

SPEAK EASY

BLUFF & STRATEGY DURING PROHIBITION

An adaptation of Lu Zhan Qi by Henri Redici

Graphics & Illustrations: Aurélien Bidaud - www.sune-graphiste.com

A game of Capsicum Games - Copyright 2014

The 20's, this was the time of Prohibition and its famous Speakeasies. You are the boss of a clan of gangsters. Will you manage to find the Speakeasy of your opponent before he finds yours? To get there first, sent your goons secretly on the streets of the city and scare away the opponent's gangsters. But beware of Agents and Babes that can drive away even the strongest of your men and do not forget to protect your Speakeasy.

PRINCIPLES OF THE GAME

On their side of the board, players place their 25 pieces, face turned away, hidden from opponents' view, in order to hide each piece's value from their opponent. They take turns to move along Streets, Alleys and even into Buildings that serve as «stash».

When two pieces meet, the highest value piece scares

the other one away, removing the lower value piece off the board. Player's Speakeasy is placed on one of the two yellow buildings - called Bars - on his side of the board. The first player that finds his opponent's Speakeasy wins the game.

THE BOARD

The board represents the district of a city where your gangs will face each other. There are 60 locations on the board, linked together by lines. Pieces are placed on these locations and move along the lines. Each location represents:



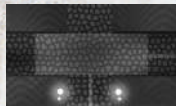
STREETS

Pieces can move **several locations along a street, but only in straight lines**. The streets locations are on a yellow background.



BUILDING (2 sorts)

It is **impossible to enter a building occupied** by the opponent. Buildings are safe places, sanctuaries!



ALLEY

Pieces **move only one location** at a time to enter or leave an alley.



BAR

The Speakeasy must be placed **on one of the two opponent's bars**. Bars, unlike buildings may be entered even if there is an opponent piece inside.

SETTING UP THE GAME

The starting player is drawn.

All participants place their pieces simultaneously on locations of **streets, alleys** and **bars**, on their side of the board. No pieces are placed on buildings before the start of the game although they may enter inside as of the first turn.

The Speakeasy piece must be placed on one of the two bars in front of each player.

Babes have to be placed on **Streets, Bars** and **Alleys** closest to the player.

Pieces are placed so that the opponent cannot see their faces, they remain hidden throughout the game.

Place your pieces wisely! Do not lock important pieces and make sure that the right pieces are available at the right time. Make sure your opponent cannot guess where you put your Speakeasy just by observing how you put your pieces on the board at the start of the game.

Once all the pieces are placed on the board, the player drawn as first starts the game.

PLAYING THE GAME

Players move one piece along the line between two locations, in turn. Pieces cannot pass over each other or move onto a location occupied by a piece of their own side.

Pieces can only move one location per turn, except along the street where they can move to several free locations in a straight line.

If the location a piece moves onto is occupied by an opponent's piece, both faces are revealed and **the weaker one flees**. It is removed from the board and placed face down next to it. If the piece that is moved is the strongest, it occupies the location face hidden and its movement is completed. **In case of a tie, both pieces are removed from the board.**

It is impossible to enter a **Building** occupied by the opponent. Pieces inside a Building are safe. Hurry up to occupy buildings before your opponent find a refuge inside.

Babes and **Speakeasies** never move.

Kids can make as many turns as they wish as long as they only follow free streets. A turn cannot be used to enter **Alleys, Buildings or Bars**.

The first player that moves any piece onto the opponent's Speakeasy wins.

CONFRONTATION

Every piece has a value, from 1 to 8, plus **the special pieces**: Speakeasy, Babe, Kid and the FBI agent.

Pieces with higher value scare away pieces with lower value. **FBI Agents** and **Babes** scare away any pieces they encounter, even the strongest, but also flee after the meeting.

The **Kids** flee from all other pieces except **Babes** that are scared away by Kids.

PIECES



The Speakeasy (x1) must be placed on one of the Bars, once placed, it never moves. The game is lost if the opponent moves a piece onto a Speakeasy.



The Car (x2) drives away all pieces with lower value, flees from pieces with equal or greater value: Babes or FBI Agents.



The Tommy gunner (x2) scares away all pieces with lower value, flees from pieces with equal or greater value, Babes or FBI Agents.



The Kid (x3) can make turns along empty streets. Flees away when he encounters any pieces except a Babe.



The Boss (x1) drives away all the pieces, flees from the opponent's Boss, Babe or FBI Agents.



The Accountant (x2) drives away all pieces with lower value, flees from any piece with equal or greater value, Babes or FBI Agents.



The Henchman (x3) scares away all pieces with lower value, flees from pieces with equal or greater value, Babes or FBI Agents.



The Babe (x3) does not move. Flees away from and scares all pieces that meet her except the Kid. Must be placed on the two lines closest to the player.



The Successor (x1) scares away all pieces except the Boss, flees from the Boss, the Successor, Babes or FBI Agents.



The Corrupted cop (x2) drives away all pieces with lower value, flees away from all pieces with equal or greater value, Babes or FBI Agents.



The Thug (x3) scares the Kid, flees away from all other pieces except the Speakeasy.



The FBI agent (x2). Flees away and scares all pieces that meet or are met by him.