ROAD TO INFAMY

RULEBOOK



REAL GANGSTERS DON'T READ RULEBOOKS!

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THE BASICS

You are a gang leader competing to run the most infamous crime operation in Chicago. Each hand you are competing against the rival gangs to recruit the most powerful Gangsters, buy illegal Contraband, and bribe the Cop.

Players start with a hand of 6 Bids. Players choose a Bid and place it face down in the ready position. When everyone is ready the Bids are simultaneously revealed. The Bids' colors signify what you are bidding on (see below). After 3 turns the highest bidder on each color wins that corresponding prize. Players take their winnings and reset the board for the next hand. The player with the most Infamy Points wins.

Red bids recruit Gangsters
Each Gangster has a unique ability that can give you a strategic advantage.

Green bids buy Contraband
Each token is worth 1 Infamy Point.

Blue bids bribe the Cop
Your Contraband is safe while all other players lose one. Plus, you can target an opponent's Contraband.



INFAMY POINTS

The object of the game is to have the most Infamy Points. The primary way of scoring Infamy Points is by collecting Contraband. There are four types of Contraband tokens. Each is worth 1 Infamy Point except your Gang's favored Contraband type, which is worth 2 Infamy Points.



The (x2) icon indicates your gang's favored Contraband type. Each token of this type gives you 2 Infamy points.



✶ TIP ✶

Try to win your gang's favored Contraband type as often as possible while also protecting that type from the Cop.

ENDING THE GAME

The game ends when all of the Gangster cards have run out. **The player with the most Infamy Points wins the game.**

COMPONENTS

A **Contraband Tokens (52).** Each token is worth 1 Infamy Point.

B **Bag.** For holding Contraband tokens.

C **Brawl Cards (4).** For tiebreakers.

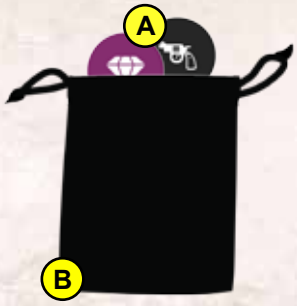
D **Board.** Each player claims one side of the board. Bids are played along the edge of the board.

E **Bids (57).** The Bids range in value from 1-5 and some of them have actions.

F **Cop Marker.** This indicates what type of Contraband the Cop is confiscating.

G **Gangsters (12).** These give you helpful abilities that are active for the entire game.

H **Gangs (4).** Holds your Contraband and shows your gang's favored type.











SETUP

- Each player chooses a gang.
- Randomly place one of the three Gangsters with the ✶ icon on the bottom of the deck. Shuffle the other two with the rest of the Gangsters and place the deck face down on the Gangster space.
- Each player starts with 4 Contraband tokens (one of each type). Place them on your gang. Put the remaining tokens in the bag.
- Place the Cop Marker in the middle of the Cop space.
- Shuffle the Brawl cards and place it aside.
- Shuffle the Bid deck. Deal 6 Bids to each player. You may look at your Bids, but keep them hidden from opponents. Place the remaining Bids face down on the Bid space.

HOW TO PLAY

STEP 1: Prepare the Hand

Draw two random Contraband tokens from the bag and place them on the Contraband spaces.

Flip the top Gangster face up.



STEP 2: Launder

At the start of each hand, players may optionally discard one Bid from their hand (face up in the discard pile). Then draw one new Bid.

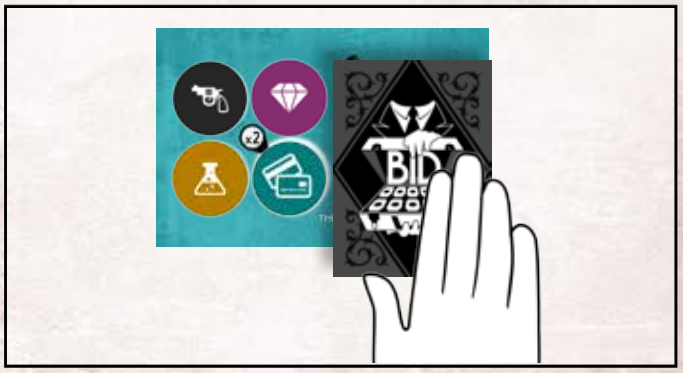


✶ TIP ✶

Laundering helps you diversify the color of bids in your hand or can help get rid of weaker or unwanted bids.

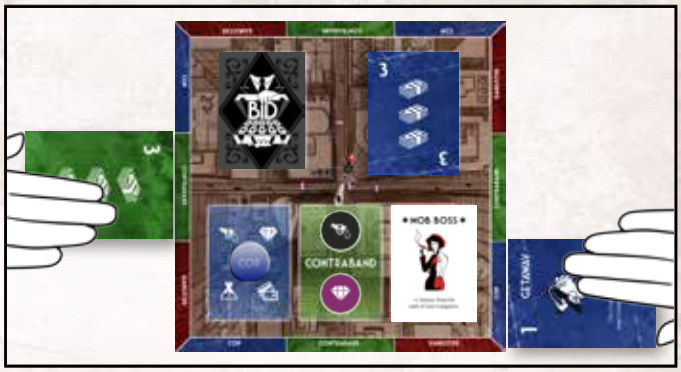
STEP 3: Bid

All players simultaneously choose one of their Bids to put in play. Place your chosen Bid face down on your gang card to show you are ready.



When everyone is ready, players simultaneously flip the Bids face up and place them along their own side of the board. Red Bids go in the Gangster space, green goes to Contraband, and blue goes to the Cop.

If the Bid you played has an action, read it out loud and play out its effect.



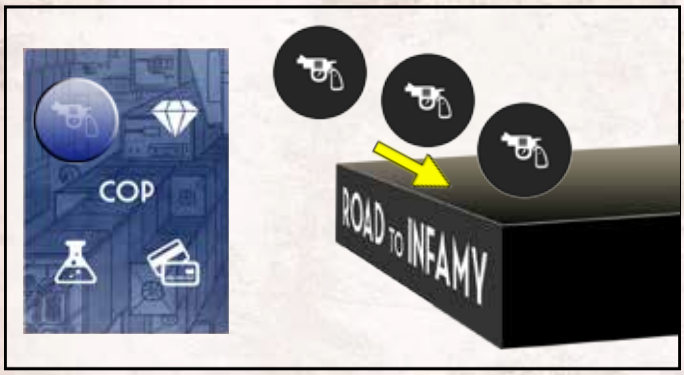
There are 3 bidding turns per hand. Repeat this step 2 more times.

STEP 4: Determine Winners

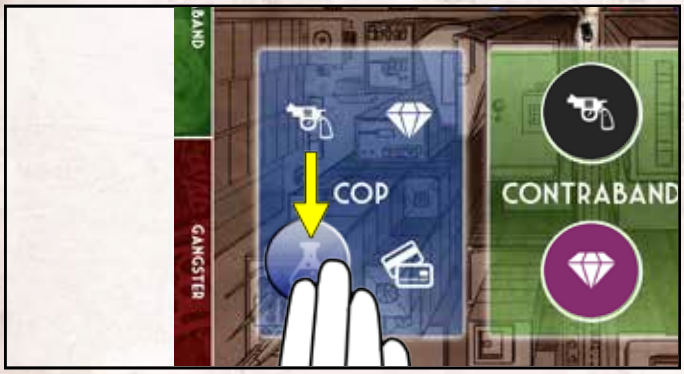
After the 3 bidding turns, add up each player's total Gangster, Contraband, and Cop bids.

The player with the highest total Cop bid is safe. All other players lose 1 Contraband token that matches the type indicated by the Cop marker (unless they have none). Lost Contraband is put aside or in the game box.

NOTE: On the first hand, the Cop is neutral and no Contraband is lost.



The winner of the Cop bid then chooses the Contraband type to be confiscated ***next hand*** by moving the Cop Marker to one of the icons in the Cop space.



✶ TIP ✶

When moving the Cop marker, try to target a rival gang's favored Contraband type or move it to a Contraband type that you don't have.

The player with the highest total Contraband bid takes the 2 Contraband tokens and places them on their gang card.

NOTE: If you win the Contraband but lose the Cop, the tokens you just won are not taken by the Cop.

The player with the highest total Gangster bid takes the Gangster card and places it next to their gang card. Starting next hand, the Gangster's ability is active for the rest of the game.



BRAWL! (Tiebreaker). In the case of a tie, shuffle and lay out the 4 Brawl cards face down. All tied players flip a card. Whoever's card has a higher number wins the prize.



STEP 5: Reset

Discard all Bids that have been played. Keep your remaining Bids in your hand.

All players draw 3 Bids. When the Bid deck runs out, shuffle the discard pile.

✶ REPEAT STEPS 1-5 UNTIL THE GANGSTER DECK RUNS OUT ✶

EXAMPLE HAND

TURN 1

Players simultaneously reveal their first Bid and place it in their space with the matching color.



TURN 2

You play **Sabotage**, which discards **RED** 3, 4, or 5 Bids played this turn, but opponent played a **BLUE** Bid this turn so it has no effect.



TURN 3

You play **Bust**, which disqualifies any Cop bids totaling 8 or more. Opponent plays another **blue 4**, bringing his Cop bid to a total of 8.



DETERMINE WINNERS



You win the Cop bid because Opponent has been disqualified by the Bust. Opponent must discard a Jewel (indicated by the Cop Marker). You may then move the Cop Marker to a different type.
NOTE: On the first hand, the Cop is neutral and no Contraband is lost.



You win the Contraband because your total Contraband bid is 5, while Opponent's is 0. You take the 2 Contraband tokens.



Opponent wins the Gangster bid because his total Gangster bid is 3, while yours is 2. Opponent takes the Mob Boss.

ORIGINAL GANGSTERS

Adriel “Zeke” Ibarra

Alexander “Cardshark” Chin

Amy “SpotLightTag” O’Connor

Andrew “Caelash” Sipson

Armi “Bucky” Betz

Ben “Hype Man” Benedict

Bill Bruce

Brandon “Cookie Monster” Cook

Brendan “Frankenstein” Sweeney

Brent “Don’t Call Me George” Busse

Charles “Chuck” Fischbach

Chelsea Fournier

Chris “Ironhead” Nickele

Christine Petrowich

Christopher “The Cat” Sweets

Craig & Shannon “The Gruesome Twosome” Nerger

Daniel “The Big’un” Jervis

Dave Arkow

David “Cinnamon” Przybyla

David Schaffner

DC “Random Phoenix” Bueller

Debby “Reduct” Chu

Erich “The Punisher” Cooper

Geoff “Blackwolf” Turi

Glenn & Andrea Worcester

Graham Szymanski

Guy “Knucklup” Baryo

Gwendolyn “Dr. Samsara” Gillson

Hannah & Sean Austin

Hervé “El Rico Suave” Vennin Rendos

Hetal “The Don” Makwana

Ilya Mikhailovich Goldman

James “Ketar” Williams

Jan Fujimoto

Jason “Skinny J” Metcalf

Jay “Tamburo” Nerger

Jerry “The Collector” Parsons

Jessica Kumor

Jinnapat “Simurgh” Treejareonwiwat

Joel “Popples” Fiorelli

John “Chicago Johnny” Nerger

John “Mr. Untouchable” Madrid

John “Kaboos” Michek

Jonathan “Maverick” Dixon

Josh “JD Guards Boy” Derbas

Julie “Spedulie” Speulda

Karl “Krazy” Nerger

Kate “Bloody Nails” Traxler

Keith E. Weber II

Kevin Zimmermann

Kristen “Princess” Curran

Lane “Bubba” Williams

Laura “Laurie” Gawel

Lee Seong Hwan “LSH”

Louis “The Sailor” Ruff

Maarten “Space Pirate” Adriaensen

Mackie “Mack-Attack” McDonald

Magnus “Gizmo” Bergqvist

Margaret “Too Fast” Nerger

Matt Willems

Maureen Nerger

Michael “Clutch” Belmont

Michael “The Lewbear” Lewis

Nick E. Mahoney

Paul “QualityCoder” Witschger

Reza “Silver Tongue” Schneider

Richard “The Cook” Szewczyk

Rustin “Dead_Sync” Pearson

Ryan “Handsome B Wonderful” Bissonnette

Sara “Lady Noire” Piersol

Scott “Illuminati Biscotti” Ortell

Scott Ferris Totzke

Steve Blix

Steven “Hit Man” Nerger

Steven Elsbury

Tommy “Rune” Karlsson

Vickus “Viking” Botha

Zach Breman

BID ACTION CLARIFICATIONS



Bust: A disqualified player can not win on that color. Do not discard disqualified players' bids . They may still use Deceive to move their bids elsewhere to avoid Busting.



Deceive: If Deceive makes your bid total 8 or more, you CAN be disqualified by Bust.



Gamble: The bid drawn is played on its own color (not on the color of Gamble). This CAN make you an eligible target of an opponent's action.



Sabotage: Sabotage does NOT discard bids moved because of a Deceive action.



Assassinate: If two players use Assassinate at the same time, turn order is settled with a Brawl. Assassinated gangsters are put aside or in the game box.



Getaway: At the end of the hand you do not lose a Contraband to the Cop even if you do not have the highest Cop bid.



Mug: If two players use Mug at the same time, turn order is settled with a Brawl.



Fraud: The extra bid CAN make you an eligible target of an opponent's action

✶ TURN vs. HAND ✶

When an action states "this turn," it is referring to the bids being revealed at the same time, not previous or future turns.

When an action states "this hand" it encompasses all three turns.

MOB BOSSES



James *"Pistol Jim"* Nerger



Harold Chin



Alan *"The Suit"* Reece



Andrew *"Sweet Cheeks"* McBlasterson



Michael So



William *"Sully"* Sullivan



Eric *"Blades"* Park

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