

SETUP

1

Place the six Location cards on the table.

2

Deal each player a Booze card (see pages 3&4).

3

Draw and place nine Delivery cards.

4

Give each player their Bootlegger card, Movement deck, and Bootlegger pawn.

5

Give one player the Booze Baron.

VIDEOS

SETUP

<http://overworldgames.com/Games/BoozeBarons/SetupVideo.cshtml>



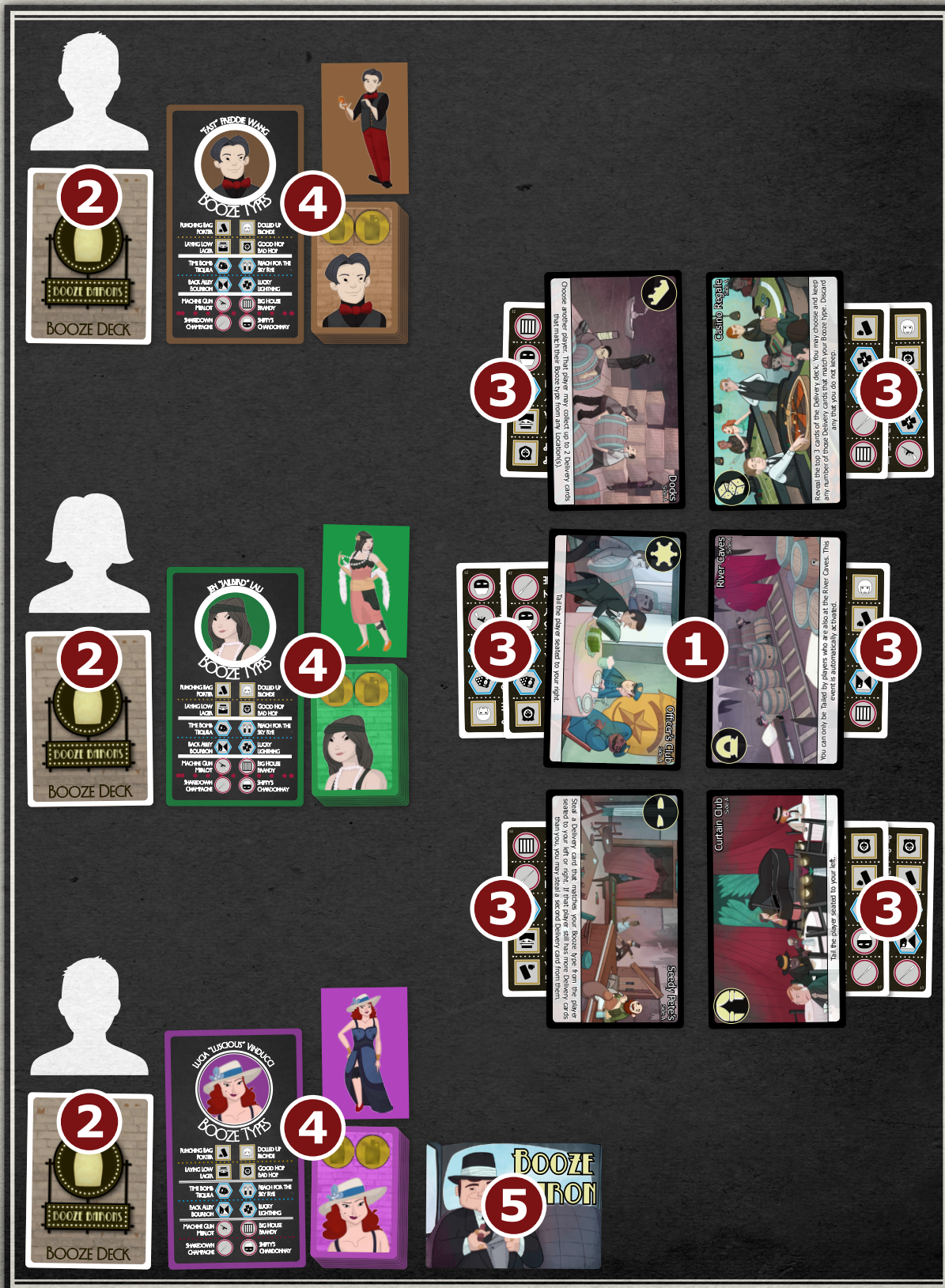
HOW TO PLAY

<http://overworldgames.com/Games/BoozeBarons/HowtoPlayVideo.cshtml>



SETUP REFERENCE

Refer to this page when setting up the game, or use the QR codes on this page for instructional videos.



STORY

The roaring 20s are in full swing, and three mobs are battling for dominance over the bootlegged booze business in your city. Making an honest living isn't all it's cracked up to be, so you've joined one of these mobs to deliver your own brand of booze to the speakeasies around town. You'll have to keep your booze under wraps so your opponents can't expose you to the coppers! Figure out who's in your mob and who's not by watching where they deliver their booze. There's only room for one mob in this town, and if you can be the best booze baron, you can make sure it's yours!

COMPONENTS



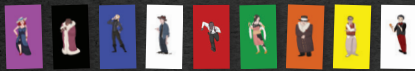
54 Movement Cards

36 Delivery Cards



9 Booze Cards

9 Bootlegger Cards



9 Bootlegger Pawns

6 Location Cards



2 Snitch Tokens

1 Booze Baron Token



MOBS

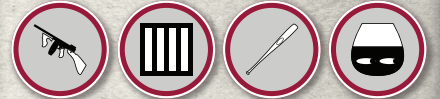
BEER



LIQUOR



WINE

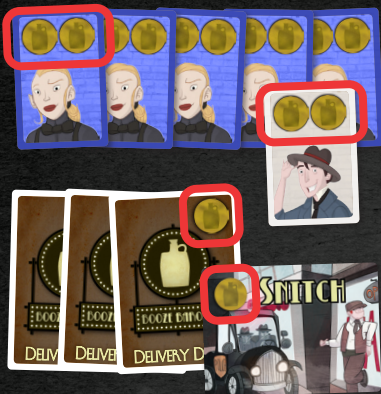


FRONT

BACK



COIN SOURCES



LOCATION LAYOUT



OBJECTIVE

Gather Coins by collecting Delivery, Movement, and Snitch tokens. Collect Delivery cards by making deliveries to speakeasies. Collect Movement and Snitch tokens by exposing opposing Bootleggers from other Mobs. When only one Bootlegger remains unexposed, the game will end, and the Mob with the most Coins will win.

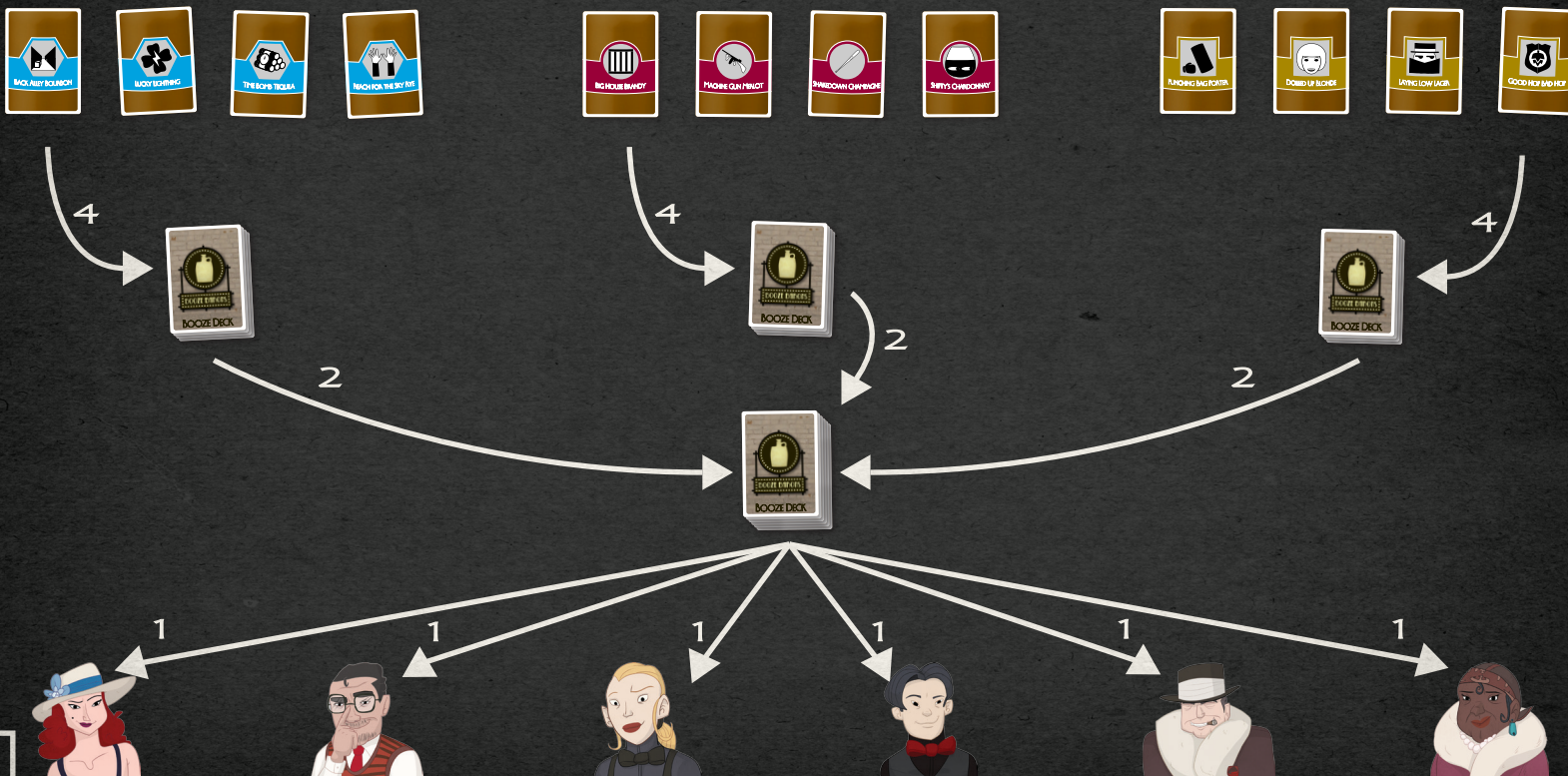
SETUP

Place the six **Location cards** on the table. For your first game, use the "A" side of each Location. During future games, you may choose to mix and match.

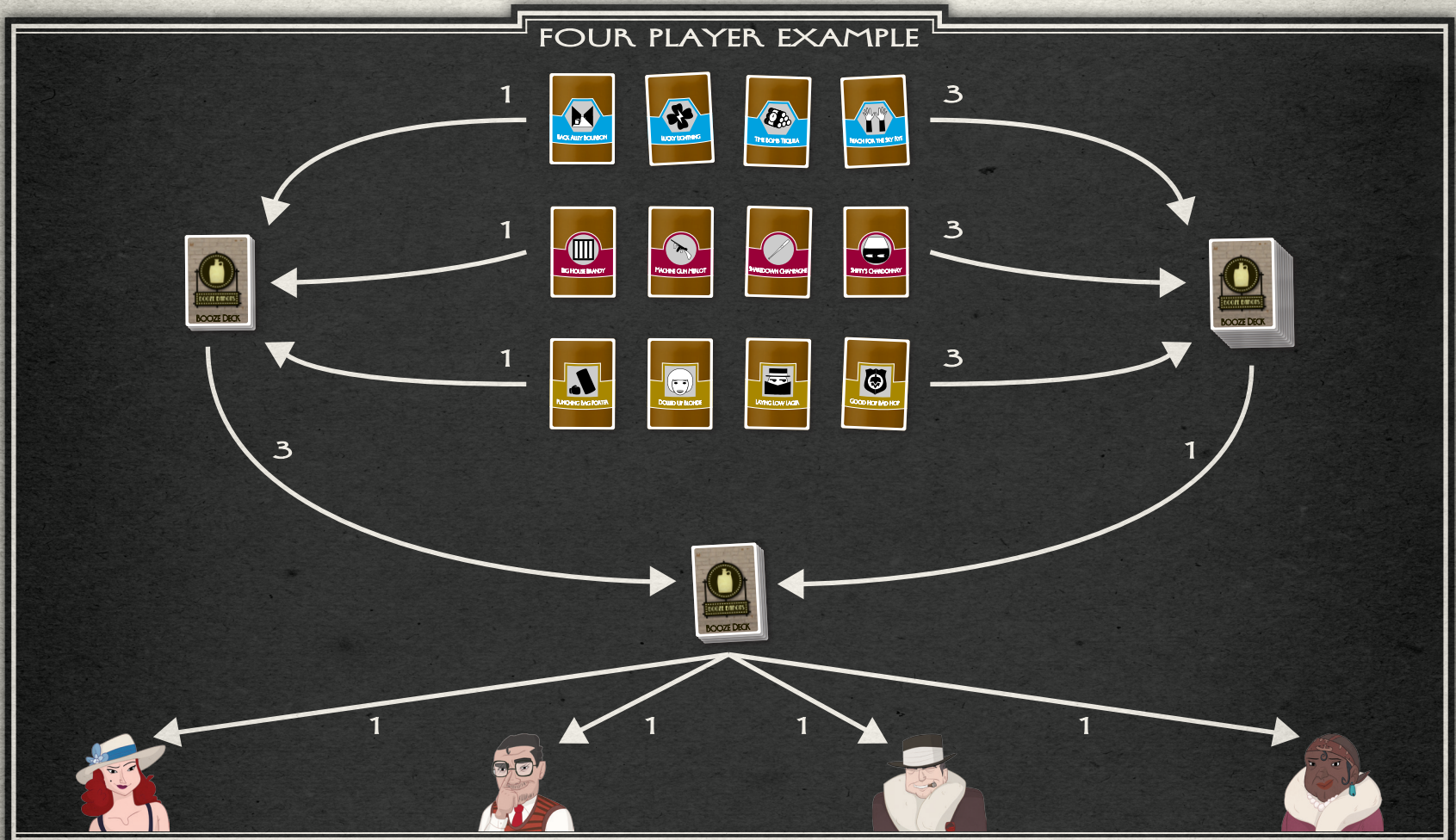
Separate the **Booze cards** by Mob. The Mobs are identified by the shape and colored border around the logo. Shuffle each Mob's pile separately.

If you are **playing with three, five, six, eight, or nine players**, create a pile of Booze cards by adding one card from each Mob's pile until the number of cards is equal to or greater than the number of players. *For example, in a six player game, two cards would be added from each Mob.* Deal one Booze card to each player. Return all unused Booze cards to the box without viewing them.

SIX PLAYER EXAMPLE



If you are **playing with four or seven players**, create a pile of Booze cards by adding one card from each Mob until the number of cards in the pile is one less than the number of players. *For example, in a four player game, one card would be added from each Mob.* Shuffle all of the remaining Booze cards from all of the Mobs together and add one of those cards to the pile. Shuffle the pile and deal one Booze card to each player. Return all unused Booze cards to the box without viewing them.



Shuffle the **Delivery deck** and draw **nine cards**. Place each card below the location displayed on the Delivery card.

Each player chooses a Bootlegger and takes the corresponding **pawn**, **Bootlegger card**, and deck of **Movement cards**.

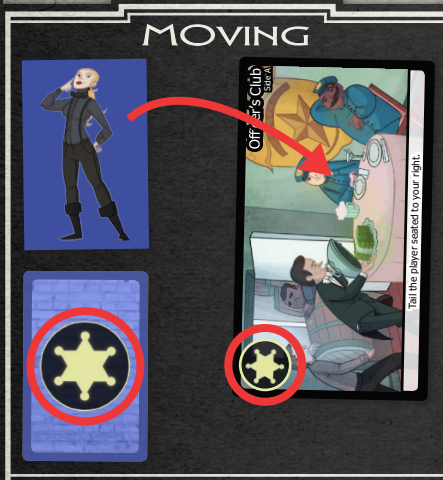
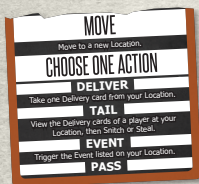
The player who is the most similar to their Bootlegger takes the **Booze Baron token**. The Booze Baron will be the **first player** to take a turn.

DELIVERY PLACEMENT



PHASES

Each phase and action can be found on the back of your Bootlegger card.



QUICK REFERENCE

You may only take a Delivery card from your current Location.

Newly-acquired Delivery cards remain face-up until the end of the round.

You may only collect Delivery cards that match your Booze Type (regardless of how you obtain them).

The River Caves has a passive ability that is always activated while you are there. It does not require you to use your Action to trigger the Location's Event.

GAMEPLAY

Gameplay takes place in a series of rounds. Each round consists of two phases: the Move Phase and the Action Phase.

MOVE PHASE

Each player chooses the Movement card that corresponds with the Location they want to visit this round and places it face-down on the table. Each player reveals their chosen card at the same time and moves their Bootlegger pawn to the Location shown on that card. All players then pick up the Movement card they played during the previous round.

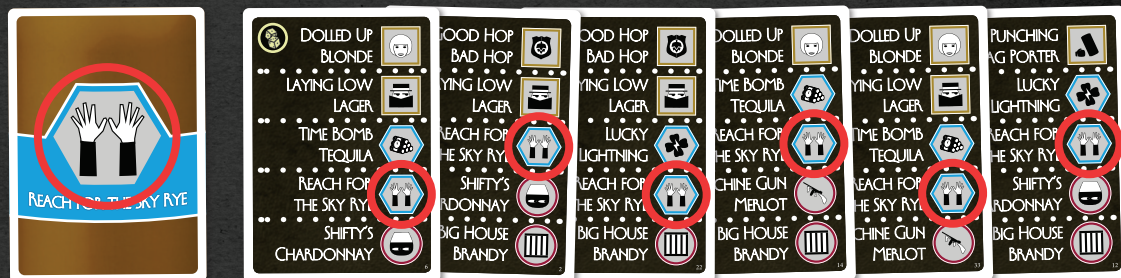
No player can move to the same Location during two consecutive rounds. Each player leaves their selected Movement card face-up on the table until the next round when they have revealed another Movement card.

ACTION PHASE

Starting with the Booze Baron and proceeding clockwise, each player takes one turn during the Action Phase. On their turn, each player chooses **one of the following four actions** and immediately takes that action.

DELIVER

Take one Delivery card from your current Location and place it face-up in front of you. You may only collect a Delivery card if your Booze type is shown on that Delivery card.



EVENT

Trigger the Event listed at your current Location (if applicable).



Tail the player seated to your left.

ACTION PHASE (CONT'D)

TAIL

Choose another player at your Location. Look at all of that player's Delivery cards for up to 20 seconds. You may then either Steal or Expose (see below), but you may not do both.

STEAL: After Tailing another player, choose one of their face-down Delivery cards that matches your Booze type. Place that card face-up in front of you. Both Exposed and Unexposed players may have their Delivery cards stolen.

EXPOSE: After Tailing an Unexposed player, you may attempt to Expose that player by publicly guessing their Booze type.

If you guess correctly, that player becomes Exposed and must turn their Booze card face-up. You collect that player's Movement token corresponding with their current Location. That Movement token cannot be stolen from you.

If you guess incorrectly, no Movement cards are exchanged, and your turn is over.

The first player to Expose another player takes a Snitch token. If there are seven or more players, the second player to Expose another player also takes a Snitch token.

PASS

You may choose to pass and do nothing on your turn.

END OF ROUND

When each player has taken an action, the round ends. The player holding the **Booze Baron card** passes it to the player on their left.

Draw a number of **Delivery cards** equal to **half the number of players** (round up). Place each Delivery card at its corresponding Location.

If there are no Delivery cards remaining in the deck, the Unexposed player with the fewest Coins is automatically Exposed and must place their Movement card corresponding with their current Location back in the box. If players are tied for the lowest number of coins, all of those players are exposed.

QUICK REFERENCE

Face-up Delivery cards cannot be stolen.

A player who has been Exposed cannot be Exposed again.

Exposing a player and taking their Movement card gives you two more coins and takes those two coins from them.

A player who guesses a Booze type incorrectly when attempting to Expose suffers no penalty, but their turn is over.

When a player's Movement card has been stolen, they are unable to visit that Location again.

Each Snitch token has a number in the corner to indicate the number of players with which it should be used.

DRAW DELIVERY

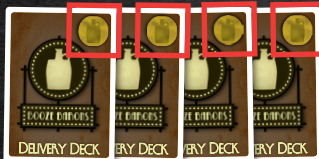


5

END OF ROUND



SCORING



4-5 PLAYERS



7-8 PLAYERS



END OF ROUND (CONT'D)

If there are fewer than two Unexposed players, the game ends (see End of Game).

If more than one player is Unexposed, the game will continue. Give all players a moment to review which Delivery cards were taken during the round, then turn all face-up Delivery cards face-down. The round ends, and a new round begins.

END OF GAME

When there are fewer than two Unexposed players at the end of a round, the game ends. The Mob with the most Coins wins the game. Coins are counted as follows:

- +1 Coin for each Delivery card acquired
- +1 Coin for each Snitch token acquired
- +2 Coins for each Movement card (both your cards and any cards acquired from opposing Bootleggers)
- 2 Coins for each Movement card acquired from another player in your Mob

In four and five player games, the Coins of any player who does not have a teammate are doubled at the end of the game. **In seven and eight player games**, Mobs of three players only count the Coins of two players when determining their score: their highest-scoring player and their lowest-scoring player.

If there is a tie, the Mob that Exposed the most opposing Bootleggers wins. If a tie persists, the last Mob who had an Unexposed Bootlegger wins.

OTHER STUFF

Anytime that you are required to **Discard a Delivery card**, place that card at the bottom of the Delivery deck without showing it to any player.

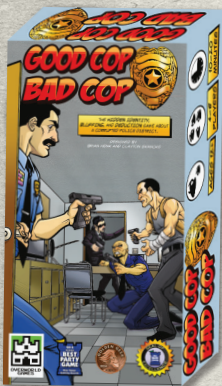
Table talk is highly encouraged. You are allowed to say whatever you'd like. Bluff, extort, share information. You're a mobster - it's what you do. There are no restrictions on verbal communication.

You may not show your Booze card to any other player unless you are required to do so because it is Exposed.

MORE GAMES

Check out these other titles from Overworld Games.

GOOD COP BAD COP



Corruption has infiltrated your agency. The Kingpin must be taken down before the crooked cops take out the Agent. You won't be able to do it alone, but there's no knowing who's honest and who's crooked. Do some investigating to discover who's who, but act fast; there aren't enough guns for everyone!

Introduce new roles and Equipment to Good Cop Bad Cop with the first expansion, Bombers and Traitors, where you will discover that not everyone in your agency has such clear motives. Honest and crooked cops alike must momentarily set aside their differences to identify and eliminate any Traitors while taking care not to eliminate a Bomber.

NEW SALEM



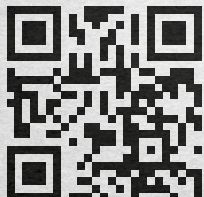
It's a witch hunt in this quick, social game of drafting, set collection, hidden identities, and paranoia!

You and several of your fellow 17th century citizens have decided to flee Salem, Massachusetts in the midst of the famous Salem Witch Trials to create an opportunity to start anew.

You are all committed to eliminating any witch presence in your new town, but you also have your own selfish priorities for how development should be directed. Work to build the new town you envision while keeping New Salem free of the Despair wrought by witches.

WEBSITE

www.overworldgames.com



CREDITS

Game Design

Jeremy Commandeur

Artwork

Derek Bacon

GAMEPLAY REFERENCE

If space allows, you may choose to place the rulebook on the table with this page showing for players to reference throughout the game.

MOVE PHASE

Move to a new Location.

ACTION PHASE

Choose one of the following four actions.

DELIVER

Take one Delivery card from your Location.

TAIL

View the Delivery cards of another player at your Location, then Expose or Steal.

EVENT

Trigger the Event listed on your Location.

PASS

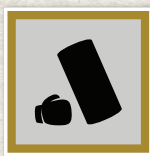
Do not take an action this turn.

BOOZE TYPE REFERENCE

If space allows, you may choose to place the rulebook on the table with this page showing for players to reference throughout the game.

BEER

PUNCHING BAG
PORTER



DOLLED UP
BLONDE

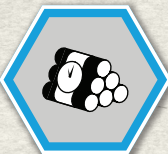
LAYING LOW
LAGER



GOOD HOP
BAD HOP

LIQUOR

TIME BOMB
TEQUILA



REACH FOR THE
SKY RYE

BACK ALLEY
BOURBON



LUCKY
LIGHTNING

WINE

MACHINE GUN
MERLOT



BIG HOUSE
BRANDY

SHAKEDOWN
CHAMPAGNE



SHIFTY'S
CHARDONNAY

QUICK REFERENCE

DEALING BOOZE

| Number of Players | Directions |
|-----------------------|--|
| 3 5 6 8 9 | Separate and shuffle each of the three Booze types. Place one Booze card of each type in a new pile until the number of cards in that pile is equal to or greater than the number of players. Deal one card from the new pile to each player, and return any unused cards to the box. |
| 4 7 | Separate and shuffle each of the three Booze types. Place one card of each type in a new pile until the number of cards in that pile is one less than the number of players. Shuffle all of the remaining Booze cards, and add one of these cards to the new pile. Return the remaining Booze cards to the deck. Deal one card from the new pile to each player. |

DRAWING DELIVERY

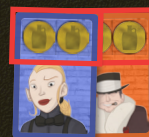
During Setup

Draw **9** Delivery cards.

After Each Round

Draw a number of Delivery cards equal to **half the number of players, rounded down**.

END GAME SCORING



Movement
2 Coins Each



Delivery
1 Coin Each



Snitch
1 Coin