

# Protection Racket



**In 1920's Chicago,  
Godfathers control  
rival gangs of  
Mobsters**

*Send Mobsters to control areas of the city, muscle rival gangs out of your neighbourhood and collect protection money from city businesses.*

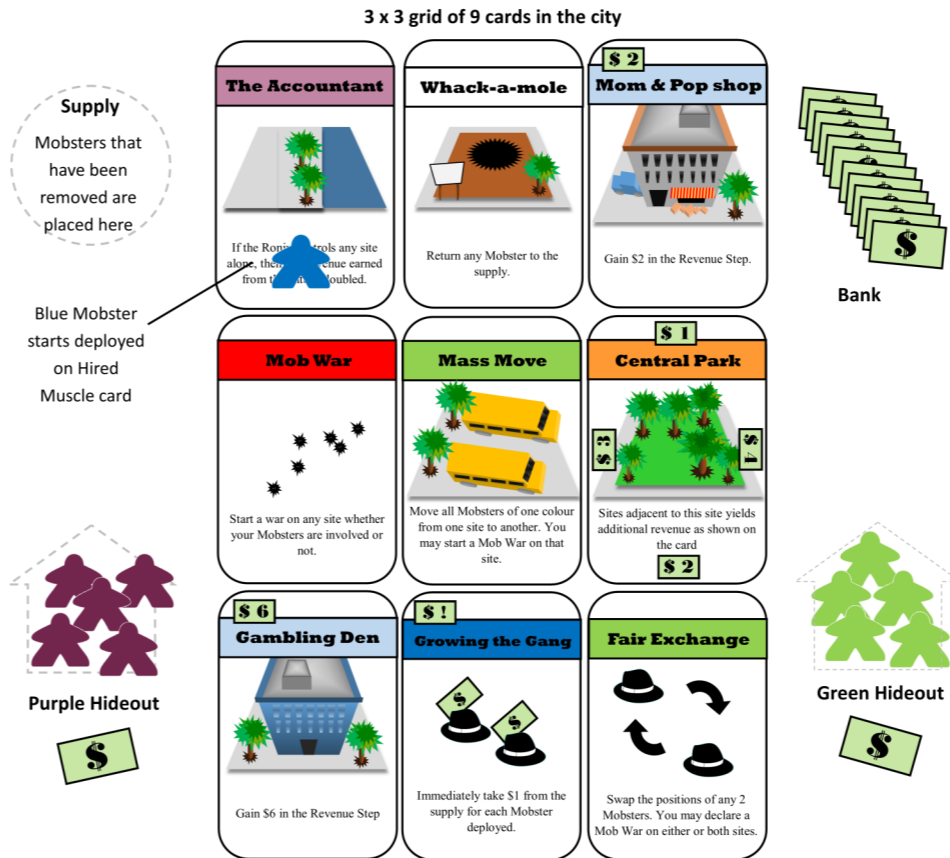
*Deploy mobsters together in order to stake your claim; recruit Hired Muscle; or make early sacrifices to turn the tables on your rivals later.*



## Components

- 21 Mobster meeple in 5 colours
- 50 Money tokens
- 54 (max) double-sided city cards
- Rules sheet (4 sides A4)

Designed by Ian Brocklebank



Protection Racket Game Setup (2 players)

## Hook

5 challenging choices in 5 minutes

- Deploy the same Mobsters to **balance** the benefits of immediate (**worker placement**) actions against need for end of round **area control**
- Coexist** with rivals or **both suffer losses** in a mob war
- New card combinations** and **different rules** for **Hired Muscle** every game

## Mechanics

- worker placement**; deploy 1 or many each turn
- area control**; majority required to take action or claim revenue
- simple combat**, with 1 for 1 sacrifice; but declaring a mob war is never required
- perfect information; nothing hidden



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