

Protection Racket



In 1920's Chicago, you are a Godfather controlling a gang of Mobsters. Send your Mobsters to control areas of the city, muscle rival gangs out of your neighbourhood and collect protection money from city businesses.

Deploy more mobsters together in order to stake your claim, or make early sacrifices to turn the tables on your rivals later.

Rules

Protection Racket is a game for 2-4 players.

Components

- 54 double-sided city site cards
- 5 Mobster meeples in red, yellow, green and purple. 1 Pink Hired Muscle meeple.
- 50 money tokens.

Protection Racket is played in a series of rounds.

Each round you will try and accumulate money, with the winner of the game being the player with the most money at the end of the third round.

Quick Setup

Gather the city cards in 3 decks; cards have different sites on the front and back.

Deck 1: all blue cards (15 cards)

Deck 2: all green cards (18 cards)

Deck 3: red, orange, yellow, pink & white cards (52 cards)

Build the City

The city consists of a grid of cards. The number of cards in the city depends on the number of players.

2 players — 3 cards from each deck, shuffled and arranged in a 3 x 3 grid of 9 cards.

3/4 players — 4 cards from each deck shuffled and arranged in a 4 x 3 grid of 12 cards.

3 x 3 grid of 9 cards in the city

<p>Supply Mobsters that have been removed are placed here</p> <p>Pink Mobster starts deployed on Hired Muscle card</p> <p>Purple Hideout</p>	<p>The Accountant \$ 2</p> <p>If the Romo controls any site alone, then the revenue earned from this site is doubled.</p>	<p>Whack-a-mole</p> <p>Return any Mobster to the supply.</p>	<p>Mom & Pop shop \$ 2</p> <p>Gain \$2 in the Revenue Step.</p>
	<p>Mob War</p> <p>Start a war on any site whether your Mobsters are involved or not.</p>	<p>Mass Move</p> <p>Move all Mobsters of one colour from one site to another. You may start a Mob War on that site.</p>	<p>Central Park \$ 1</p> <p>Sites adjacent to this site yields additional revenue as shown on the card \$ 2</p>
	<p>Gambling Den \$ 6</p> <p>Gain \$6 in the Revenue Step</p>	<p>Growing the Gang \$ 1</p> <p>Immediately take \$1 from the supply for each Mobster deployed.</p>	<p>Fair Exchange</p> <p>Swap the positions of any 2 Mobsters. You may declare a Mob War on either or both sites.</p>

Bank

Green Hideout

Protection Racket Game Setup (2 players)

Each card represents a site in the city. During the game you deploy your Mobsters to these sites.

Set up the game as shown in the diagram.

Each player takes 1 money and 5 Mobsters of one colour.

If a Hired Muscle (pink) card appears in the city then the single

pink Mobster is placed on that card, otherwise it is not used in the game.

Gameplay

The player who has most recently taken a bribe takes the first turn in round one. In following rounds the first player rotates clockwise.

Each Turn

A turn consists of 3

steps.

- You **deploy** Mobsters from your **Hideout** to any site in the city.
- You decide whether to declare a **Mob War**.
- After the war, if you control the site, then you may **carry out the action** described on the card.

1. Deploy Mobsters

When you deploy, you can deploy any number of Mobsters. Place one or more Mobsters on to a single site in the city.

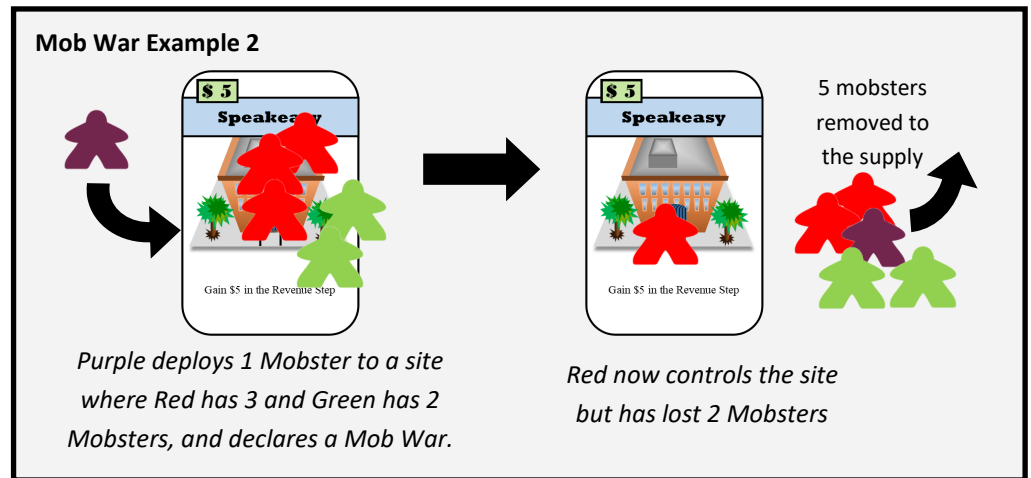
You may deploy Mobsters on an unoccupied site; on a site where you already have Mobsters; or on a site where other players have Mobsters deployed.

2. Mob War

After deploying Mobsters to a site, if Mobsters from two or more rival gangs are present on the site then you **may** declare a Mob War. You are not required to declare a Mob War. You may declare a Mob War whether or not you have more Mobsters on the site than your opponents.

If a war is declared, each player involved simultaneously removes one of their Mobsters from the site, repeating this until Mobsters from only a single gang remain.

A Mob War always continues until only one player has Mobsters remaining on the site or all Mobsters have been removed.



3. Take Action

If, following the Mob War step (whether or not a Mob War was declared) you have more Mobsters on the site than any other player, then you control the site. If you control the site then you may take the action printed on the card.

If you have won a Mob War that took place on another player's turn you do not take the associated action.

Some actions occur immediately.

Some actions are only resolved at the end of the round (e.g. many of the blue revenue generating sites).

Play then alternates, with each player taking turns until all

Hideouts are empty (all players have played all their Mobsters). If a player is unable to deploy a Mobster their turn is skipped, but they may take a turn later if mobsters are returned to their hideout.

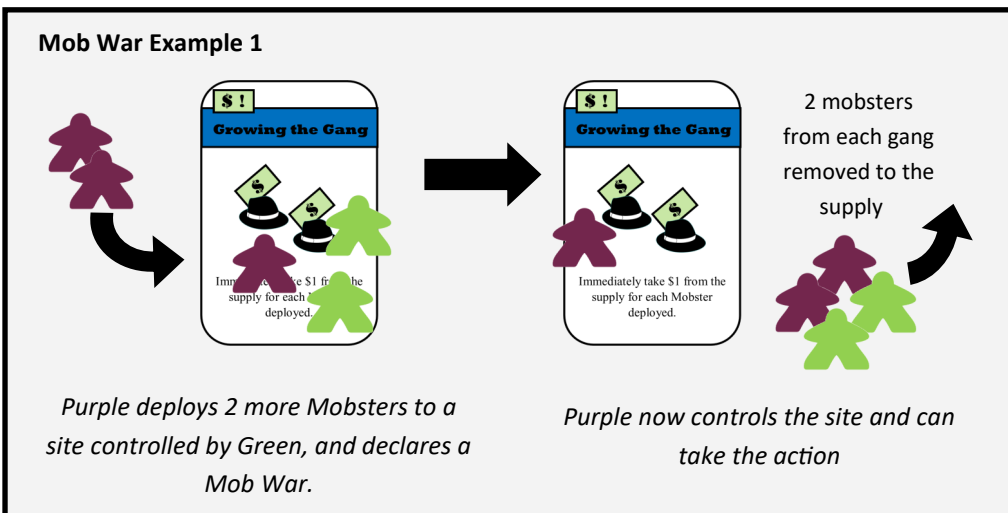
End of Round

If no player can make another turn, the round ends and the Revenue step takes place.

Revenue Step

In the Revenue step, each city site is checked to see if it yields any revenue to the Mobsters controlling that site.

Cards which do give revenue are all



colour coded shades of blue.

Some blue sites yield a fixed amount of revenue.

Some blue sites yield a variable amount of revenue dependant on conditions written on the card.

Revenue (unless stated) is taken from the Bank.

Another Round

If you have not played three rounds, then play another round, with the next player clockwise taking the first turn.

The protection sites in the city should be different each round. The

city cards are double-sided and so between rounds the card, should be shuffled and 'flipped' at random.

In order to ensure all city cards are cycled into play; at the end of the round the sites in the city can be placed to one side while a new arrangement of 4x3 (or 3x3 in a 2 player game) city site cards are dealt out from the remaining deck to form a new city.

Winning the Game

If you have accumulated the most money at the end of 3 rounds then you win the game. If there is a tie then play another round.

City Building

3 and 4 Player Games

If playing Protection Racket with 3 or 4 players then lay out a larger city of 12 cards.

The table opposite shows the different types of cards included in the deck of city cards and suggests recommended distributions to include in each round.

4 x 3 grid of cards in the city for 3 or 4 players

Designing your City

By design, with over 100 different city sites, there are certain combinations of cards which may result in some rounds being unbalanced. We suggest you roll with it. A round lasts just 5 minutes

before you can reshuffle and lay out another city.

However, in order to create a more balanced play experience we suggest the following card distributions for the first few times you play.

Card colour	Total no cards	Card Affect	Recommended 2 player (9 cards)	Recommended 3-4 player (12 cards)
l. pink	6	Revenue at end of round	3 to 5	4 to 6
pink	18	Conditional revenue at end of round		
d. pink	6	Immediate revenue		
red	6	Starts a Mob War	0 to 1	0 to 1
orange	8	Cannot deploy to this site - affects adjacent sites	0 to 1	0 to 1
l. yellow	4	Stand up Mobsters	0 to 1	0 to 1
yellow	4	Affects Mobsters on their back	0 to 1	0 to 1
l. green	18	Move Mobsters	2 to 4	3 to 5
l. pink	6	Affects site placement	0 to 1	0 to 1
pink	6	Recruit Hired Muscle	0 to 1	0 to 1
white	18	Others	0 to 2	0 to 2
TOTAL	100			

Table shows distribution of types of city cards in the deck and recommended numbers of each type in a city for 2 players and for 3-4 players

Hired Muscle – Pink Mobster

The single pink Mobster is included in games with a Hired Muscle card in the city. If two Hired Muscle cards are drawn into the city then replace one with another card. The Hired Muscle mobster starts deployed on that card. If you control the recruiting site after a Mob War then the pink meeple is moved to your hideout rather than the supply. The Hired Muscle becomes a member of your gang and counts alongside other members when calculating control or during Mob Wars.

Each Hired Muscle has special rules detailed on the card, which do not come into play until the pink meeple has joined a gang, but may then affect the normal rules of the game. If the Hired Muscle is removed in a Mob War then it is returned to the site from where it can be recruited again.

The Loner—no further Mobsters of any colour can be deployed directly to a site upon which the Loner has been deployed. Other card affects may allow Mobsters to be moved to this site.

The Accountant—if the Accountant controls any site alone, then any revenue earned from that site is doubled.

The Hitman—the Hitman counts for 2 Mobsters when assessing control of a site. If a Mob War is declared on a site where the Hitman is deployed, all players with the exception of the player controlling the Hitman must remove one Mobster before the Mob War begins.



The Cleaner—the Cleaner counts for 2 Mobsters (as above), but always works alone. You may not deploy the Cleaner with any other

Mobsters in your gang or deploy Mobsters to a site where the Cleaner is already deployed. Other card affects may allow Mobsters to be moved to this site.

The Hired Gun—when a Mob War is declared the Hired Gun may move to the Mob War from an adjacent site or from the Mob War to an adjacent site.

The Survivor—if a Mob War includes the Survivor and it is removed, then the Survivor is immediately returned to the site, after the Mob War.

Glossary of Game Terms

Adjacent— cards/sites considered to be adjacent are those which are orthogonally adjacent, but not diagonally adjacent. A site can be adjacent to no more than 4 other sites.

Bank—the supply of money that has not been taken by players

Control—a site is controlled by the player with a majority of Mobsters on that site.

Deploy—Mobsters placed on the city cards during a players turn are said to be deployed to sites.

Hideout—players Mobsters that have not been deployed are in their Hideout

Hired Muscle— a pink Mobster which starts deployed on the Hired Muscle card and is recruited to players' gangs during the game.

Lie Down—If a Mobster is lying down then they do not count as being deployed, do not count towards

control of a site and cannot collect revenue at the end of a round . They participate in Mob Wars as normal and may be stood up at the end of a Mob War that they are involved in.

Revenue Sites— are colour coded pink. They give the controlling player revenue during the round or during the revenue step.

Revenue Step—when all available Mobsters have been deployed the revenue step takes place. Players work out payments from the bank to players controlling Revenue Sites in the city.

Site— each card in the city is a site

Stand Up—Mobsters that are lying down may be stood up by certain card affects. They are then treated as any other Mobster.

Supply— Mobsters that are not deployed and not in players hideouts' are in the supply.