MOB·TOWN

By Danny Devine
2-4 Players, 30-45 min, Ages 8+

Overview

Mob Town pits you against one another for control of three different towns over the course of the game. You'll hire different animals to help take over businesses they're familiar with (rats REALLY like restaurants, for example) to score points for controlling the business at the end of the round.

Contents

20 property cards, 57 draw cards, 4 sets of 12 family tokens, 4 scoring markers, 4 '50' markers, 12 briefcase tokens, four sets of 8 agenda cards, 12 professionals cards, 6 city cards, 6 landmark cards, 4 action reminder cards, 1 double-sided score track. **Co-op only:** 14 mob activity cards, 6 master crime cards, 6 role cards, 6 character pawns, 4 turn summary cards, 4 plastic bases.

Object of the Game

Score the most points in three rounds by controlling properties and completing your secret agendas.

Game Setup

1. Each player chooses a color and takes all the associated family tokens, agenda cards, scoring marker, an action reminder card, and 3 briefcase tokens.

2. Place the scoring track off to the side of the play area.

3. Each player places her scoring marker next to the score track.

4. The player who most recently touched a $100 bill goes first.

Round Setup

1. Shuffle the property cards and take the top 10 cards, plus an additional card for each player in the game, to create the property stack. Set aside the remaining property cards.

A indicates the next property card will go the the right.

B indicates the next property card will go up.

C indicates the next property card will go down to the next open space.

2. Place the first card from the property stack face up in the center of the table. Place the next card in the property stack face up next to the first card along the edge indicated by the arrow at the top of the first property card. If the arrow points in a direction that already has a property card, place the property card in the first open space.

3. Continue placing properties in this manner, following the direction of the last placed property card until every property card in the stack is dealt out. This is the city for the round.

4. Turn the top 3 cards from the unused property cards face up along one side of the city. This is the Open Lot area.

5. Shuffle the draw deck and deal three cards face down to each player. Turn over the top 5 cards of the draw deck to create the lineup.

6. Take the bottom 10 cards of the draw deck and shuffle in the law card. Place them back on the bottom of the draw deck.

7. Each player chooses two agendas from her agenda stack and adds them to her hand. The remaining agendas are set in front of the player.

Gameplay

Mob Town is played over three rounds, with each round lasting until **the law** card is drawn from the draw deck. At the end of each round, scoring occurs.

On your turn, you can do one of the following:

- **Draw** - Draw 2 cards from the draw deck.

- **Trade** - Trade any 1 card from your hand for all the cards of one type from the lineup. The lineup is then refilled back to 5 cards from the draw deck.

- **Cash in** - Discard a cash card to take any 2 cards from the lineup. Refill the lineup back to 5 cards from the draw deck.

- **Take Over** - To take over a property, you must discard a number of cards matching the two suits on the bottom of the property in any combination equal to the value of the property. Add one to the take over cost for each token already on the property. Place a family token on top of the card or on top of the stack already present. Cash can also be discarded as a 1-value wild when taking over a property.

Taking over this Gaming Hall would take 1 Shark or 1 Snake.
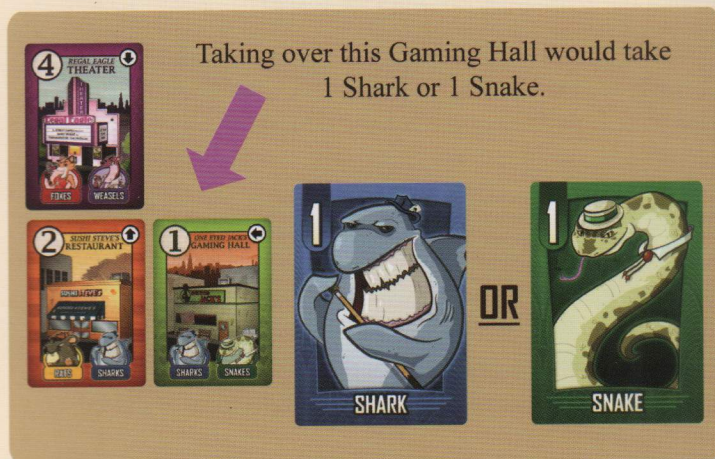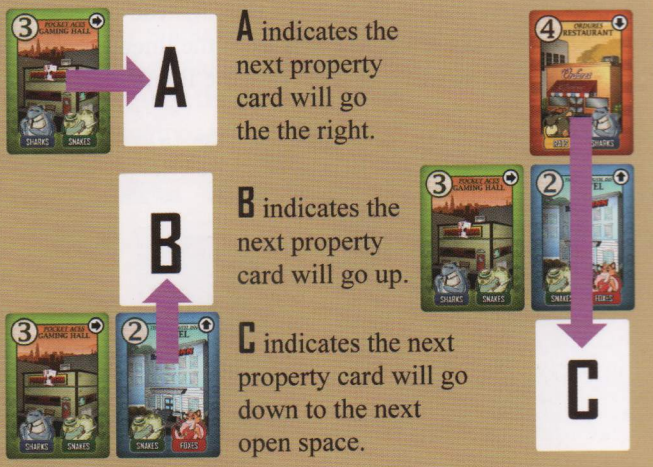
If the property taken over is not orthogonally adjacent to a property you already control, you must discard *any* one card for every property card between them. This is called a **connection cost**. If you pass through a property controlled by another player, give the discarded card to that player.

Connecting to this Theater from the Gaming Hall would require 1 card discarded to skip the Hotel, plus any mix of 4 Foxes and Weasels.

If at any point you control no properties in the city, you can take over any property without any connection cost.

• **Open Lot** - Discard from play one of your briefcase tokens to place one of the three face up property cards along any edge of the city. You can then take over the property if you have the cards to do so, ignoring any connection cost you might have to otherwise pay. Refill the open lot area back to 3 cards.

• **Swap Agenda** - Return one of your agendas from your hand to your agenda stack and choose a new agenda. Place the new agenda in your hand.

Round End

When **the law** card is drawn, the round ends. Scoring for the current round now occurs.

Scoring

Starting with the player that drew the law card, score as follows:

• Score the face value of each property card controlled.
• Score 3 points for each agenda you successfully accomplish. If your agenda is tied because players own the same number of properties, add up the face value of the relevant properties. If your total is higher, you score the 3 points for the agenda.

If your score passes 50 points, take a 50 marker and continue around the score track, starting back at 1.

Once all players have tallied their scores, begin a new round. The player in last place begins the new round, with a tie determined randomly between the tied players. If this is the end of the third round, the game is now over instead.

Game End

After the end of the third round, the game ends.
In addition to standard round-end scoring, each player also gets 2 points for each unused briefcase she still has.

The player with the highest score is the winner and new mob boss. If two or more players are tied, the victory is shared. Or, you could play again…

## Variants

Professional Cards

For more options during play, you can choose to use the professionals cards. To use them in your game, shuffle the professionals cards and turn three face up near the city layout and set the remaining professionals cards facedown nearby.


Every player now has one additional option during her turn:

• **Hire Professional** - Discard a briefcase token to take one face up professional and use its stated ability. Once the action (or actions) from the professional are finished, discard it unless it states to keep the professional in front of you for the round. Refill the professionals cards back to three face up cards. If the professionals deck is ever empty, shuffle the discarded professionals to form a new professionals deck.
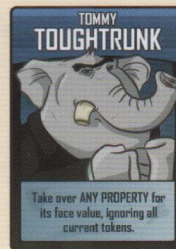
City Cards

To add some variety to every round, you can choose to use the city cards. To use them in your game, shuffle the city cards and draw one at the start of each round. The ability listed on the city card applies for the entire round.
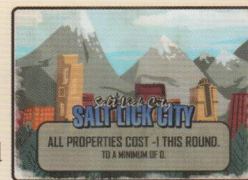
At the end of each round, discard the current city card before drawing a new city card for the next round.

Landmark Cards

For more variety in your city layouts, you can choose to use the landmark cards. To use them in your game, shuffle the landmark cards and replace two of the property cards from the property stack with landmark cards before setting up the city each round.

Landmarks grant players abilities to use on their turn or a chance to score a lot of points.

Landmarks can be taken over by any combination of suits unless otherwise pictured at the bottom of the card.

Big Money!

In the mood for a crazier game? Try this: Instead of cash cards allowing you to take any two cards from the lineup, cash cards allow you to take any three cards from the lineup.

Draw cards come in values of 1, 2 & 3.

There are seven 1s, two 2s, and one 3 in every suit.

Upholding the Law Co-op Variant

Object of the Game

In this co-op variant, players instead play as the law trying to stop the criminal mastermind "Lucky" Lucy Ano before it's too late!

Game Setup

1. Each player chooses a role and matching character pawn. Each role has a special ability that the player can use during her turn.

You may move any players pawn 1 space for free on your turn.

2. Take any two sets of family tokens from the base game and set them aside.

3. Place the scoring track with the Upholding the Law side up off to the side of the play area. Place a briefcase token near the circular spaces of the mob boss track. Place a briefcase token near the square spaces of the player score track.

4. Shuffle the property cards. Create a city with 8 property cards using the same method as the base game. Place the remaining property cards nearby.

5. Shuffle the mob activity deck and draw the top 4 cards. Place one family marker on each of the properties indicated. If you would place a family marker on a property that would make the total number of markers on the card more than the property value, increase the mob boss track 1 space. Then, shuffle the master crime cards into the mob activity deck.

6. Shuffle the draw deck and deal 5 cards to each player. Turn over the top 5 cards of the draw deck to create the lineup.

7. The player who most recently obeyed the law goes first. Starting with the first player, each player places her character pawn on any property card she chooses.
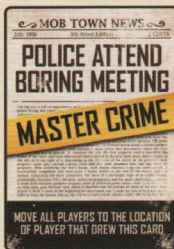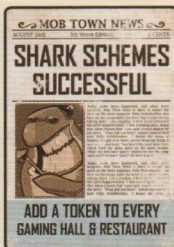
Gameplay

Mob Town: Upholding the Law is played over one round, lasting until the players get 20 points from shutting down businesses, the mob gets 8 points, or the draw deck runs out.

On your turn, you can do any three of the following. You can take the same action twice on the same turn:

Draw - Draw 2 cards from the draw deck.

Trade - Trade any 1 card from your hand for all the cards of one type from the lineup. The lineup is then refilled back to 5 cards from the draw deck.
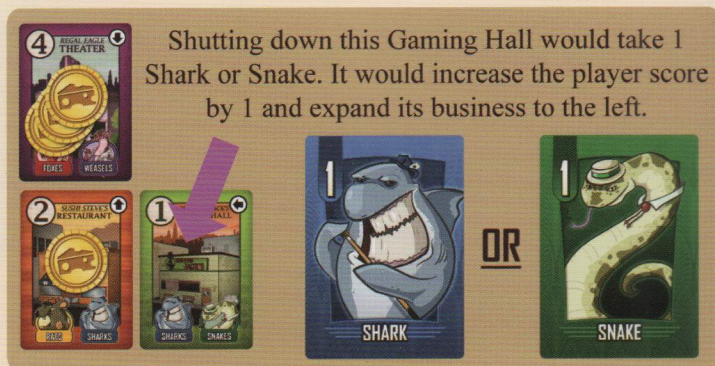
Cash in - Discard a cash card to take any 2 cards from the lineup. Refill the lineup back to 5 cards from the draw deck.

Move - Move your character pawn up to two property cards. You cannot move diagonally.

Clear Out - To clear out a property, you must discard cards matching one of the two suits on the bottom of the property card your character pawn is on. You can remove family tokens from the property card equal to the value of the cards discarded. Cash can also be discarded as a 1-value wild when clearing out a property card.

Clearing out this Theater would require 1 Fox or Weasel per family token you wish to remove.
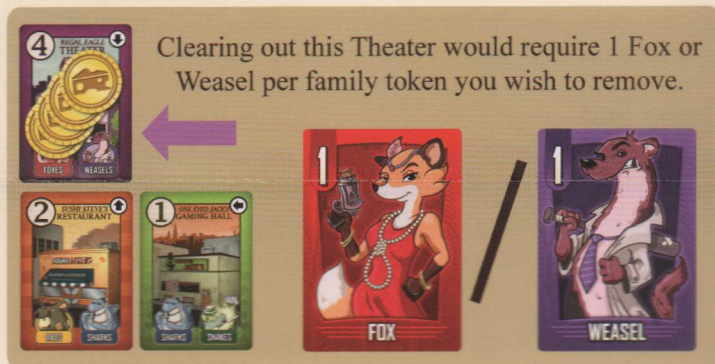
Shut Down - To shut down a property, you must discard cards matching either or both of the suits on the bottom of the property card your character pawn is on equal to the value of the property card. Turn the property card facedown and increase the player score track by its property value.
The property can no longer gain family tokens, but still counts as a property card when moving. Cash can also be discarded as a 1-value wild when shutting down a property card. A property must not have any family tokens on it to shut it down.

Shutting down this Gaming Hall would take 1 Shark or Snake. It would increase the player score by 1 and expand its business to the left.

SHARK SCHEMES SUCCESSFUL

ADD A TOKEN TO EVERY GAMING HALL & RESTAURANT

POLICE ATTEND BORING MEETING

MASTER CRIME

MOVE ALL PLAYERS TO THE LOCATION OF PLAYER THAT DREW THIS CARD

Expanding the Business

Whenever a property card is shut down, the mob family expands the business. Turn over the top card of the property deck and place it in play as though it were placed just after the card that was shut down.

The Gaming Hall was shut down. Before it gets turned facedown, the mob family expands the business.

The next property card is drawn and placed at A as though it were just entering play following the property card being shut down.

Turn End

At the end of each turn, the active player draws the top card of the mob activity deck and resolves it. If the mob activity deck is ever empty, shuffle the mob activity discard pile to create a new mob activity deck.

Game End

When the last resource card is drawn, the mob boss track reaches 8, or the player score track reaches 20, the game ends. If the game ends from the player score track reaching 20, the players have run the mob family out of town and win the game together!

If the game ends from the last card of the draw deck being drawn or the mob boss track reaching 8, the players failed to stop the mob family from gaining a foothold in town and lose the game together.

Variants

Starting City: For an easier game, start with 1 fewer property card. For a harder game, start with 1 or 2 more property cards.

No Master Crimes: For an easier game, don't shuffle the master crimes cards into the mob activity deck.

More Mob Activity: For a harder game, draw an additional mob activity card after drawing a master crime card. Note: Do not draw an additional mob activity after the "Mob Activity Doubles" master crime.