

## KINGPIN Rules

To live in the city of **KINGPIN** is to possess grit unlike any other. The streets are ruled from the shadows – where ambitious and ruthless mafia gangs compete against each other for undisputed rule of the city.

As the leader of one such gang, it is up to you to use your goons and resources to most effectively plot against the other gangs and ensure your control.

Objective: Gain ultimate rule of the city by taking out all the other gangs' goons and becoming the last Mafia Boss standing.

Number of Players: 3-4

### Game Components

- 12 Goon Markers of 4 colors
- 1 Cop Marker
- 1 Patrol Zone Baton
- 21 Resource Cards
  - ◆ 10 Wealth Cards
  - ◆ 7 Weapon Cards (includes 2 Sniper Weapon Cards)
  - ◆ 4 Raid Cards
- 1 Black Market Marker
- 1 Jail Marker
- 1 Eight-sided Die
- 1 Game Board

### Set-Up

- Roll for the placement of each the Black Market and Jail and place them on the corresponding Streets; they can't be on the same Street.
- Each Player rolls to determine the turn order – the lowest number (closest to 1) will start each round.
- Each Player receives 3 Goons of one color.
- Each Player rolls and places their goons on the corresponding Street on the board.
  - Players cannot start on the Black Market or Jail. Roll again.
- Shuffle the Resource Cards.
  - ◆ For 3 Players, deal 5 cards to each player.
  - ◆ For 4 Players, deal 4 cards to each player.
- Stack all the remaining Resource Cards face down. This will be the Black Market Deck.

## Gameplay

KINGPIN is played over a series of rounds. Turns proceed clockwise from the first Player.

Bolded & starred \*Terms are explained on the next page.

### ~Round Start~

#### Step One: Move the Cop

- Roll to place the Cop and move them to the corresponding Street with their Patrol Zone Baton, placed such that the Baton covers the Streets on either side of the Cop.
- ◆ The Cop cannot be placed on the Black Market Street. Roll again.
- ◆ If the Cop lands on the same Street as a Goon, the Goon is **\*Frisked**.

#### Step Two: Player Turn

##### 1. Move a Goon

- ◆ Roll and move one Goon the full number of Streets rolled in **either** direction
    - If you reach the end of the board, turn around and keep moving until you move the number of Streets rolled.
  - ◆ **OR**, before you roll, pay 2 Wealth Cards to move a Goon to any Street.
- If the Goon lands on the same Street as the Cop, they are **\*Frisked**.  
Landing on the **\*Black Market** or **\*Jail** has special rules & **you can't make an action**.

##### 2. Make an Action (OPTIONAL)

Use any Goon to take one action per turn. Arrested Goons cannot take action.  
Used cards go to the bottom of the Black Market Deck.

- ◆ **\*Assassination** - use a Weapon Card to carry out an Assassination.
- ◆ **\*Raid** - Use a Raid Card from any Street to Raid **any** other Player.
- ◆ **\*Bribe** - Use a Wealth Card from any Street to Bribe the Cop.

##### 3. Cop Reaction

If your Goon carries out an Assassination or Raid from within the Cop's **\*Patrol Zone**, they risk being **\*Arrested**. You can roll to Escape:

- ◆ Pick 3 Lucky Numbers from the Die and roll, if you land any of those numbers your Goon is not arrested and remains on that Street.
- ◆ Otherwise, the Goon is Arrested.

##### 4. Mafia Gang Income

- ◆ Unless the majority of your Goons have been Arrested, take one card from the top of the Black Market Deck.

This ends your turn. The next Player goes until everyone has had a turn.

#### Step Three: End of Round

- The Black Market Deck is shuffled.

### ~Restart Round~

#### End of the Game

- The game ends when there is only one Player with living Goons. This Player wins.

## Types of Actions

→ **\*Assassinations** - permanently remove another Player's Goon from the game...

- ◆ When your Goon is on the same Street as the Player's Goon.
- ◆ When you have the Sniper Weapon and the Player's Goon is within 2 Streets on either side of your attacking Goon.

When a Player loses all their Goons, their gang is no more and they are out of the game. If you take out a gang completely, choose 1 card from the defeated Player's resources. The rest of the defeated Player's resources go into the Black Market Deck.

→ **\*Raids** - take two cards at random from the resources of any one Player.

→ **\*Bribes** - move the Cop to any chosen Street. They will Arrest one Goon for each Player on that Street, excluding your own.

- ◆ Players **cannot** pay their way out of a Goon's arrest.

## Special Streets & Events

→ **\*The Jail**

- ◆ Goons that land here are immediately Arrested and cannot be moved or used to make an action for one round.
  - When released, Goons start on the Jail Street.
- ◆ If the majority of a Player's Goons are Arrested the Player does not receive Income at the end of their turn.

→ **\*The Black Market**

- ◆ Players that land here take one card from the top of the Black Market Deck and **cannot** make an action.
  - This does not happen for Goons on Black Market in the previous round.
- ◆ Players cannot make Assassinations from within the Black Market but can be Assassinated with the Sniper Weapon.

→ The Cop

→ **\*Frisking** - Players lose a Weapon Card if they have one.

- ◆ Only one Weapon Card is lost in a Frisk, regardless of the number of Goons the Player has on the Street.
- ◆ Frisked cards go to the bottom of the Black Market Deck.

→ **\*Arrests** - Goons are moved to the Jail and cannot be moved or used to make an action for one round.

- ◆ Goons that have been Arrested still count as living Goons.

→ **\*Patrol Zone** - the area of enforcement 1 Street on either side of the Cop.

- ◆ **Only** takes effect in reaction to Player Assassination or Raid.
- ◆ Signified by the Patrol Zone Baton.