

ROARING 20's

A GAME OF ORGANIZED CRIME

INTRODUCTION

ROARING 20's is a game of organized crime and law enforcement. Each player portrays a Crime Boss with the object of accumulating the most money by the end of the game. Players also take turns portraying the Police Commissioner. He can close down the other Boss's speakeasys and chase the other Bosses after they have committed a crime; or he can take bribes from the other Bosses not to close their speakeasys or chase them.

PREPARATION FOR PLAY

Open the mapboard and place it on a large table. Note the streets are numbered left to right 1st through 12th and the boulevards are lettered top to bottom A through F. Punch out the die-cut counters. Each player gets one mob car he uses while acting as a Boss. Pick out of ten of the police cars; these will be used by the player acting as Police Commissioner (hereafter called the "P.C.") as he chases the mob cars on the mapboard. The Movement Turn Marker is placed on the Turn Record Track. Punch out, shuffle, and stack the Event and Hideout Cards. Tear apart the money and give it to the player who will act as Banker during the game (he collects and dispenses money during each Game Turn). High roll of the die determines which player will act as P.C. during the first Game Turn; the other players will be Bosses. The role of P.C. revolves each Game Turn clockwise around the table. There will be only one P.C. during any one Game Turn; all the other players will act in their normal roles as Crime Bosses. The P.C. will not act as a Boss during his turn as P.C. The Banker gives each player \$5,000 (including the player who is P.C. the first Game Turn). Each player takes 3 Event Cards and one Hideout Card to start with.

EXPLANATION OF CARDS

Each Event Card contains three major events: A Big Job, a Police Event and a Mob Event. Each Event Card can be played as only one of these three events, i.e. a card may not be used as both a Big Job and a Mob Event. Each player starts each Game Turn with three Event Cards in his hand. During the course of the Turn he may end up playing all three; for example, as Boss he may choose one as a Big Job, then during Step 10 of the Sequence of Play (Mob Events) he may attempt a HIJACK of another Boss's Big Job and may counter an attempted HIT with a BODYGUARD Mob Event. The player acting as Police Commissioner will be concerned only with Police Events. Study the types of events before beginning play.

Each player begins each Game Turn with one Hideout Card (including the player acting as P.C., though he will not use it while P.C.). This is the location to which the Boss's mob car must move during the Chase. Once in the street space outside the Hideout, the mob car is removed and the Hideout Card overturned as proof. New Hideout Cards are chosen at the end of the Turn.

\$8,000
Payoff

\$5,000
Bail

BIG JOB



company.
is yours.

MAMMOTH GOODIES —
"E" Blvd. near 1st St. Star
of the silver screen, Carolyn
Monrow, is doing a promotional
spot for this candy

Kidnap her; and the ransom,

MOBSTER EVENT



SLICK MOUTHPIECE — If
you are jailed, this card gets
you out without paying bail.

POLICE EVENT



INVESTIGATION — Boss
must pay banker \$12,000.

HOW TO WIN

ROARING 20's is won by the player with the most money at the end of the game. The game ends when the deck of Event Cards has been gone through once. The game is played in Game Turns. Each Game Turn consists of one round in the Sequence of Play.

SEQUENCE OF PLAY

1. The Police Commissioner announces whether speakeasys are open or closed for that game turn. He may close all, some or none. The Banker pays each player with an open speakeasy \$3,000. The P.C. may negotiate with the Bosses for bribes during this step. The speakeasys are not on the mapboard; this is an off-board transaction. Each Boss has only one speakeasy.
2. Each player (including the P.C.) picks enough Event Cards from the stack so he will have three in his hand. The game ends if there are insufficient cards left so every player can have three in his hand. Event Cards must be played; they cannot be discarded. Each player should have one Hideout Card in his hand. A Hideout Card may be discarded in Step 11 only.
3. Each Boss studies his Hideout and Event Cards. He chooses which Big Job he will try to pull. He places that Event Card face down on the table in front of him.
4. The P.C. and Bosses negotiate for bribes. They may agree to anything except to trade cards or violate the other rules of the game. Bosses may negotiate with each other.
5. The P.C. plays any Police Events he wishes. He may play only one event against any given Boss. Only the player acting as P.C. that turn may play Police Events. Bosses against whom Police Events are played follow instructions on the card.
6. The P.C. places his ten police cars on the board in street spaces.
7. Each Boss overturns his Event Card with the Big Job on it and places his mob car in the street space next to the target. If there are two police cars already in that street space, the Big Job has automatically failed. The Boss must "go to jail" and pay bail to get out and continue play ("going to jail" is an off-board transaction).
8. Players engage in the Chase (See "The Chase"). Players may not negotiate during the Chase. All mob cars move first, then police cars. The Turn Marker is moved forward one space at the end of police movement. This process is repeated for a total of ten turns; any mob car on the board but not yet at its hideout at the end of ten turns is considered caught and the Boss "jailed".
9. Players settle up money with the Banker; i.e. pay the Banker bail or collect money for the successful Big Job.
10. Bosses play any Mob Events they wish. The P.C. may not play Mob Events this turn. Players against whom Mob Events are played follow the instructions on the Card. Bosses may play a Hit card against the P.C.; he may cancel it only with a Police Event Bodyguard.
11. Players may pick a new Hideout Card.
12. Players now draw new Event Cards to get their hand back up to three. The player to the left of the P.C. now becomes the P.C. for the next Turn and play of the Next Turn begins with step 1. of the Sequence of Play.

THE CHASE

Each Boss must attempt a Big Job each Game Turn and try to move his car from the scene of the crime to the hideout specified on his Card. Each Game Turn the Police Commissioner for that Turn has the opportunity to chase and "jail" those other Bosses. To "jail" a Boss, capture his mob car. To capture a mob car, it must: 1) be prevented by roadblocks from returning to its hideout or getting off the mapboard; 2) be captured while attempting to run a roadblock; or 3) not reach its hideout by the end of the tenth Movement Turn.

A Boss may also be "jailed" even if the mob car makes it safely back to the hideout IF:

At the end of the police movement in the Movement Turn the mob car reaches its hideout, there are four or more police cars within four Movement Points of the hideout.

In this case, the P.C. rolls the die. A 1-5 means the Boss is "jailed". A 6 means he has escaped capture and does not pay bail, but money is not paid for his Big Job, either.

Any time a Boss is jailed, he must pay the Banker bail to get out and continue play the next Game Turn. The amount of bail is specified in the upper right hand corner of the Event Card chosen by the Boss as his Big Job in that Game Turn. If the Boss does not have sufficient money to pay bail, he cannot play until he does. He may continue to draw his \$3,000 from his speakeasy, if it is left open by the Police Commissioners. He may play the Police Commissioner when it becomes his turn. He must pay bail as soon as he has money to do so.

Mob cars may drive off the mapboard to avoid capture; the Boss pays no bail, but he is not paid for his Big Job, either.

Mob and police cars may not end movement in the same street space. Half spaces at the edges of the map are considered off the map.

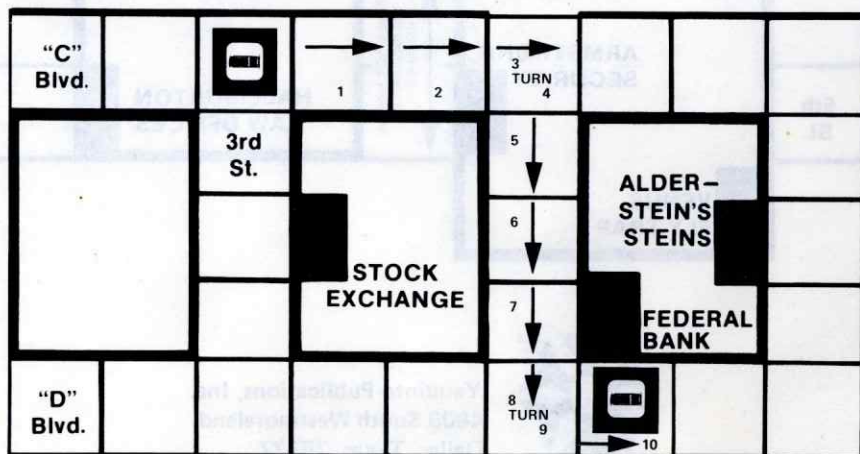
MOVEMENT

It costs one movement point to enter each street space. Each mob car has ten movement points and each police car has eight points each Movement Turn. It costs one additional point to make a right or left turn, except for those turns marked on the mapboard. It costs 3 additional movement points to make a U-turn. A car can move only forward (there are no reverse gears in our cars). Players may move less than their allotted points, but the excess points are lost and are not transferable from one car to another or from one Movement Turn to the next. Cars can pass each other going in the same or opposite directions on regular width streets. There is no access between Root Bridge and N. Riverside Dr.

Some street spaces are half the width of normal streets (these are alleys). Cars cannot pass each other on these alleys and so effectively act as roadblocks (even to police cars), though they are not turned perpendicular to the flow of traffic. Cars cannot U-turn in alleys.

One-way streets are marked with an arrow showing the direction of movement. Movement in the opposite direction is permitted but for every street space a car enters, the player must roll the die. If he rolls a 5 or 6, his car crashes (the Boss does not pay bail and is not paid for the Big Job).

Example of car using 10 movement points. Note that the car executed two turns which each cost an extra movement point.



ROADBLOCKS

A roadblock consists of two police cars stacked in the same space turned sideways on regular streets or of one car on half-width streets (alleys). At intersections, police cars must be perpendicular to the direction of the mob car's movement. No more than two police cars may be stacked in a space and the road is NOT blocked for movement parallel to the police cars. (See Diagram)

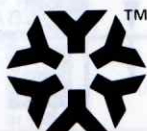
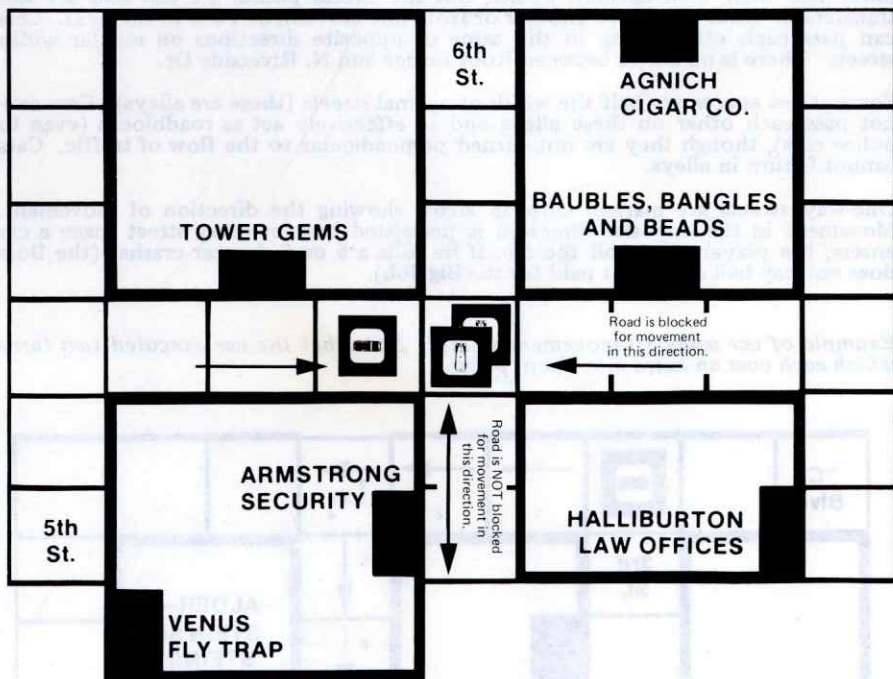
Mob cars may go through a roadblock if the street space it is in is completely or partially bordered by brown or green. In cases where it's bordered by both, it is considered green. The boss states he is running the roadblock and rolls the die:

Brown - rough terrain; mob cars may move through (in reality around) roadblocks if the die is a 1 or 2; if a 3 or 4, the car is captured (Boss pays bail specified for Big Job); otherwise, the car crashes (Boss does not pay bail).

Green - grass; mob cars may move through roadblocks if a 1, 2, or 3 is rolled; if a 4 or 5, the car is captured (Boss pays bail); with a 6 the car crashes (Boss does not pay bail).

Gold areas represent city blocks; roadblocks in street spaces bordered on both sides by gold may not be run by mob cars.

Roadblocks may not be run on the bridges (bordered by heavy black lines).



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