** The gained when making a sale in this Neighborhood.
- **Storage:** Neighborhoods have unlimited storage capacity. When a player controls a Neighborhood, they can store as much and in it as they desire.



Neighborhood tiles have two sides: the day-side and the night-side.

All Neighborhoods start with their day-side up. If a player upgrades their Nightclub stat, they will be able to choose a day-side Neighborhood they control and flip it over to their night-side. Night-side Neighborhoods have a higher and generate higher profits.

Business markers

There are four types of Business markers: Speakeasies, Casinos, Brothels and Nightclubs. All Neighborhoods start with 1 Business marker on it. A gang controlling a Neighborhood can add new Business markers on it (pg 21).

Players will gain additional from their Business markers during the Reorganization turn and at the end of the game. Additionally, having a specific type of Business markers can be beneficial when playing certain cards.



Control markers



When a gang controls a Neighborhood, it places one of its Control markers on that tile.

Neighborhoods with no Control marker are considered neutral and can never be controlled by more than one gang.

STORAGE

When you gain and/or you must place them on any card/tile that has the icon (Deals and Neighborhoods).

Important: Even if a Deal only supplies or it can store both.



The storage capacity of a Deal is limited. The number shown in the icon indicates the maximum number of / a Deal can store.



A Neighborhood can store any number of / on it.

If you don't control any Neighborhoods and you would get more / than you can store in your Deals, you will have to return to the General Supply any goods that you can not store.



BASIC CONCEPTS

CRIME RATE

11
RAID!

10

9

8

7

6

ELIOT NESS
MAX. LEVEL

5

4

3

2

1

ELIOT NESS
STARTING LEVEL

The Crime Rate (♣) represents the level of criminality of each gang and is measured by the position of each ♣ marker on the Crime track.

All ♣ markers start the game at level 1 and increase or reduce when players carry out certain actions.

The Crime track is divided into 11 levels, grouped in 4 colored sections. When a ♣ marker reaches level 11 (RAID! box) a Raid is triggered at the end of the effect that caused the advancement. A player's ♣ can never be higher than 11; if a ♣ marker were to be higher, it would stay at level 11.

Elliot Ness figure

Eliot Ness represents the pressure federal agents exert on the gangs. His figure will start at level 0 on the Crime track and may advance up to level 6.

A player's ♣ marker can never be in the same box as Eliot Ness or below him. If this were to happen, place the ♣ marker one level ahead of Eliot Ness.



RAID CARDS

Raid cards represent the US Government actions to try and put an end to the criminal activities of the gangs.

Overall effect

Colored effect

♣ Reduction

RAID EFFECT	Return the Family Ring to the General Supply.
9-11	Spend 2 ♣ from your Neighborhoods for each Dealer you have.
7-8	Spend 1 ♣ from your Neighborhoods for each Dealer you have.
5-6	Spend 1 ♣ from your Neighborhoods for every 2 Dealers you have.
1-4	Spend 5 ⚡.
REDUCTION	1 level.

- **Overall effect:** Affects all players without distinction.
- **Colored effect:** Affects each player based on the position of their ♣ marker (color) on the Crime Rate.
- **♣ Reduction:** Number of levels each player reduces their ♣ after applying the Raid's effects.

CARRY OUT A RAID

Raids take place either when a player's ♣ marker reaches level 11 (RAID! Box) in the Crime track (see left), or at the beginning of an Extra! Extra! phase (pg 27). The Raid must be carried out as soon as the effect that triggered it has been completed.

Once the Raid is over, the game continues where it left (either with the player resuming their Action turn or concluding the Extra! Extra! Phase).

To carry out a Raid, follow these steps:

1. Put in Prison all ⚡ from the Underworld.
2. Reveal the top card of the Raids deck.
3. Resolve the overall effect.
4. Apply the appropriate colored effect to each player based on their ♣.
5. Each player reduces their ♣ as indicated in the ♣ reduction box.
6. Discard the revealed Raid card.

BASIC CONCEPTS

TIME TRACK

The Time track indicates the duration of the game. The number of players determines the initial position of the Time marker, that advances one box on the Time track every time someone carries out a Reorganization turn.



The position of the Time marker in this track will mark the start and end of the game, which coincides with the start and end of Prohibition in the News cards.

The Time marker can never be placed to the left of its original starting box.



- 1. Extra! Extra! box:** The Extra! Extra! phase is triggered if the Time marker is here at the end of a Reorganization turn.
- 2. News deck:** One of these cards is revealed in every Extra! Extra! phase.
- 3. Active News space:** The effect of the top News card in this space is applied until another card is placed over it.

NEWS CARDS

News cards represent events and stories inspired by the real news that took place during the Prohibition years. News cards mark the duration of the game but also produce an effect that impacts all players.





- News effect:** The effect that is activated when the News card is revealed.




GAMEPLAY OVERVIEW


A game of Scarface 1920 is played by turns. The Time track will determine the duration of the game, which will change depending on the number of players.

Beginning with the starting player, players take turns clockwise performing Action turns as long as they have any cards left in their hand or deck.





Action turns are the core of the game. That is when players play their cards to carry out their Actions. Hiring new gangsters, controlling Neighborhoods, getting and selling  and , making their gang stronger or visiting the Underworld or the Authorities are some of the actions they will perform to achieve their goal of becoming the most powerful gang in Chicago.

When a player has no cards left, they have to perform a Reorganization turn, which will advance the Time marker to the next box of the Time track.

Advancing the Time marker will eventually make it reach the Extra! Extra! space, triggering an Extra! Extra! phase, in which the next News card is revealed. When the last News card is revealed, the game ends, and players count the  they collected during the game and any end-of-game bonuses they may have.

The player with the most  will be the winner.

Golden rules

- Whenever the text of a card contradicts or changes the rules described here, the card takes precedence.
- If a mandatory card effect cannot be carried out in full, you must try and fulfill as much of it as possible.
- If a card specifies you “may” do something, you can do it partially if desired.
- Requirements or costs must be met in full in order to resolve their effect.
-  must be kept behind the screen, hidden from the other players.
- The amount of all game components is limited except for ,  and . In the rare case where you would run out of any of these three components, you are free to use any replacement as a proxy.
- If two or more players must resolve an effect simultaneously and they can’t agree on who resolves it first, proceed clockwise starting from the active player.

GAME TURN

Cards in your hand or deck

ACTION TURN

LAY OUT YOUR PLAN

CARRY OUT ACTIONS
1 Order, Skills and Jobs

DRAW NEW CARDS

No cards in your hand or in your deck

REORGANIZATION TURN

REORGANIZATION STEPS

EXTRA! EXTRA! PHASE
If triggered on the Time track

NEXT PLAYER TURN

FAMILY RING

ACTION TURN

On your turn, if you have any cards left in your hand and/or deck, you must carry out an **Action turn**.

1. LAY OUT YOUR PLAN

You must play any number of cards from your hand (at least one) and lay them out in front of you. This set of cards is your Plan.

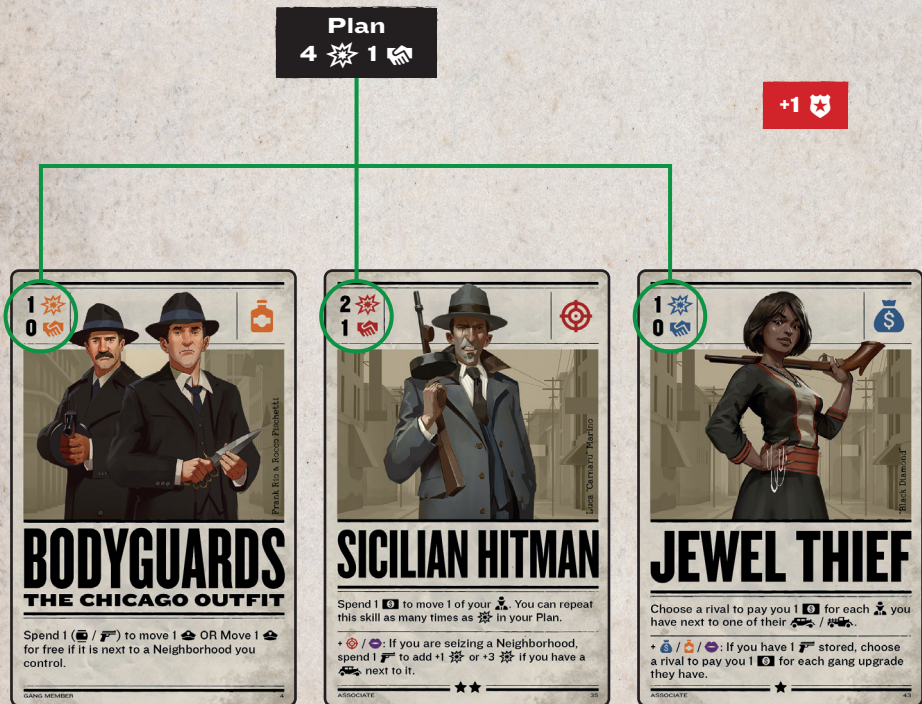
Note: If you have no card in hand but still have cards in your deck, proceed to Draw new cards.

These cards provide you the total amount of ⚡ and 🖐️ for your Order, the Skills you can carry out during that turn, or the possible requirements you need to meet to fulfill your Jobs.

Laying out large Plans has an impact on your 🛡️. Playing only 2 cards in a Plan does not affect your 🛡️, but you must increase your 🛡️ by 1 level for each card in the Plan above 2. This may trigger a Raid, which would have to be resolved immediately.

Note: Your 🛡️ cannot be reduced when laying out your Plan, even if you played 1 card or no cards at all.

Boss cards have no printed ⚡ or 🖐️, since their values depend on the position of the Boss figure on the Gang board (pg 11).



Example: You have laid out this Plan in your Action turn. You have 4 ⚡ and 1 🖐️ available to carry out your Actions. Since you played 3 cards, you increase your 🛡️ by 1.

2. CARRY OUT ACTIONS

You may carry out, in any order:

- Skills from the cards in your Plan.
- Jobs you want to activate and/or fulfill.
- One Order using your ⚡ / 🖐️ in your Plan.

Note: Your 🛡️ cannot be reduced when laying out your Plan, even if you played 1 card or no cards at all.

3. DRAW NEW CARDS

First you must discard all the cards laid out in your Plan. Place them face up in your discard pile.

Note: You are free to look at the cards in your discard pile, but you cannot look at another player's discard pile.

If you have fewer cards in your hand than your current Hand Size value (pg 24), draw as many cards as needed from your deck until you reach your Hand Size value.

If you don't have enough cards in your deck to refill your hand, draw as many as you can but don't reshuffle your discard pile to build a new deck.

4. NEXT PLAYER TURN

Then, the turn of the player on your left begins.




ACTION TURN · ORDERS



ORDERS

After you have laid out your Plan (pg 17) you may carry out one of the following Orders:





UNDERWORLD ORDERS

1. Hire 1 Associate (pg 19)
2. Get 1 Job (pg 19)
3. Get 1 Dealer (pg 19)
4. Sell in the Neighborhoods (pg 20)
5. Recruit  (pg 20)

AUTHORITIES ORDERS

6. Sell to the Authorities (pg 21)
7. Reduce your  (pg 21)
8. Retrieve your  from Prison (pg 21)
9. Add Business markers (pg 21)
10. Remove Control markers (pg 21)

OTHER ORDERS


11. Send  to Districts (pg 22)
12. Move ,  and  (pg 22)
13. Seize 1 Neighborhood (pg 23)
14. Get supply from Deals (pg 23)
15. Upgrade your gang (pg 24)

You can carry out your Order anytime during your turn, either before or after performing other Skills or Jobs. If you want to, you could decide not to carry out any Order at all.





Important: You cannot interrupt an Order by carrying out other Skills or Jobs.

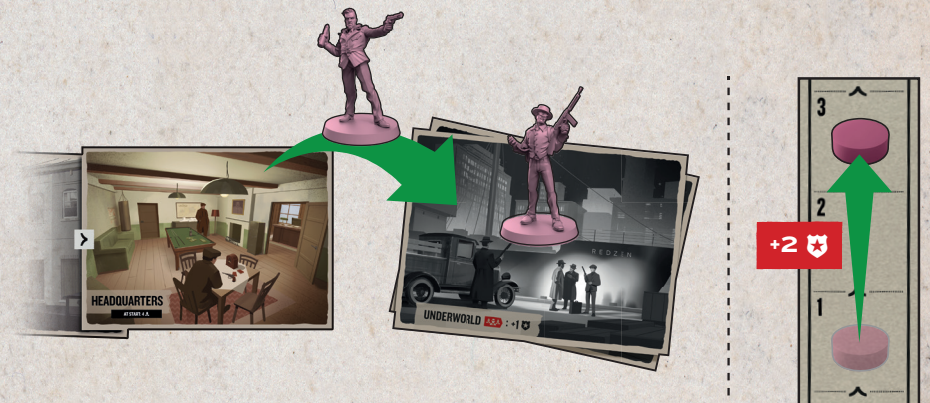
UNDERWORLD ORDERS




There are 5 Orders you can choose in the Underworld:

- Hire 1 Associate
- Get 1 Job
- Get 1 Dealer
- Sell in the Neighborhoods
- Recruit 

How to carry out the Underworld Orders:

1. Send 1  to the Underworld.
2. Increase your  as many levels as the number of  you have in the Underworld. This may trigger a Raid, which would have to be resolved immediately after you completed the Order.
3. Choose 1 of the 5 Underworld Orders.
4. The  in your Plan must meet the requirements for that Order.



Example: You take a  from your Headquarters and send him to the Underworld to Hire an Associate. As you already have another  there, and now you place a second one, you must increase your  by 2 levels.

“You can go a long way
with a smile. You can
go a lot farther with
a smile and a gun.”

Al Capone



ACTION TURN · ORDERS

Hire 1 Associate

Take an Associate from the Market with a number of ★ equal or lower than the 🖐️ in your Plan and choose one of the following options:

- Place the Associate on your discard pile, OR;
- Add the Associate to your hand. In this case, you must spend 1 💰 for a 1-3 ★ Associate or 2 💰 for a 4-5 ★ Associate. This 💰 must be taken from your stored 💰.

Finally:

- Refill the Market by shifting the cards left of the Associate you took one space to the right and turning up the top card of the corresponding Associate deck.
- Take the Family Ring (pg 10) from whichever player has it (or from the General Supply if no-one does). If you already had the Family Ring, simply ignore this effect.

1 💰 : To your hand

Plan 4 🖐️

ROUGHNECK 2★
CRAPSHOOTER 1★
TRIGGERMAN 3★
STREET GAMBLER 1★
ALDERMAN 3★
THE SLICER 5★

Example: You have 4 🖐️ in your Plan. You cannot Hire “The Slicer” because he is 5 ★ and you only have 4 🖐️ in the Plan. Even though you could Hire the ‘Alderman’, you decide to Hire the “Triggerman” because you want to have 1 💰 Associate in your deck to fulfill a Job you have, and also because you want to add the card to your hand but you only have 1 💰 left (adding the Alderman to your hand would cost 2 💰).

Get 1 Job

Draw as many cards from the Jobs deck as the 🖐️ in your Plan. After looking at them, keep 1 and place it face down next to your other unfulfilled Jobs (if any).

Finally, return the discarded Jobs, face down, to the bottom of the Jobs deck. There is no limit to the number of Jobs you can have.

Plan 2 🖐️

COP ON THE PAYROLL
DRIVE-BY SHOOTING

Get 1 Dealer

Draw as many cards from the Dealers deck as the 🖐️ in your Plan. After looking at them, keep 1 and return the discarded ones, face down, to the bottom of the Dealers deck.

Finally, you must carry out one of the following options:

- Create a single Deal:** Place the new Dealer on its own, next to your other Deals, OR;
- Expand an existing Deal:** Tuck the new Dealer beneath one of your existing Deals, leaving the lower part of the card (requirements and supply) visible; this is an expanded Deal.

There is no limit to the number of Deals you can have.

Plan 3 🖐️

ARMY OFFICER 1★ 3💰
BREWERY OWNER 1★ 2💰
ARMORY OWNER 1★ 1💰

A B C

BREWERY OWNER 1★ 2💰
ALCOHOL SUPPLIER 1★ 2💰
BREWERY OWNER 1★ 2💰

GUN RUNNER 1★ 2💰
IRISH REVOLUTIONARY 2★ 2💰
BREWERY OWNER 1★ 2💰

Example: You have 3 🖐️ in your Plan, so you draw 3 Dealer cards from the deck. After checking them, you decide to keep the “Brewery Owner”. The rest are returned to the bottom of the Dealers deck. You can now place the new Dealer in 3 different ways: A by itself, as a third deal (single deal), B beneath your “Alcohol Supplier”, becoming an expanded Deal made up of 2 Dealers, or C beneath your already existing expanded Deal of 2 Dealers (“Gun Runner” and “Irish Revolutionary”), becoming thus an expanded Deal with 3 Dealers.

ACTION TURN · ORDERS

Sell in the Neighborhoods

You can make as many sales in your Neighborhoods as the in your Plan. For each sale, you must:

- Choose a Neighborhood you control where you have not made a previous sale during this Order.
- Spend the and/or required to gain the shown on the bottom right corner of the tile. The / may be taken from the same Neighborhood and/or from any of your Deals or Jobs.



Trucks: For each you have next to the Neighborhood, you have to spend 1 / less on that sale. If you had enough in one District, the / required for the sale might drop down to 0 (but never less than 0, even if you had more than necessary).



Bribery: For each next to the Neighborhood, you have to spend 2 after each sale.

Plan
2

A		B
FREE	Spend	
12	Profits	21
-2	bribery	-2
10	Final Profit	19
	29	

Example 1: You control 2 Neighborhoods in a District where you also have 2 . You send 1 to the Underworld to Sell in the Neighborhoods. You can sell without spending any / in your Neighborhood A, because your 2 in that district save you 1 / each when selling. Those 2 also save you 1 / each in your Neighborhood B, so you can sell there by spending only 2 or 1 + 1 . Keep in mind that every time you sell, you need to spend 2 for each in the district, so in order to make those 2 sales, you need to spend 4 in bribes. After subtracting these bribes, the total amount you gain is 29 .

Plan
3

	SALE A	SALE B	Deal 1	SALE C	Deal 2
Stored / before sales					
Spend				Not possible	
Profit	14	12		0	
Stored / after sales					

Example 2: You are in control of Neighborhoods A, B and C. You also have 2 Deals. During your turn, you send 1 to the Underworld to Sell in the Neighborhoods. You have 3 in your Plan, so you could make up to 3 sales in 3 different Neighborhoods you control. You spend 3 stored in Neighborhood A to Make a Sale there, and gain 14 . Then, you spend 1 and 1 stored in Deal 1 to Make a Sale there, and gain 12 .

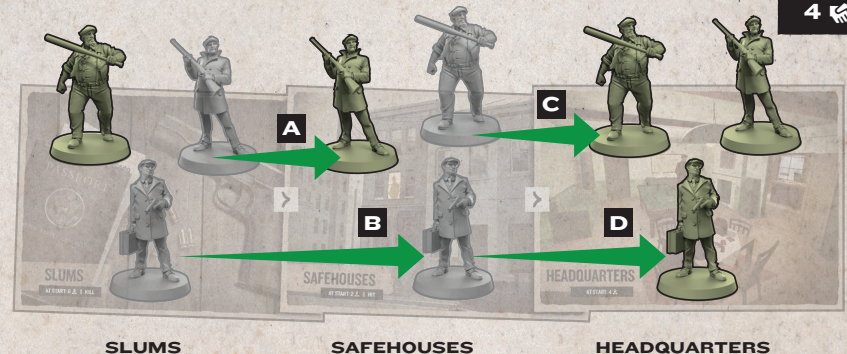
Even if you had enough and stored in Neighborhood B to sell there again, you could not since you already sold in that Neighborhood during this Order. Likewise, you don't have enough to Make a Sale in Neighborhood C. To Make a Sale there, you could use the 1 stored in your Deals, but you could not use the 3 stored in the other Neighborhoods you control. You gain a total of 26 from the 2 sales you made with this Order.

Recruit

Carry out as many recruitments as the in your Plan. For each recruitment, you can advance one of your between the following spaces on the Thug Board (pg 11):

- From the **Slums** to the **Safehouses**, OR;
- From the **Safehouses** to the **Headquarters**.

Plan
4



Example: This turn you have 4 in your Plan. You decide to carry out 2 recruitments from the Slums to the Safehouses (A and B) and 2 recruitments from the Safehouses to the Headquarters (C and D).



ACTION TURN · ORDERS

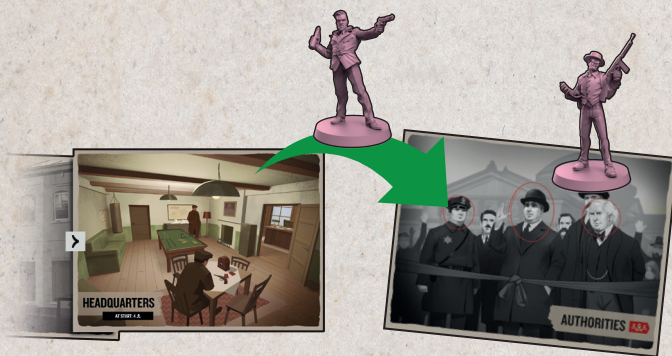
AUTHORITIES ORDERS

There are 5 Orders you can choose in the Authorities:









- Sell to the Authorities
- Reduce your 
- Retrieve your  from Prison
- Add Business markers
- Remove Control markers

How to carry out the Authorities Orders:



1. Send 1  to the Authorities.
2. Choose 1 of the 5 Authorities Orders.
3. The  in your Plan must meet the requirements for that Order.








Sell to the Authorities

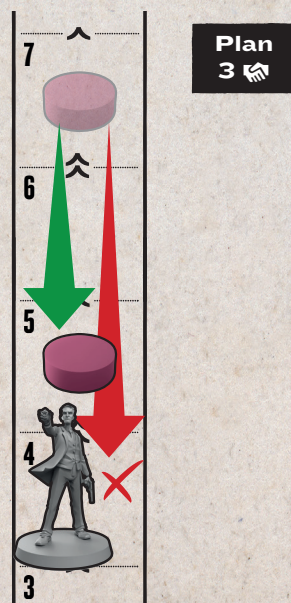
You can spend 1  or 1  for each  point in your Plan and gain 6  for each one sold. The / must be taken from your stored /.

Reduce your



Move down your  marker on the Crime track (pg 14) as many levels as the  in your Plan.

If your  marker would end up at the same level as the Eliot Ness figure or lower, place your marker one level ahead of him instead.


Example: You have 3  in your Plan and you have sent a  to the Authorities to reduce your . Your current level is 7 but you cannot go down to level 4 since Eliot Ness is there. Therefore, your  marker moves down 2 levels only.



Retrieve your from Prison

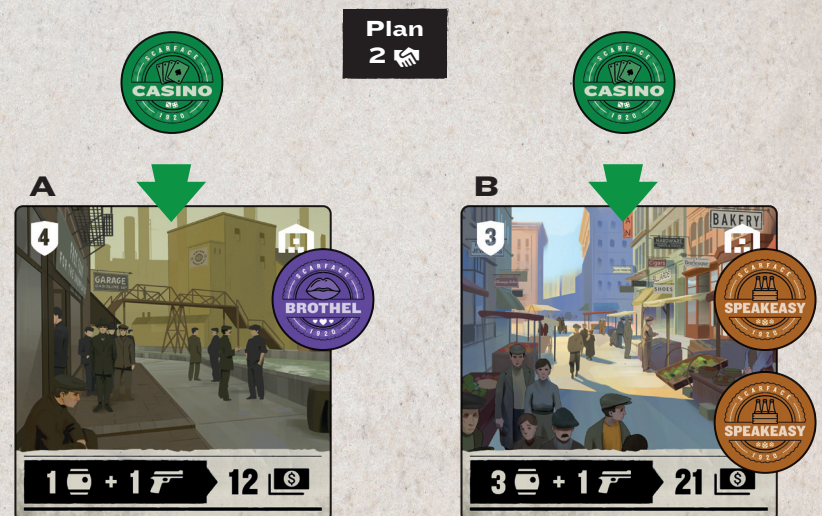
You need at least 2  in your Plan to carry out this Order. Take all your  from Prison and place them back on your Headquarters.


Add Business markers

You can add 1 Business marker (pg 13) for each  in your Plan. To add it, take 1 Speakeasy, Casino, or Brothel marker from the General Supply and place it on one of your Neighborhood tiles.




Business markers restrictions

- The number of Business markers in the General Supply is limited. Once they are all gone, no more markers can be added.
- A Neighborhood can have at most 3 Business markers in any combination of these types: Speakeasy, Casino or Brothel.
- The Nightclub marker can only be added by upgrading your gang. The Nightclub does not count towards the 3-marker limit per Neighborhood.



Example: You have 2  in your Plan, so you can add up to 2 Business markers to your Neighborhoods. You control Neighborhood A with 1 Brothel marker, and B with 2 Speakeasy markers. You decide to add 2 Casino markers to your Neighborhoods. You cannot add the 2 markers to Neighborhood B because it already has 2 markers and the limit is 3. You could add them to Neighborhood A since it only has 1 Brothel marker. Finally, you decide to split them and add 1 Casino to each Neighborhood.



Remove Control markers

Remove 1 Control marker from a Neighborhood every 5  in your Plan and return it to its owner. Any Business markers and any / stored in the Neighborhood remain there once the Control Marker is removed.





ACTION TURN · ORDERS

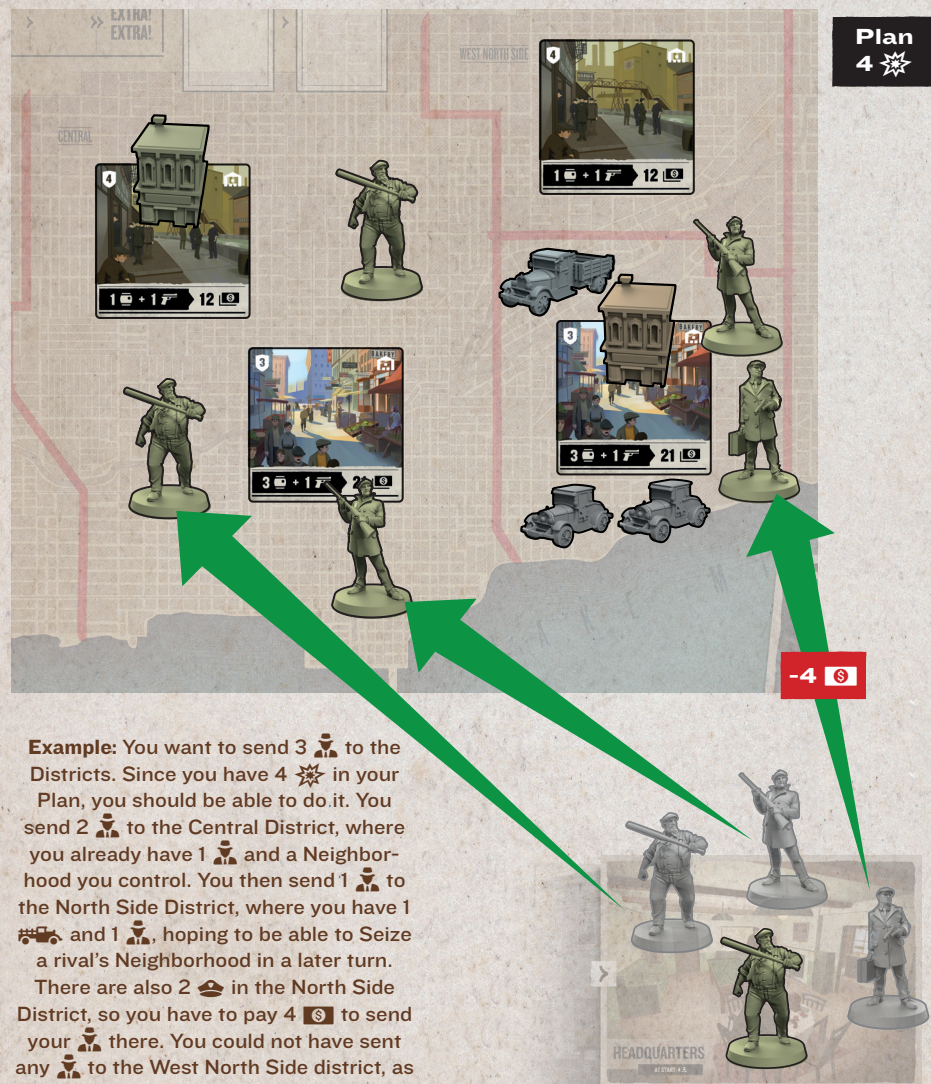
OTHER ORDERS












Send to Districts

You can take as many  from your Headquarters as the  in your Plan and place them on any District(s) where you have presence (see below).






Bribery: For each Police () in a District, you must spend 2  for each  you want to send there. If you don't have enough  you cannot carry out the Order.












Example: You want to send 3  to the Districts. Since you have 4  in your Plan, you should be able to do it. You send 2  to the Central District, where you already have 1  and a Neighborhood you control. You then send 1  to the North Side District, where you have 1  and 1 , hoping to be able to Seize a rival's Neighborhood in a later turn. There are also 2  in the North Side District, so you have to pay 4  to send your  there. You could not have sent any  to the West North Side district, as you have no presence there.

PRESENCE ON A DISTRICT







A Player is considered to have **presence** on a District when it has at least one of the following components on it:  /  /  / Control marker.

Move , , and

You can take as many of your , , and/or  from Districts as the  in your Plan and place them on any other District(s) with the following restrictions:









-  /  can move to any District(s).
-  can only move to an adjacent District(s) unless they move together with a  / .



Bribery: For each Police () in a District, you must spend 2  for each , , or  you want to move there. If you don't have enough  you cannot carry out the Order.

Plan 4



Example: Player 1 is preparing a siege against a Neighborhood controlled by Player 2 in the Far North Side District. He estimates that he needs 3 more  and 1 more  in that District. Therefore, he lays out a Plan with 4  in order to A move 1  from North Side to Far North Side ( can only move to adjacent districts on their own) and; B move 2  + 1  from Central to Far North Side ( that move together with a vehicle can go to whichever District the vehicle goes).

ADJACENT

Two Districts are **adjacent** if they are in contact through one of their sides. Two components are **adjacent** to each other if they are in adjacent Districts.

NEXT

Two components that are in the same District are considered to be **next** to each other.

ACTION TURN · ORDERS

Seize 1 Neighborhood

Choose 1 rival or neutral Neighborhood on a District where you have presence to gain control of it.

To do so, the in your Plan must be equal or higher than the total defense value of the Neighborhood, calculated as follows:

Value shown in the icon at the top left corner of the Neighborhood tile, PLUS:

- +2 If there is a Control marker on the Neighborhood.
- +1 For each next to the Neighborhood.
- +1 For each and/or that the owner of the Neighborhood has next to it.
- 1 For each and/or that you have next to the Neighborhood.

After Seizing the Neighborhood from a rival, return the Control marker to its owner and place one of yours on the tile. If it was a neutral Neighborhood, simply place one of your Control markers on the tile.

Any Business markers and any / stored in the Neighborhood remain there after you seize it.

Example: You want to Seize a Neighborhood controlled by a rival. It has 3 , +2 from the Control marker, +1 from the , +1 from the and -1 from your = 6 . Therefore, you must lay out enough cards in your Plan to have 6 if you want to gain control of this Neighborhood.

+2
3
Total defense
6
3 + 1 = 21

At least
6

+1

+1

-1

Get supply from Deals

Choose 1 of your Deals with a / requirement equal or lower than the / in your Plan.

Then, place 1 from your Headquarters on that Deal to take the and/or it supplies from the General Supply, respecting the maximum number of you can have in that Deal.

In expanded Deals (pg 19), the / required is equal to the sum of all / visible. The / received is equal to the sum of all / visible.

Finally, store the and/or received on any of your Deals and/or Neighborhoods.

Note: Keep in mind that depending on your Dealers Supply level in your Gang board, you may receive additional / when you get the supply (pg 24).

Step 1:
Get supply

Step 2:
Store

Plan 1
1

Example 1: You have 1 in your Plan and you decide to send a to a Deal to get some /. You cannot send your to the Irish Revolutionary because that would require 2 . You send your to the "Alcohol Supplier" which only requires 1 and take 2 . Then you store 1 of the alcohol on the "Alcohol Supplier" and the other one on the "Irish Revolutionary".

Step 1:
Get supply

Step 2:
Store

Plan 2
2

Example 2: You have 2 in your Plan and want to send a to a Deal. At present you have 2 Deals: A an Expanded Deal, made up of 2 Dealers (Gun Supplier + Distillery Owner) and B a single Dealer (Alcohol Supplier). You send your to the Deal A since you have enough to meet their joint requirement. In exchange you obtain 3 and 1 . You store 1 and 1 in your Deals, given that they both have a storage limit of 1 /. You store the 2 remaining in a Neighborhood you control.

ACTION TURN · ORDERS

Upgrade your Gang

Upgrade 1 of the gang stats on your Gang board (pg 11).

1. The and in your Plan must meet the requirements of the gang stat you want to upgrade.
2. Spend the required to upgrade the stat you choose.
3. Take the cube immediately ahead of your Boss figure in the Boss track.
4. Place the cube in the stat you want to upgrade (starting with level 2). Then, increase your accordingly. This may trigger a Raid! (pg 14).
5. Advance the Boss figure one box in the Boss track (to the space you just took the cube from). When doing so, you may get a Boss track bonus. (See right).

Important: If you are forced for some reason to remove a gang upgrade from the game, you must remove the rightmost cube first (that is, starting with Level 3).

Plan
2

Example: You have 2 in your Plan that you want to use to upgrade your Recruiters to level 2. You spend 4 and put the next cube on the Boss track on level 2 of the Recruiters stat. As shown in the upgrade box, you have to increase your by 1 level. Finally, you advance your Boss figure to the space that was just vacated, effectively increasing his and/or .



BOSS TRACK BONUSES

IMPROVE BOSS STATS

Every time your Boss figure advances up to a higher row of the track, their and stats improve. Whenever you play your Boss card in your Plan, their and values will be the ones printed to the left of the row where the Boss figure stands.

BOSS TRACK REWARDS

If beneath the upgrade cube you just removed from the Boss track there is an icon, you will gain the indicated amount of or a new Right-Hand () (pg 10) of your choosing. Place the () card in your discard pile or spend 2 to add it to your hand.

GANG STATS

HAND SIZE

If you have less cards in your hand than the value of this stat, draw cards from the deck until you reach that number; or as many as possible (pg 17).

LAWYERS

Number of you retrieve from Prison during your Reorganization turn (pg 26), and number of levels you reduce in the Crime track at the end of some Raids.

RECRUITERS

Number of recruitments (pg 20) you can carry out during your Reorganization turn (pg 26).

DEALERS SUPPLY

Additional / supplied by each Dealer when you get supplies from a Deal (pg 23).

VEHICLES

Take a / from your player area and place it on a District where you have presence. If any are there, you will have to pay 2 for each one.

NIGHTCLUBS

Choose one of your Neighborhoods and flip the tile, leaving it with the night-side up. Then take 1 Nightclub marker from the General Supply and place it on it. Keep the Control marker on the tile, as well as any Business markers, and that were there before.

Note: If you ever lose control of a Nightclub, do not remove your gang upgrade cube.

ACTION TURN - SKILLS AND JOBS

SKILLS

After you have laid out your Plan (pg 17) you may carry out as many Skills as you like from the cards in your Plan.

Skills are effects included on the Associate and Gang member cards which are applied regardless of the / in your Plan.

You can carry out a Skill anytime during your turn, either before or after an Order, another Skill or a Job.

Important: You cannot interrupt a Skill by carrying out another Order, Skill or Job.

Matching Skills

The matching Skills can only be carried out if you lay out at least another card with the type of crime shown in the requirement.

Example: These are the cards you laid out in your Plan. During your turn you will be able to carry out all their standard Skills. You will also be able to carry out the Street Muggers' matching Skill, since you meet the requirement of having another Bootlegging () card in your Plan (the Bodyguards). The WWI Veteran, on the other hand, doesn't meet the requirement (having another Violence A, Gambling () or Corruption Bcard in your Plan), and therefore you will not be able to carry out his matching Skill.

Boss Skills

Each Boss has 4 different Skills, as shown on the bottom of your Gang board.

When laying out your Boss card you can carry out 3 Skills among the 4 available ones (you can repeat any if you want to).

Just like any other Skills, these can be carried out between other Orders/ Skills/Jobs.

JOBS

After you have laid out your Plan (pg 17) you may fulfill any of your unfulfilled Jobs and/or you can activate the effects of your fulfilled Jobs.

FULFILL A JOB

During the setup you drew 3 Job cards; these are your unfulfilled Jobs. Keep them face down in front of you. These cards do not count as part of your hand and you can look at them anytime.

To fulfill a Job you must meet its requirements and reveal it to the other players. You can fulfill a Job at any time, even during another player's turn (unlike Skills).

Note: You can carry out a Skill anytime during your turn, either before or after an Order, another Skill or a Job.

There are 3 types of requirements:

- **Have** - You must have this to meet this requirement.
- **Plan** - Among the cards in your Plan you must meet this requirement.
- **Spend** - You must spend what's shown in this requirement.

There are 2 types of Jobs:

- **Instant Jobs** - Resolve the effect immediately and then discard it.
- **Permanent Jobs** - Keep them face up in front of you for the rest of the game. Some have an ongoing effect and others may be activated when you need them.

Note: Once you have fulfilled a Permanent Job, you keep it in play, even if you do not meet the requirements anymore later on.

ACTIVATE A JOB EFFECT

Some Permanent Jobs indicate when and how they are activated, achieving their effect.

Important: You cannot interrupt the fulfillment or activation of a Job by carrying out another Order, Skill or Job.

Note: If you are ever required to unfulfill a job, you will have to put it back next to your other face down unfulfilled jobs.



REORGANIZATION TURN



If at the beginning of your turn you have no cards left in either your deck or your hand, then you must carry out a **Reorganization turn**. Follow **steps 1-6**.

1. Sell in each of your Neighborhoods

Once for every Neighborhood you control you can spend the and/or required to gain the shown on the bottom right corner of the tile. The / may be taken from the same Neighborhood and/or from any of your Deals or Jobs.



Trucks: For each you have next to the Neighborhood, you have to spend 1 / less on that sale. If you had enough in one District, the / required for the sale might drop down to 0 (but never less than 0, even if you had more than necessary).



Bribery: For each next to the Neighborhood, you have to spend 2 after each sale.

2. Gain from your Business

Gain 3 for each Business marker (Speakeasy, Casino, Brothel and Nightclub) you control.

3. Retrieve your

Take all your from your Deals, your Jobs and the Authorities and put them back in your Headquarters. Then take as many from the Prison as your current Lawyers value (pg 24) and place them back in your Headquarters.

4. Recruit

Carry out up to as many recruitments as your current Recruiters value (pg 24). For each recruitment, advance one of your between the following spaces on the Thug Board:

- From the **Slums** to the **Safehouse**, OR;
- From the **Safehouses** to the **Headquarters**.

5. Reshuffle your deck and draw cards

Take all the cards in your discard pile, shuffle them and place them face down next to your gang board to build your deck once more.

Then, draw as many cards as needed from your deck until you reach your Hand Size value (pg 24).



REORGANIZATION TURN

6. Advance the Time marker

Advance the Time marker one box to the right on the Time track (pg 15).

Note: As a result of a previous Raid during the turn of a player, the Time Marker may already be in the Extra! Extra! box. In this case, continue to the Extra! Extra! phase as well.

7. Next player turn

Now the turn of the player on your left begins.

If at this point the Time marker is at the Extra! Extra! box, continue to the **Extra! Extra! phase**.

EXTRA! EXTRA! PHASE


Carry out the **Extra! Extra! phase** only if at the end of a reorganization turn the Time marker is at the Extra! Extra! box.

1. Carry out a Raid

See pg 14.

2. Increase Eliot Ness by 1 level

Advance Eliot Ness's figure 1 level on the Crime track, unless it has already reached its maximum level (Level 6).

Important: A player's  marker can never be in the same box as Eliot Ness or below it. If this were to happen, put the player's marker one level ahead of Eliot Ness.

3. Refresh the Associate Market

Return the Associates placed in the spaces below the trash icon back to the bottom of their respective decks.

Step 1



Then, shift the remaining Associates to the right to fill the vacated spaces.

Step 2



Finally, reveal the top card of each Associate deck and leave it on the top of the deck.

Step 3



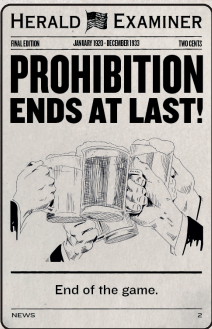
Step 4



4. Reveal News Card

Reveal the top card from the News deck and put it face up on the active News space, covering any News cards there. The effect of this card becomes active and any previous News effects are ignored.

If the 'Prohibition Ends at Last' News card is revealed, the game ends and players proceed to determine the winner (pg 28). Otherwise, continue with step 5.



5. Return the Time marker

Take the Time marker and put it back on the starting box, according to the number of players (pg 15). The Time marker can never be placed left of its original starting box.

Now the turn of the player on your left begins.

GAME END AND WINNER

Once the “Prohibition Ends at Last” News card is revealed, the game ends. It is now time to see what gang has amassed the most during the Prohibition.

First, players add up the behind their screen. Then, each player adds the following bonuses:

+3 For each **Business marker** (Speakeasy, Casino, Brothel or Nightclub) they control.

+2 For each **Associate** ★ in their hand, deck or discard pile.

Finally, other effects may allow players to gain at the end of the game. Add this (if any) and do the final count.

The player whose gang has the most is then declared the winner and the King of Chicago. In the event of a tie, the player with the most behind their screen is the winner. If the tie persists, tied players share the victory.

	DEAN	STEPHANIE	ALPHONSE	ARNOLD
 Behind the screen	117	159	298	299
Business markers	15	18	15	12
Associate ★	20	4	24	24
Total	152 	181 	337 	335

Example: A 4-player game has just finished and every player collects the money obtained through business markers and Associate levels, adding it to the money they had behind the screen. Alphonse manages to pull off a narrow win by only 2 .

TURN EXAMPLE

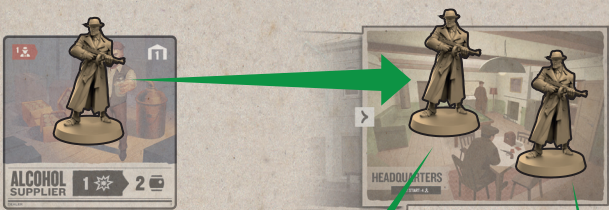
1 You have 3 cards in your hand. You decide to lay out your Plan with the 3 cards and place them on the table. Since you played 3 cards, you increase your by 1.



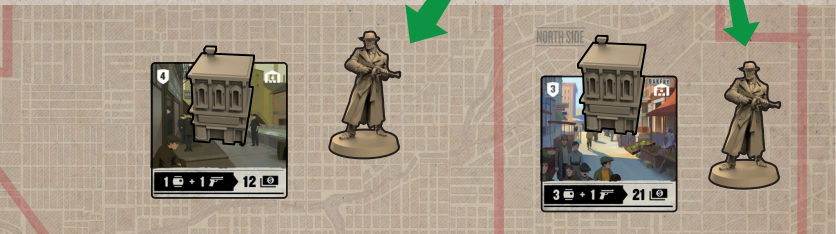
3 Finally, you fulfill your Hidden Cargo Job, because a Associate in your Plan was the only missing requirement to do so. Your turn ends and now it's the next player's turn.

If you make a sale in a Neighborhood you control, gain 2 additional for each required for that sale.	
HAVE	Family Ring
PLAN	1 Associate
HAVE	3 Deals
JOB	4

2 During your carry out Actions step, you can carry out your Order, Skills from the cards in your Plan and your Jobs, in any order. You decide to first use the Lieutenant skill to retrieve 1 from one of your Deals, returning him to the Headquarters.



Then you use the 2 in your Plan to carry out the Send to Districts Order. This is your Order during this turn. You take 2 from the Headquarters and place them in two different Districts.



Then you carry out the Moonshiner's Matching Skill which allows you to take 2 because you have in 2 different Districts. You decide to not use the Bodyguard Skill to move 1 , because you don't want to spend the required . You don't use the Moonshiner's skill either, because you don't have any in the Underworld and it is a requirement.

GAME VARIANTS

JOB DRAFT

You can play this variant if you want a greater control over your initial Jobs and therefore a greater chance to align them with your strategy. When setting up the gangs, give 3 Job cards to each player as usual. Then, all players choose and keep 1 card face down and hand over the remaining 2 to the player to their left.

Next, they pick 1 of the 2 cards they received from the player to their right. This process continues until no more cards are passed around and all players have 3 Job cards.

CUSTOMIZED DECK

After step 21 in the Player Setup, place face up on the table as many Associate cards of 1 ★ as two times the number of players in the game.

The starting player chooses one of those cards. Next, the player to left of the starting player chooses another one; continue doing so until all players have chosen 1 Associate card of 1 ★.

Now players choose the second Associate, but starting with the last player and repeating the process counterclockwise, until everyone has chosen the second Associate.

Players can add one or two of those Associates they chose to their deck, exchanging Lieutenants and/or Bodyguards with them. Any exchanged Lieutenants and Bodyguards are placed back in the game box. Any Associate that has not been added to the deck is placed back under the 1-3 ★ level Associates deck.



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GLOSSARY

A

Action: Any order, skill or job executed during an Action turn.

Add (🔥)/(👤): Increase the amount of 🔥 or 👤 in your Plan.

Action turn: The type of turn you must take if you still have cards in your hand or deck.

Adjacent: Districts are adjacent to one another if they share at least one boundary (red line). Components (🚗, 👤, Neighborhoods...) are adjacent to one another if they are in adjacent Districts.

Associate: A card you can hire in the Market and add it to your deck. The level of each Associate is indicated by the number of ★ shown at the bottom of the card.

Authorities: A space on the main board where you may send your 👤 to execute the following orders: Sell 🏠/👤, Reduce your 🛡️, Retrieve your 👤 from Prison, Add Business markers and Remove Control markers.

B

Bribery (👤): A payment of 2 💰 you must make for each 🚗 present in a District where you are placing one of your 🚗/🚗/👤.

Brothel: A type of Business marker that can be added to a Neighborhood you control either through a specific order or through some card effects.

Business marker: There are 4 types of Business markers you can add to a Neighborhood you control: Speakeasies, Brothels, Casinos and Nightclubs.

C

Casino: A type of Business marker that can be added to a Neighborhood you control either through a specific order or through some card effects.

Colored effect (Raid): When a Raid takes place, its effects may vary depending on your 🛡️ level. Each 🛡️ level has an associated color on the Crime Track and on the Raid card.

Control marker: A token you place on a Neighborhood to indicate you control it.

Control (Neighborhood): You control a Neighborhood as long as you have a Control marker on it. Any Business markers on it are also Controlled by you.

Controlled (Neighborhood): A Neighborhood where you have one of your control markers.

Crime (types): Gang members and Associates specialize in a specific type of crime, as shown in the top right corner of their card. There are 6 different crime types: Bootlegging, Corruption, Gambling, Violence, Theft, and Vice.

D

Deal: A set made up of one (Single Deal) or more (Expanded Deal) Dealer cards that can supply you with 🏠 and/or 🚗.

Dealer: The type of card that deals are made of. New Dealers can be placed on their own (Single Deal) or tucked beneath an existing deal (Expanded Deal).

Dealers Supply (gang stat): One of the 6 gang stats you can upgrade. Its value indicates the additional amount of 🏠/🚗 each of your Dealers supplies.

Discard: To remove a card from your hand or deck and put it in your discard pile. Jobs, Dealers, Raids and non-hired Associates are discarded face down to the bottom of their respective piles instead.

Discard pile: A space in your player area where cards laid out in your Plan are discarded once your Action turn concludes.

District: Each of the 7 areas of the main board bounded by the red that divide the map of Chicago.

E

Enter: To place a 🚗/🚗/👤 in a district for whatever reason, no matter where it is taken from.

Expanded Deal: A Deal made up of 2 or more Dealers.

F

Family Ring: A token you may obtain by hiring an Associate or through different card effects. If you have the Family Ring at the beginning of your turn, you may gain 💰 from the General Supply before the end of the turn (the amount changes depending on the number of players).

Free: No payment of 💰 must be made (even if you usually would).

Fulfill (a Job): To meet the requirements of a job to reveal it and resolve its effect(s).

Fulfilled (Job): An instant Job that resolves immediately and is discarded to the bottom of the Jobs Deck or a permanent Job that stays face up in your player area and which has an ongoing effect.

G

Gain: To obtain a given amount of 💰 from the General Supply and place it behind your screen.

Gang Members: The 6 cards in your starting deck plus the 4 right-hands you can get by upgrading your Gang. They can be easily recognized by the name of the Gang on the lower half of the card.

gang stat: Each Gang has 6 stats as shown in its Gang board: Hand Size, Recruiters, Dealers Supply, Vehicles and Nightclubs. All stats begin at level 1 and can be upgraded up to level 3.

General Supply: An area next to the main board within easy reach of all players and where 🏠, 🚗, 💰, business markers and the Family Ring are kept.

H

Hand Size (gang stat): If you have less cards in your hand than the value of this stat, draw cards from the deck until you reach that number; or as many as possible.

Headquarters: The rightmost space on your Thug board where 👤 are available to execute your orders. Also, any 👤 you retrieve are placed here.

Hire (Associate): To take one of the available Associate cards in the Market and adding it to your hand or discard pile.

Hit (👤): Whenever a 👤 is hit it must be placed in your Safehouses. You cannot choose to hit one of your 👤 located in the Safehouses or the Slums.

I

Ignore a Requirement (Job): To disregard a condition when fulfilling a job.

Increase (🛡️): To advance your 🛡️ marker by moving it up as many levels as required on the Crime track.

Instant (Job): A Job type with an effect that resolves immediately when fulfilled and is discarded afterwards.

K

Kill (👤): Whenever a 👤 is killed it must be placed in your Slums. You cannot choose to kill one of your 👤 located in the Safehouses or the Slums.

L

Lawyers (gang stat): One of the 6 gang stats you can upgrade. Its value determines the number of 👤 you retrieve from Prison at the end of your Reorganization turn. It also reduces your 🛡️ marker in most Raids.

Level (Associate): A representation of both the power of an Associate and the cost to hire them, indicated by the number of ★ shown at the bottom of the card.

Level (🛡️): The box where your 🛡️ marker stands on the Crime track.

Level (gang stat): Each gang stat has 3 levels. They all begin the game at level 1 and can be later upgraded to level 2 and then to level 3.

M

Make a sale: To spend the specified amount of 🏠 and/or 🚗 in one of your Neighborhoods to gain the indicated 💰 from the General Supply.

Market: A space on the main board where 6 Associates are available for hire. It is split into two areas: one for the 1-3 ★ Associates and another for the 4-5 ★ Associates.

GLOSSARY

Matching skill: A skill found on Associate cards that can only be carried out if you have another card with the specified Crime type in your Plan.

Move (👤, 🚗, 🚚): To take a 👤/🚗/🚚/🏠 from one district and place it on a different district.

N

Neighborhood: A tile found in Districts where you can sell 📦 and 🗑️ for a profit if you control it.

Neutral (Neighborhood): A Neighborhood with no Control marker on it.

Next to: Components (🚗, 👤, Neighborhoods...) are next to one another if they are in the same District.

News: Cards that mark the beginning and end of the game. These cards are revealed in every Extra! Extra! phase and they can have a continuous effect that is applied to all players until the card is replaced.

Nightclub: A type of Business marker that can be added to a Neighborhood you control when you upgrade your Nightclubs stat on your Gang board.

Nightclubs (gang stat): One of the 6 gang stats you can upgrade. When you upgrade your Nightclubs stat, you can choose a Neighborhood you control, flip it to its nightlife side and put a Nightclub marker on it.

O

Order: An Action you carry out when taking an Action turn. There are 15 different orders.

Overall effect (Raid): An effect found on Raid cards that applies to all players regardless of their 🛡️ level.

P

Pay: To give the specified amount of 💰 to a rival.

Permanent (Job): A type of Job that, once fulfilled, stays in front of you and has an ongoing effect that lasts throughout the game.

Plan: The cards from your hand that are laid out in your player area when taking an Action turn.

Player area: A zone close to you where the main components of your gang are (Gang board, Thug board, Deals, screen, deck...)

Presence: An indication that one of your 👤/🚗/🚚/control marker is in a given District.

Prison: A space on the main board where your 👤 may end up (usually, due to a Raid). You can retrieve them by executing the appropriate order during an Action turn or with your Lawyers during a Reorganization turn.

Profits: The amount of 💰 you obtain when selling goods in a Neighborhood you control.

Put in Prison: To take one or more of your 👤 from wherever they are and place them on the Prison space. Unless otherwise specified, 👤 in the Safehouses and in the Slums cannot be put in Prison.

R

Recruiters (gang stat): One of the 6 gang stats you can upgrade. Its value indicates the recruitments you may do when taking a Reorganization turn.

Recruitment: An advancement of a 👤 on the Thug board by moving it to the next space to the right (that is, from the Slums to the Safehouses or from the Safehouses to the Headquarters).

Reduce 🛡️: To move down your 🛡️ marker the indicated number of boxes.

Requirement: A condition you must meet or the resources you must spend to upgrade your Gang or fulfill a Job.

Reorganization turn: The type of turn you must take if you have no cards in your hand or in your deck.

Retrieve (👤): To take your 👤 from the specified place and put them back in your Headquarters.

Right-Hands: The 4 Gang members most trusted by the Boss. You can add them to your deck by upgrading your Gang.

Rival: Every player other than yourself.

S

Safehouses: The central space on your Thug board where 👤 move in from the Slums before moving to your Headquarters when recruited. Also, whenever one of your Thugs is hit it is placed here.

Seize a Neighborhood: To gain control of a neutral or rival Neighborhood. After seizing it you must place one of your Control markers on it (and return the rival Control marker to its owner, if any).

Sell: To spend 📦/🗑️ to gain 💰.

Send (👤): To take one or more 👤 from your Headquarters and place them on a specific place, either through a given Order or through some card effects.

Single Deal: A deal made up of just one 1 Dealer.

Skill: A specific ability found on all Gang member and Associate cards that can be carried out when you lay them out in your Plan. Bosses have 4 available skills and when laid out can carry out 3 of them (repeating any if desired).

Slums: The leftmost space on your Thug board where 👤 can be recruited and moved into your Safehouses. Also, any killed 👤 are placed here.

Speakeasy: A type of Business marker that can be added to a Neighborhood you control either through a specific order or through some card effects.

Spend: To take the specified amount of 📦, 🗑️ and/or 💰 and returning them to the general supply.

Steal: To take 📦 and/or 🗑️ from a rival site (usually, a Neighborhood). If you steal 💰 from a rival, they must give you the 💰 from behind their screen.

Storage: The number of goods a Deal or Neighborhood can hold. Neighborhoods have an unlimited storage capacity.

Store: Every time you get 📦 and/or 🗑️, you must put them on your Deals or Neighborhoods. Goods that cannot be stored must be discarded.

Supplies: The 📦 and/or 🗑️ you get from the General Supply when sending a 👤 to one of your Deals.

T

Thug board: The board where your 👤 will start the game. It is divided into 3 spaces: Slums, Safehouses and Headquarters.

Tuck: To slide a Dealer beneath an existing Deal to create or further extend an Expanded Deal.

Turn: You can take either an Action turn or a Reorganization turn.

U

Underworld: A space on the main board where you send your 👤 to execute the following orders: Hire 1 Associate, Get 1 Job, Get 1 Dealer, Sell in the Neighborhoods, or Recruit 👤.

Unfulfilled (Job): A face-down Job in your player area that you haven't fulfilled yet.

Upgrade: Taking a cube from the Boss Track and putting it on the next box of a gang stat to improve its value by paying its requirements.

Upgrade Cube: A token you take from the Boss Track when upgrading your Gang.

V

Value (gang stat): A numerical attribute of a gang stat that changes according to its level.

Vehicles (gang stat): One of the 6 gang stats you can upgrade. Every time you upgrade your Vehicles stat you will be able to choose 1 of your available 🚗 or 🚚 and put it on a district where you have presence.



CARDS IN YOUR HAND OR DECK

ACTION TURN

If you hold the Family Ring at the start of your turn, gain 1/2/3 (2/3/4 players).

1 LAY OUT YOUR PLAN

- Play any number of cards from your hand and lay them out in front of you.
- Increase your by 1 level for each card in your Plan above 2.
↳ If a Player's marker reaches level 11, a Raid takes place immediately.
After resolving the Raid, you may continue with the rest of the turn.

2 CARRY OUT ACTIONS

You may carry out, in any order:

- Skills from the cards in your Plan.
- Jobs you want to activate and/or fulfill.
- One Order using your in your Plan.

3 DRAW NEW CARDS

- Discard all the cards laid out in your Plan.
- Draw cards from your deck until you reach your Hand Size value.

4 NEXT PLAYER TURN

ORDERS

SEND 1 TO THE UNDERWORLD TO:

RECRUIT	1 : 1 RECRUITMENT
GET 1 JOB	1 : 1 DRAW
GET 1 DEALER	1 : 1 DRAW
SELL IN THE NEIGHBORHOODS	1 : 1 SALE
HIRE 1 ASSOCIATE	1 : 1 [ADD TO HAND 1-13 2-45]

SEND 1 TO THE AUTHORITIES TO:

REMOVE CONTROL MARKERS	5 : 1 NEIGHBORHOOD
REDUCE YOUR	1 : -1
ADD BUSINESS MARKERS	1 : [CASINO [CASINO] [CASINO]]
RETRIEVE YOUR FROM PRISON	2 : ALL YOUR
SELL TO THE AUTHORITIES	1 : 1 (/) 6 EACH
SEND TO DISTRICTS	1 : 1
MOVE / /	1 : 1 MOVE
SEIZE 1 NEIGHBORHOOD	: TOTAL
GET SUPPLY FROM DEALS	1 : + (/)
UPGRADE YOUR GANG	+ (AND/OR)

NO CARDS IN YOUR HAND OR DECK

REORGANIZATION TURN

If you hold the Family Ring at the start of your turn, gain 1/2/3 (2/3/4 players).

1 Sell in each of your Neighborhoods.

2 Gain 3 from each Business marker you control.

3 Retrieve your from Authorities, your Deals and your Jobs.
Retrieve as many of your from Prison as your Lawyers value.

4 Carry out up to as many recruitments as your Recruiters value.

5 Reshuffle your deck and draw cards from your deck until you reach your Hand Size value.

6 Advance the Time marker one box to the right on the Time track.
↳ If at the end of a Reorganization turn the Time marker is at the Extra! Extra! box, continue to the Extra! Extra! phase.

7 Next player turn.

EXTRA!
EXTRA!

1. Carry out a Raid.
2. Increase Eliot Ness by 1 level on the Crime track.
3. Refresh the Associate Market.
4. Reveal News card.
↳ If the "Prohibition Ends at Last!" News card is revealed, the game ends.
5. Put the Time marker back on the starting box.

CARRY OUT A RAID

1. Put in Prison all from the Underworld.
2. Reveal the top card of the Raids deck.
2.1 Resolve the overall effect.
2.2 Apply the appropriate colored effect to each player based on their.
2.3 Each player reduces their as indicated in the reduction box.
3. Discard the revealed Raid card.

GAME ICONS

Muscle	Money	Bootlegging
Influence	Crime rate	Gambling
Right-hand	Alcohol	Theft
Thug figure	Gun	Violence
Car figure	Storage	Vice
Truck figure	Police	Corruption
Associate level	Defense	Enforcer