

3 Your gangster wants to steal the same amount as the Boss' gangster and is successful. Place your Gangster card face up in front of you. Consequently, the Boss' gangster doesn't manage to steal any money. The Boss must place their gangster face down in front of them.



The gangsters chosen by the Boss always manage to steal money EXCEPT when another player's gangster tries to steal the same amount.

The Boss token is passed to the next player in a clockwise direction and the next round starts.

END OF THE GAME

The game ends at the end of the 12th round (or 10th for 5 players) when all your gangsters have participated in a heist. Add together the total money won from your heists (all face up cards): the player with the most money wins!



In the event of a draw, the player who succeeded in the most heists wins.
If a tie persists, players share the victory.

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12 GANGSTERS™



RULES



EMI YUSUKE
SIMON DOUCHY

INTRODUCTION

Your 12 gangsters must participate in 12 heists in order to prove themselves to the Boss.

The Boss will be in charge of one team of gangsters in each heist. The rules are clear:

your gangster cannot steal more money than the Boss!

It is up to you to send out the right gangster at the right time. The more money your gangsters collect, the happier the Boss will be.

OBJECT OF THE GAME

In the 12 rounds of the game make sure to win plenty of money in heists thanks to your gangsters. Be careful not to cross the Boss, he won't take it well! As long as you don't try to steal more than his gangster, you won't encounter any problems.

SETUP

Sort the 72 Gangster cards into color piles. Each player takes 12 cards of the same color. Leave the remaining cards in the box.

In a 5 player game, each player must put their 11th and 12th gangster cards back in the box.

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1 BOSS TOKEN

72 GANGSTER CARDS
(Divided in 6 colors with 12 cards per color)

The 12 gangsters each have a value corresponding to the amount they want to steal (Gangster 1 can steal 1 million dollars)

The last player to have dressed up as a gangster takes the Boss token and places this in front of them, face up so the other players can see.



HOW TO PLAY A ROUND

All the players, including the Boss, choose a gangster to play from those in their hand. Players then reveal their chosen gangsters by placing their cards down on the table, face up, at the same time. All the gangsters are compared with the gangster chosen by the Boss.

3 OUTCOMES ARE POSSIBLE:

1 Your gangster has chosen to steal less than the Boss' and so the heist is successful. Place your Gangster card face up in front of you.



2 Your gangster wants to steal more than the Boss', they are stopped. Place your Gangster card face down in front of you.

