

Redzen Games prepares the launch of Scarface 1920, a board game set in Chicago during the 1920s

- **The game, to be published in Kickstarter, blends worker placement and deck building mechanics**
- **Players can step into the shoes of famous gangsters like Al Capone or Dean O'Banion during the Prohibition (1920-1933)**

Redzen Games, the new board game publisher, prepares its debut title: [Scarface 1920](#). Set in Chicago during the Prohibition era (1920-1933), each player will build an empire of crime to become the king of the Windy City. The game, authored by Toni Serradesanferm and Daniel Simón, will be available soon in Kickstarter.

Scarface 1920 is a board game that blends worker placement and deck building mechanics, and invites players to lead one of the gangs trying to take control of Chicago during the Prohibition. To achieve this, players must, embodying iconic figures such as Al Capone or Stephanie St. Clair, create the most fearsome gang of the 20s and get precious throne of the city.

Scarface 1920 invites players to immerse themselves in the dangerous Chicago of the time and feel like a true gangster. Controlling the streets through your thugs, expanding your illegal businesses, managing alcohol racketeering or bribing the authorities are just some of the actions you can carry out while expanding your gang through new alliances. Only then can you put the city of Chicago at your feet.

Also, while doing so, you must avoid being crushed by your enemies and you will not be able to lose sight of a common adversary: Eliot Ness. The Prohibition agent, the only incorruptible figure in [Scarface 1920](#), won't stop until Prohibition is enforced and every gangster in town is killed or jailed.

Miniatures in Scarface 1920, by BigChild Creatives

From Rod Steiger to Tom Hardy, through Ben Gazzara, Robert de Niro or Stephen Graham, there are many actors who have given life to Al Capone in film and television. In Scarface 1920 that mission belongs to [Bigchild](#). The Spanish company, one of the most important in the world in the miniatures sector, contributes with its talent and experience in the conception and development of the game's miniatures.

BigChild will be in charge of giving life to the famous Italian gangster, Al Capone, but also to his enemies in the fight for control of the city of Chicago (Arnold Rothstein, Dean O'Banion and Stephanie St. Clair), as well as all other miniatures that will be included in the final version of the game. Scarface 1920, which features illustrations by [Antonio Stappaerts](#) is a

reflection of the identity of Redzen Games, a publisher that aims to create immersive board games that emphasize narratives and mechanics, as long as they are at the service of improving the gaming experience.

Coming soon on Kickstarter!