

THE CHICAGO WAY

Chicago. The city of broad shoulders. The slaughterhouse of the world. The windy city. The Second City. A big city like Chicago gives its residents confidence, pride, power. And with a powerful city comes big business and influential politicians, so when you are in northern Illinois, you must make sure you do things the Chicago way.

What is the Chicago way? Twentieth century Chicago was ruled by "the machine". That machine was the Democratic Party. It maintained ruthless control over public finances and through its favor a man could grow powerful or rich. In THE CHICAGO WAY, players want to be elected as mayor of Chicago. But in a city where the dead vote, real power comes from political bosses and aldermen. And if you want the dead to vote for you (sometimes more than once), it would be good to be on friendly terms with those aldermen....

GAME INVENTORY

This game contains 12 square map sections, each portraying a district of Chicago, four playing pieces, 28 Boss cards, 12 Control cards, 60 Tokens, one six-sided die, and a Boss Roster Sheet.

RULING WITH AN IRON FIST (HOW DO I WIN THIS GAME???)

For a player to win the game, he must have in his pocket (control) at least five political Bosses who, between them, have ties to all 12 districts.

PREPARING FOR PLAY

The first step is for the players to set up the districts. Shuffle the mapboard pieces and then place them in three rows of four, thus creating a 3x4 mapboard.

After the mapboard is set up, each player should take a playing piece and three Control cards (one skyscraper, one brownstone, and one

house). In addition, players should place the Boss cards near the mapboard.

The next step is to place tokens in each plaza (the large area with a billboard of the neighborhood's name in it). Place a number of tokens in each plaza equal to the number of people playing plus one. Thus, if three players are playing, each plaza would have four tokens. The color of the tokens in each plaza should match the color of the billboard. There are also white areas created by the corners of four districts. These are Town Squares. These are free zones that are NEVER affected by Control Cards.

Players now must place their pieces on the board. Each player gets to start in a white square at the corner of the assembled map. Determine who places first by rolling the die. High roll places first and the other players are placed in clockwise order from that player. A player may not start in a corner already containing another player's piece.

EXAMPLE: Bob, Dave, Eric and Larry are playing. Bob rolls a 2, Dave and Larry each roll a 4, and Eric rolls a 5. Dave and Larry roll again to see who places first. Dave rolls a 4 and Larry rolls a 3, so Dave places his piece on the board first. The player to Dave's left - Eric - places his piece next, followed by Larry and, finally, Bob.

Finally, the player who rolled lowest on the die is "The Patsy" and receives a dime (you provide that) as the Patsy marker. He gets to move first. Play proceeds clockwise around the table. After everyone has had a turn, the Patsy marker is passed clockwise. The new Patsy begins the next turn.

EXAMPLE: Bob rolled the lowest number (2), so he is the Patsy. He moves first on the first turn, followed by Dave, Eric, and Larry, clockwise around the table. After each player has moved once, Bob passes the Patsy marker to the player on his left - Dave. For the next turn, the order of play is: Dave, Eric, Larry, Bob. On the third turn the Patsy marker is then passed to Eric, who moves first, followed by Larry, Bob, and Dave.

SO WHADDYA GONNA DO ABOUT IT, CHUMP?

Taking a turn is simple. A player begins his turn by rolling the die. The number on the die

indicates how many spaces a player must move. He cannot move less than that total. A player cannot move diagonally and cannot enter the same space more than once during his turn. In addition, Plazas (the big open spaces in the middle of each district) and Town Squares only count as one space.

DAT IS OFF LIMITS TO YOUZE, GOT IT?

Once the game begins, players may never re-enter the four corners of the map where they began the game. These four spaces are off-limits.

GETTING TOKENS

If a player finishes his move on a Plaza that contains tokens, he may take one token from the Plaza. But there is a catch: at no point may a player hold more than 5 tokens. If a player already has 5 tokens when he lands on a Plaza, he **MUST** discard one of his other tokens and take a token from that Plaza.

EXAMPLE: Dave lands on The Levee district Plaza, but he already has 5 tokens. He has to discard a token since The Levee token would give him 6. He decides to discard his token from The Loop and places it back in The Loop's Plaza. Any discarded token is immediately placed back in the appropriate Plaza.

CURRYING FAVOR (SUCKING UP TO DA BOSS)

In order to win a Boss over to your election campaign, you must collect a token from each of the three districts from which he gets his political support. These districts are listed on each boss' card. Once you have the appropriate tokens, you must take them to any Town Square.

Once you arrive at the Town Square, take the three tokens and place them in front of you along with the appropriate Boss Card. That Boss now firmly supports your election campaign and is "in your pocket." Congratulations.

EXAMPLE: After several turns, Dave has collected tokens from the 3 districts listed on Al Capone's card: The Levee, Little Italy and Greek Town. He moves to a Town Square and places the tokens in front of him along with Capone's card. The tokens are out of play permanently. Dave now has Capone "in his pocket" and can never have him taken away. Dave now has one of the five politicians necessary for winning the game.

Once you have support from a Boss and his districts, you have support there for the

remainder of the game. Although you can collect bosses who have influence in districts where you already have tokens, these extra tokens are returned to the appropriate Plaza after you control the boss (ie. You never have more than one token from a district in front of you at one time).

EXAMPLE: After acquiring Al Capone's card, Dave collects tokens from the 3 districts listed on Tony Cermak's card: Greek Town, The Loop, and Bronzeville. He then moves to a Town Square and acquires Cermak's card. Dave already has a token from Greek Town as a result of acquiring Al Capone's card. Therefore, he keeps only the tokens for Bronzeville and The Loop. He places the other token back into the Plaza in Greek Town.

WHO'S WHO IN DA CITY

Included with the game is a Boss Roster listing all of the Bosses of the Windy City. The sheet also lists the colors of tokens necessary to control that boss. On its flip side, it lists the various Chicago districts and the politicians who influence each district.

CONTROL CARDS (BASEBALL BATS ARE EFFECTIVE PERSUASION)

At the beginning of every turn (before the Patsy takes his move), each player secretly chooses one of his Control markers and places it in front of himself.

Each control card contains a picture of one of the 3 types of neighborhoods in the game: commercial (skyscrapers), urban (brownstones), and suburban (houses). The Control card you select tells the type of neighborhoods where you have sent your supporters and thugs for the current turn. You "control" all spaces of that type for the duration of this turn—regardless of where they are on the board. There is a catch though: two people may play the same type of Control card. If they do, both control that type of neighborhood during this turn (see below for what happens in this situation).

REMINDER: Town Squares and Plazas are considered neutral territory and can never be controlled by a player.

If an opponent finishes his move on a space that matches the picture on your Control card, you must reveal your card. You then have two options:

1 - You **MUST** take one of your opponent's tokens.

-OR-

2 - You **MUST** switch places on the board with the other player.

A player must choose either of these options. Leaving a player alone is **NOT** an option; after all, this is Chicago politics and life ain't nice. Right, boss?

OPTION #1: If the player who lands on a space you control has two or more tokens, you may immediately select one and take it for yourself. If you already have five tokens (the maximum allowed), you cannot take an additional token from the other player.

EXAMPLE: At the beginning of the turn, each player secretly selects a Control card. Eric chooses commercial, Larry chooses urban, and Bob and Dave each choose suburban. Bob moves first and lands on a suburban space. Dave reveals his Control card and chooses to take a token from Bob, who holds 5 tokens. Note that although Bob selected a suburban Control card and landed on a suburban space, he does not have to reveal his Control card at this time. He must reveal it only if another player – Larry, Dave, or Eric – lands on a suburban space.

If the player only has one token, you may still take it from him, but must show pity for his contemptible amount of acquired loot: you must give a different token back to him. The choice of tokens belongs to the player who played the Control card. A player who already has five tokens **MAY** force a trade with a player holding only one token. **NOTE:** This is a subtle but important difference in what a player with a full complement of tokens can do to an opponent with 2+ rather than 1 token.

Note that you are never required to trade tokens with a player who lands on a space you control.

EXAMPLE: Suppose Bob has only 1 token, instead of 5. Dave may not take it without giving Bob another token in return. If Dave does not want the token from, he does not have to trade with Dave. However, Dave decides to take Bob's token and gives him a token from another district in return.

OPTION #2: Rather than seize a piece of loot, a player may find it in his best interests to switch

places on the board with the person currently taking his turn. This is useful if you are trying to reach a certain district, especially if the player who landed in one of your neighborhoods does not have a token you are trying to acquire.

EXAMPLE: Eric moves next and lands on an urban space adjacent to the plaza in the Lawndale district. Larry then reveals his urban Control card. Larry already has tokens from the Gold Coast and The Loop, and collecting one from Lawndale will give him the tokens he needs to acquire Jake Arvey's card. Larry thus decides to switch places with Eric so that he can move into the plaza in Lawndale during his next turn.

If you choose to switch places, you are now landing in a new district. If someone reveals a Control card for that color of district, they may now select Option 1 or 2 against you!!! And all this can lead to lots of shifting around and wheeling and dealing.

Only the player who plays the Control card and chooses to switch places may have a Control card played against him afterward. The player who was forced to switch places does not suffer additional penalties, even if the space he moves to is controlled by another player.

EXAMPLE: Dave lands on a commercial space and Larry reveals a commercial control card. Larry, whose piece occupies a suburban space, chooses to switch places with Dave. Eric has chosen a suburban Control card, but he may not play it on Dave, since Dave was forced onto the suburban space. However, if any other player (including Dave) chose a commercial Control card, they may now play it on Larry.

WELL BOY-O, IT LOOKS LIKE WE HAVE A SITUATION HERE

With four players and only three types of neighborhoods, the chances are high that sooner or later when a player moves, two or three of the other players will have each selected the same type of Control card.

The rules for resolving this are different than if just one person controls a neighborhood. In this case, the player who just landed on the neighborhood gets to decide who he is going to have to give a token to or who can choose to swap spaces. Thus the power is actually in the hands of the moving player.

There can be any amount of negotiation by the players with the Control cards to convince the moving player to choose properly. Negotiating items can include promises not to select specific items, swapping current items, a promise to choose Option #2, or something as vague as "future considerations." The only important rule regarding these negotiations is:

ALL DEALS ARE PUBLIC AND ARE BINDING.

EXAMPLE: Eric lands on an urban space and Dave and Bob reveal urban Control cards. Eric must choose whether Dave or Bob will benefit. Dave has 1 token, so he may either take a token from Eric or force Eric to switch places with him. Bob has 5 tokens, so he cannot take one of Eric's tokens – he can only force Eric to switch places with him. Eric thus chooses Bob to benefit and switches places with him—because Bob **MUST** choose to swap tokens (which he can't do) OR trade spaces, thus Eric gets exactly what he wants from the deal!

EXAMPLE 2: Larry lands on a suburban space and Eric and Dave reveal suburban Control cards. Eric promises to take a specific token of Larry's choice if Larry selects him to benefit. Dave promises to forego a token and switch places with Larry. Larry does not want to switch places, so he selects Eric to benefit. Larry then chooses which of his tokens he will surrender to Eric.

BROTHER CAN YOU SPARE A DIME?

When each player has had a chance to move, the Patsy marker is passed one person clockwise (to the left for those chronologically impaired). The person who now has the Patsy marker now begins the next turn.

THE SHORT AND THE SWEET OF IT

THE CHICAGO WAY can be played as a shorter game. Before beginning the game, each player is randomly dealt one Boss card. That Boss begins the game already in the pocket, so you start with three districts already controlled (and need only collect the other nine).

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