The Rule Book:

I)- Structures:

1)- Production:

A)- Brewery: Produces batches of booze.

B)- Laboratory: Produces batches of drugs.

C)- Forgery: Produces batches of artifacts.

D)- Armory: Produces batches of guns.

** Note: Production specifications for each:

A)- One batch at level 1.

B)- Two batches at level 2.

C)- Three batches at level 3.

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2)- Safe houses:

A)- Cellar: Allows players to store batches of booze.

B)- Stash: Allows players to store batches of drugs.

C)- Vault: Allows players to store batches of artifacts.

D)- Arsenal: Allows players to store batches of guns.

** Note: Storing specifications for each:

A)- Five batches stored at level 1.

B)- Ten batches stored at level 2.

C)- Fifteen batches stored at level 3.

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3)- Weapons:

A)- Tommy gun nest: Protect two blocks (one to the right and one to the left of the structure).

B)- Sniper's perch: Attacks one space chosen by the player outside their territory.

C)- Dynamite crates: Allows a player to destroy an opponent's structure (coin flip to determine success).

D)- Tripwire bomb: Allows the player to set a bomb in one space of his choice.

4)- Rules for Structures:

A)- Production structures cannot be produced when space is not available in the safe house structures. If a production structure produces in a round more than what is possible to place in the safe house then the player has to choose to either sell the next round (with the extra product) or discard the extra product (discarding does not take a round).

B)- Production action costs a round. Transportation to the safehouse is automatic and does not require a round.

C)- Tommy gun nests and sniper's perches are placed in the player's territory occupying a space in it whereas dynamite crates and tripwire bombs do not occupy a space in the player's territory.

D)- Tommy gun nests can not be placed adjacently.

E)- Only two tripwire bombs per faction.

F)- Dynamite crates must be used in the same round as bought (buying and using a dynamite crate takes only one round).

II)- Game pieces:

1)- 1 game board.

2)- 4 coins.

3)- 4 six-sided dice.

4)- 4 ten-sided dice.

5)- 2 tables for trading in-between players.

6)-1 table for trading with the market.

7)- 40 Chips of value 1.

8)- 40 Chips of value 10.

9)- 40 Chips of value 100.

10)- 40 Chips of value 1000.

11)- 40 Chips of value 10000.

12)- 100 drug tokens.

13)- 100 gun tokens.

14)- 100 artifact tokens.

15)- 100 booze tokens.

16)- 10 tokens for each structure.

17)- 40 fame tokens.

18)- 8 playing pieces.

19)- 96 market cards.

III)- Goal of the game:

1)-Get the most points possible at the end of 30 turns (4 rounds).

2)- Point will be awarded at the end of the game by:

A)- Fame: This can be gained through action in the game such as destroying other players' structures or stealing other players of their goods. Can be lost if injured.

B)- Building structures: Building structures in your territory will get you points at the end of the game if present. Damaged structures will get you only half points. Buildings outside your territory will not be awarded points.

C)- Money: Money will be evaluated to points at the end of the game.

IV)- Market:

1)- In the four corners there is one market for each type of good. The player must go there to sell that type of good.

2)- To trade with another player both players must agree to use one round to trade. The trading happens in the round of the last person. Out of these two parties, this will be settled using the bargaining table for trading with two players.

3)- The bargain table for two people works as follows:

A)- First, the initial price is set by the market price of the good.

B)- Secondly, the two people trade each through the six-sided dice to determine how much the initial price goes up (seller) (from 0 to + 50 %) or down (buyer) (from 0 to - 50 %).

C)- After, the final price is set by adding how much the seller raised the price to how much the buyer lowered the price and then adding one to that and finally multiplying that with the initial price (final price=(((percentage reduces+percentage raised)+1)*initial price)).

D)- Finally, the players do the trade. If the final price makes the buyer unable to pay fully then the buyer will be in debt to the seller and the buyer will have to find a way to pay the money back in the next four turns, otherwise the debt to the seller will double (the debt will double each four turns until the money is paid back). There is also another way the buyer can pay back the debt which is by using rounds to promote the seller. After four uses the buyer will lose a fame token and the seller will gain one fame token. Promoting takes 25 % off the initial price of the debt. The initial price is reset if the debt is not paid in the next four rounds and it is set to that new amount.

4)- To trade you must place the play piece in the testing area (where the color of the two fractions meet, otherwise you place it in the selling area (the corners) of your faction if you are trading with the party diagonally to your faction.

5)- To sell in a corner you must either be the person who owns the market (for the person who owns the market the initial price is always 50 as the fluctuation in the market does not affect them) or throw a six-sided dice one time(if the market is to your right or left) (the market fluctuation apply) or three times (if it is diagonal to you)(selling here the initial price set by the market card is double before using the bargaining table). Once there you can use the bargain table for one person to set the selling price.

6)- The bargain table for one person works as follows:

A)- First, the initial price is set by the market.

B)- Secondly, the person selling throws the six-sided dice two times to determine the new price (from -50% to +50%).

C)- After the first price is set by adding the two throws minus one and then determining the equivalence percentage (final price = ((initial price) * (equivalent percentage + 1)).

D)- Finally the player receives the money and discards the token of the good sold.

V)- Fame:

1)- Fame comes in the form of tokens from 0 to 10, each token awards the player certain points at the end of the game if present.

2)- Fame can be gained by:

A)- Injuring another player (1 token).

B)- Sabotaging another player's structure (2 tokens).

C)- Destroying another player's structure (1 token).

D)- Getting promoted by another faction (1 token after four times).

3)- Fame can be lost by:

A)- Getting injured (-2 tokens).

B)- Getting sabotaged (-1 token).

C)- Failing a sabotage (-3 tokens).

D)- Failing to sell a good (-1 token).

E)- Failing to destroy a structure (-1 token).

F)- Getting a structure destroyed by another player (-1 token).

G)- Failing to rob a safehouse (-1 token).

H)- Getting robbed by another player (-1 token).

I)- Promoting another faction (-1 token after four times).

VI)- How to play:

1)- In each turn a market card is drawn to set the price of the goods for that round.

2)- Each player throws the six-sided dice to determine the round they play in. If the four tides then all six-sided dice are thrown again. If three tide then those three throw the six-sided dice again and the other one goes last. If there are two tides then those two throw the six-sided dice again and the other two depending on which number is smaller, one goes last (smaller number) and the other goes one above last (bigger number). Otherwise, the ones who got the smaller

numbers go last and those who got big numbers go first. The last players get to see what people do before choosing an action while the first players have to take an action without knowing the other players' information like where are their safe houses, production structures, or weapons structures. Also, the sequence of who goes first each turn is determined by this throw of dice so it is not needed to throw the dice each turn to decide who goes first (Only present in the first turn).

3)- Each player starts with 200 dollars, one safe house of the good in their market (level 1), one production structure of the good in their market (level 1), and one Tommy gun nest. They choose where to place them in their round in the first turn (Only present in the first turn).

4)- Round Actions:

A)- Produce:

1#)- Use a round to produce good/s if the safehouse capacity is not full and a produce structure is present.

B)- Build:

1#)- Use a round to build one structure if you have the required money.

2#)- Can not place two structures in the same space.

3#)- Can only build in your territory.

4#)- Exceptions:

1@)- Dynamite crates do not need space as it is a one-time structure and must be used in the same round that was built. Use a coin to determine success.

2@)- Tripwire bombs can be placed anywhere in your territory or can also be placed outside but only when attracting (does not use around)(limit two at one time)(one time use). When attacking it can only be placed in the space/s where the six-sided dice indicates.

C)- Level up:

1#)- Use one round to level up one structure if the player has the required money and is not in debt.

2#)- Weapon structures can not increase in level.

D)- Dismantle:

1#)- Use one round to dismantle one structure and get back 50% of the original buying price.

E)- Sell goods:

1#)- The player places the desired piece in the space they want to start from in their territory

2#)- If the player wants to sell to the nearest markets on either side, then they must throw the 6-sided dice once. Otherwise, if the player wants to sell to the farther market on the opposite side of their territory, then they must throw 6-sided dice thrice. Otherwise, if they want to sell to their factions' market then you do not need to throw the dice.

3#)- Depending on where the player lands by the dice throw/s, the probability of being able to sell to the market changes. With each space that the player is away from the desired market, the probability of being able to sell at the market decreases by 10% from a maximum of 100%. For example, if the player lands 5 spaces away from the desired market then his probability of being able to sell will be 50% (This applies to any time you want to get to another space outside of your territory).

4#)- The player then throws the 10-sided dice and if they get less than or equal to the first digit of their probability of being able to sell in the market For example, if the player has the probability of being able to sell at the market equal to 50%, then they must obtain a 5 or less on the dice to be able to sell to the market. Otherwise, the player can not sell and lose that round. If the probability is 0 or negative then it is an automatic fail.

5#)- If the player succeeds, they use the bargaining table for one person to sell their goods at the market.

F)- Trade:

1#)- If a player wants to trade, they must ask other players whether anyone is willing to do so with them. This action doesn't cost a round.

2#)- If any player accepts the offer to trade, then both players must put their pieces in the trading area or the factions market depending on who they want to trade with, and wait.

3#)- In the round of the last player out of those two, the players trade using the bargaining table for two people.

F)- Attack:

1#)- Rob:

1@)- The player selects the safehouse they want to rob.

2@)- The player then throws the 6-sided dice once or three times depending upon whom the player is attacking.

3@)- Depending on the chance of success, the player throws the 10-sided dice to determine whether they are successful or not.

4@)- If the player is successful, they loot all the goods from that safe house. If the looting player does not have the required safehouse for storage or the loot makes their safehouse capacity full, then they must sell the loot next round or discard the extra loot. One fame token is given to the player who loots, while the player who gets looted loses one fame token.

5@)- If the player fails, then they lose their turn and lose one fame token if they have one.

2#)- Sabotage:

1@)- The player selects the structure they want to sabotage.

2@)- The player then throws the 6-sided dice once or thrice depending on whom the player is attacking.

3@)- Depending on the chance of success, the player throws the 10-sided dice to determine whether the player is successful or not.

4@)- If the player is successful, then they make the opponent unable to produce for 2 rounds (if production structure) or unable to store for 2 rounds (if safehouse structure) thus making the player choose to either sell the next round or discard all products in the safehouse; or unable to attack/protect (if weapon structure) for 2 rounds.

5@)- If a tripwire bomb is sabotaged, then the bomb is acquired by the player who sabotages it. The player can choose to sell it without using a round that round (the player can also sell it in any round but it costs an action) or keep it and place it when attacking again.

6@)- If the player is successful, the sabotager gets 2 tokens of fame and the other player loses one token of fame. Otherwise, the player who sabotages loses 3 tokens of fame.

2#)- Destroy:

1@)- The player selects the structure which they want to destroy.

2@)- The player then throws the 6-sided dice once or thrice depending on whom the player is attacking.

3@)- Depending on the chance of success, the player throws the 10-sided dice to determine whether the player is successful or not.

4@)- If the player is successful, then they destroy the structure which will need to be repaired by the other player if they want to keep using it. They can also sell it but it needs to be sold at 25% of its original price and will cost an action.

5@)- If a tripwire bomb is destroyed, then the tripwire bomb is eliminated from the game. If the player fails, then they get injured and lose the round. Thus the injured player loses 3 tokens of fame in total (injured) (failed to destroy structure), and the player who placed the tripwire bomb gets 1 fame token (injuring another player).

G)- Promote another faction:

1#)- Only possible if the faction is in debt.

2#)- Can be used multiple times in different rounds until the debt is paid.

3#)- Reduces the original debt amount by 25% (Can be done 4 times to fully pay the debt)(Initial debt price changes after 4 turns).

4#)- If the debt is not paid by the end of the game, points will be deducted depending on the amount of money left to be paid.

5#)- The debt becomes double each 4 turns until it is completely paid.

6#)- Paying the debt with money does not cost an action.

VII)- Prices:

1)- Production:

A)- Brewery: 100 dollars.

B)- Laboratory: 100 dollars.

C)- Forgery: 100 dollars.

D)- Armory: 100 dollars.

2)- Safe houses:

A)- Cellar: 200 dollars.

B)- Stash: 200 dollars.

C)- Vault: 200 dollars.

D)- Arsenal: 200 dollars.

3)- Weapons:

A)- Tommy gun nest: 500 dollars (limit 2 per faction).

B)- Sniper's perch: 300 dollars (limit 4 per faction).

C)- Dynamite crates: 200 dollars.

D)- Tripwire bomb: 200 dollars (limit 4 per faction).

4)- Level up:

A)- Production:

1#)- Level 1:100 dollars.

2#)- Level 2: 200 dollars.

3#)- Level 3: 400 dollars.

B)- Safe houses:

1#)- Level 1: 200 dollars.

2#)- Level 2: 400 dollars.

3#)- Level 3: 800 dollars.

VIII)- Points:

1)- Fame:

A)- 1 token = 1,000 points.

B)- 2 tokens = 2,000 points.

C)- 3 tokens = 3,000 points.

D)- 4 tokens = 4,000 points.

E)- 5 tokens = 5,000 points.

F)- 6 tokens = 6,000 points.

G)- 7 tokens = 7,000 points.

H)- 8 tokens = 8,000 points.

I)- 9 tokens = 9,000 points.

J)- 10 tokens = 10,000 points.

2)- Building structures:

A)- Weapons:

1#)- Tommy gun nest: 1,000 points.

2#)- Sniper's perch: 600 points.

3#)- Tripwire bomb: 400 points.

B)- Level up:

1#)- Production:

1@)- Level 1:200 points.

2@)- Level 2: 400 points.

3@)- Level 3: 800 points.

2#)- Safe houses:

1@)- Level 1: 400 points.

2@)- Level 2: 800 points.

3@)- Level 3: 1,600 points.

3)- Money:

A)- 1 dollar = 1 point.