

ILLUMINATI®

CRIME LORDS™



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The object of *Crime Lords* is to take control of the city! You start with a small Mob. During the game, you recruit more crooks, take control of profitable rackets, and war with rival gangs . . . until you are the Boss of all Bosses.

Components

This game includes 112 cards (8 Mobs, 36 Crooks, 52 Rackets, and 16 Specials); 160 money (G) chits; 44 Action Tokens; 48 Unhappy markers; 8 large Mob Boss tokens; 64 +1, +2, and +3 counters to show Income and Power changes; two dice; and this rulebook.

BEGINNING THE GAME

Crime Lords is best with two to six players. With two players, it's a straight head-to-head battle; the more players you add, the more the game becomes one of negotiation, deceit, and betrayal. You can play with seven or eight, but the game becomes much slower (see p. 13).

Starting Your Mob

Remove the eight Mob cards from the deck; they have blue-tinted backs with bullet holes. Place them face-down on the table.

Each player draws a Mob card. The left-over Mobs will not be used; return them to the box. Each player now takes the Boss token corresponding to his Mob. The Mob card will be kept in front of the player for reference. The token will be placed on a Crook card to show who is the Mob Boss!

Bidding for Crooks

Each player takes 25 Gs of cash. This is “bidding money,” and any left over at the end of bidding is lost, so spend it wisely.

Shuffle the deck. Roll the dice to see who starts the bidding. The winner turns over the top card and bids any amount. (An opening bid of 0 is allowed, and wins the card if no one raises!) Bidding goes counter-clockwise. Each player must raise or pass; once you pass, you may not bid again on that card. Players must keep their money where everyone can see how much they have left.

The winning bidder pays the bank and takes that card. Specials, Crooks, and Rackets . . . whatever comes up is what is bid on.

Once you’ve auctioned three times as many Crooks as there are players, any further Crooks that come up are set aside and the same player turns another card. Similarly, once you have auctioned off twice as many Rackets as there are players, no more Rackets are auctioned. When you have auctioned (3 × Players) Crooks and (2 × Players) Rackets, the auction is over. Reshuffle the remaining cards.

Strategy note: Look for Crooks and Rackets that work well with your Mob ability, even on low-powered Crooks. After all, low Power means they’re cheap to pay. Try for at least one powerful Crook to be your Boss (with a Power of at least 4 . . . and a Power of 5 or 6 is better, unless you see a special ability you really like).

*You can start play without Rackets, if no good ones come your way, but you **must** have at least one Crook!*

CHOOSING YOUR BOSS

Each player picks one of his Crooks as Boss (see p. 6) and places his Boss token on that card, as shown in Figure 1 above. The others are the starting Mob and are placed around the Boss. See pp. 3 and 4 for illustrations of gang setups.

Figure 1: Starting Gang Setup



The Boss is in the middle, with three Crooks around her and a space “south” of the Boss to recruit a fourth. Note that the Boss, Mom Parker, has an effective Power of 9 . . . her own 6, plus 3 for being the Boss of the Old Family.

A Crook must have a higher Power than any of his subordinates. The Boss token increases the Boss’ Power, letting him control Crooks whose printed power is higher than his own. A Crook with a Power of 4, and +2 from a Boss token, could control any Crook with Power 5 or less. Crooks who are directly controlled by the Boss are “Lieutenants.”

PREPARING FOR BATTLE

Each player gets 50 Gs of money tokens as his starting treasury. Put Action Tokens on all cards that have spaces for them.

Turn up the top two cards from the reshuffled deck and place them in the center of the table. (If any Special cards are turned over, bury them in the deck and turn over new cards to replace them, until two Crooks or Rackets are face up.) These two cards are the beginning of the “uncontrolled area” – the independent Crooks and Rackets that you want to take over.

Each player rolls two dice; the player with the highest roll plays first. He follows the Sequence of Play, below. He starts by taking income from his Rackets and paying off his Crooks. Then he turns over two cards, and then (probably) tries to take over an uncontrolled Crook or Racket. And the war for the city begins!

Sequence of Play

Play proceeds in turns. On his turn, a player does the following things, in this order:

1. *Collect Income.* Each Racket card shows its income. Draw that many G-notes from the bank and put them in front of you (you may find it efficient to start this as the previous player ends his turn, putting the appropriate amount just below each Racket card).

2. *Pay off the gang.* Count up the total Power of all your Crooks. Take that many G-notes and put them back in the bank. If you don't have enough money to pay off all your mobsters, some of them will become Unhappy (see p. 5). You have to pay the Boss for his *total* Power (his bonus for being the Mob Boss counts) . . . and you have to pay him, in full, *first*. Until the Boss gets his full pay, no other Crook gets *anything*.

3. *Draw cards* – the number depends on how many uncontrolled cards are in the center of the table. You will always draw one card, but if that leaves fewer than four in the center, keep drawing until there are four. The “Downtowners” Mob always draws one extra.

Don't show your draws to the other players yet, but look at them. Crooks and Rackets go face-up in the center of the table, with the other uncontrolled cards.

If you draw a Special card, you get to keep it. You may place it face-down or face-up (whichever you choose) in front of you. However, you must display the card; you can't hide it or put it in your pocket. The other players do not have the right to know what the card says, but they do have the right to know *how many* Specials each player has.

If you draw a Special and there are still fewer than four cards in the uncontrolled area, draw again!

Note that if you go through the whole deck, you do not reshuffle the discards; the Mobs will just have to fight over the Crooks and Rackets already in play.

4. *Take various “actions,”* as explained below. Some actions require you to spend an Action Token from one of your cards. Others are “free.” Actions may be taken in any order you choose. Not every Action that you attempt will succeed.

After you have taken all the Actions you want to . . .

5. *“Retoken” your cards.* Place Action Tokens (round, with a fist) on all your cards that have an empty Action Token space. This ends your turn.

Play continues *counterclockwise* until a player (or coalition of players) wins by collecting enough Crooks and Rackets – see p. 13. As play develops, a game might look something like this:

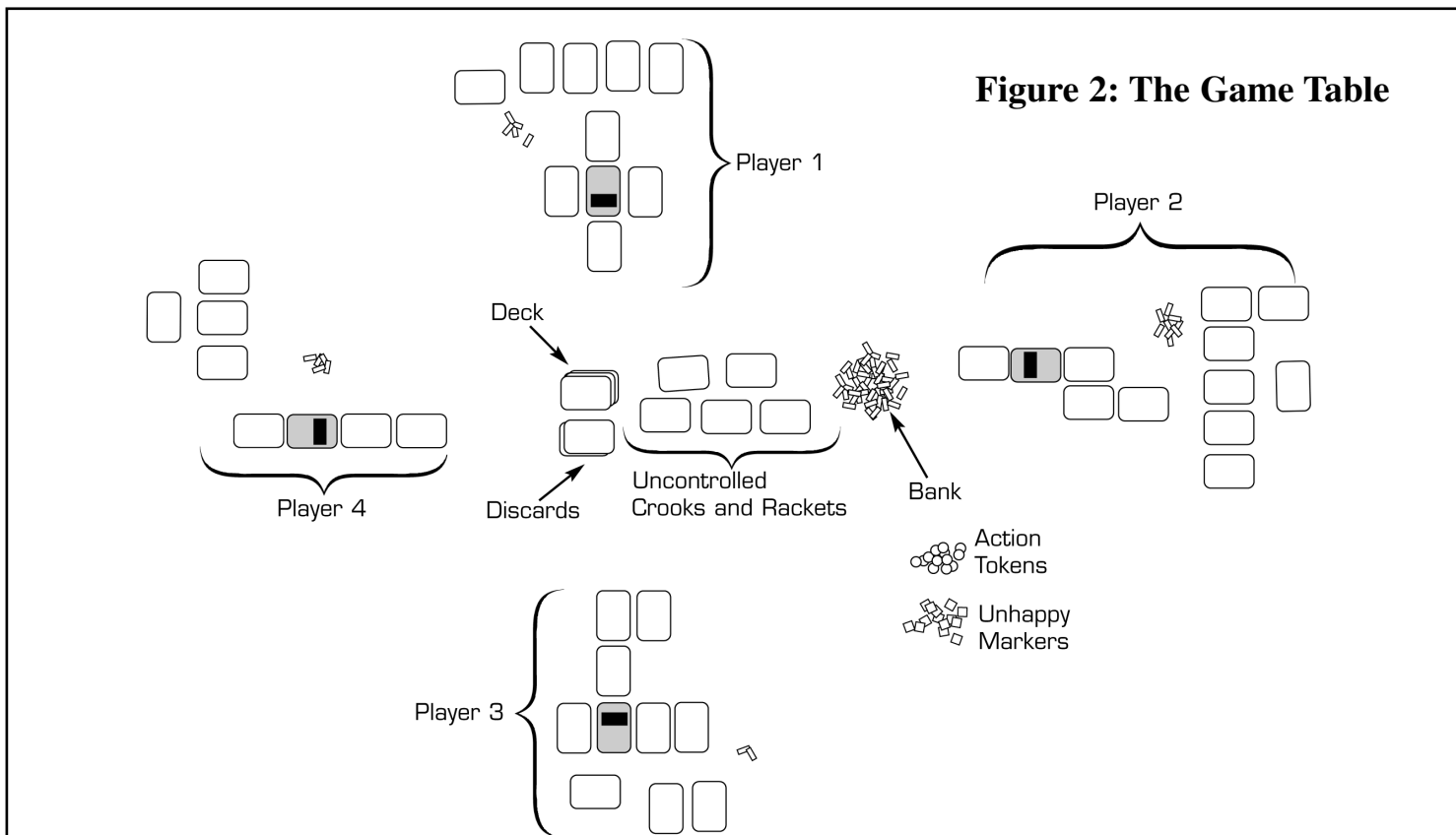
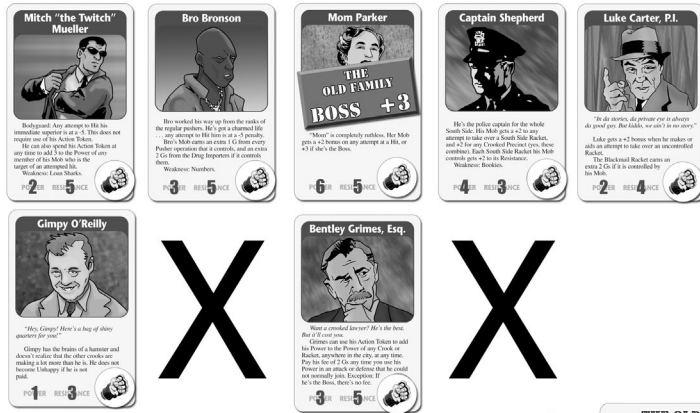


Figure 2: The Game Table

In the middle are the deck of face-down cards, the uncontrolled Crooks and Rackets, the discard pile, and the bank, with G-notes and other tokens.

On the sides are the Mobs controlled by the four players in the game. Each is built around a Boss (shaded gray). See Figure 3 for a closer look at a Mob.

Figure 3: Typical Mob



THE OLD FAMILY
POWER +3
 The Family believes in the traditional ways of doing things... they really do have a Tommy-gun in that violin case, and they'll send very expensive flowers to your funeral.
 Family loyalty gives each Crook in the Old Family an extra +3 Resistance.
 Every Protection or Loan Shark operation they control carries an extra 2 Gs and has +3 Resistance.



The center of any Mob is the Boss. Each player starts with one of the eight Mob cards; each is different and has its own special abilities. This Mob is “The Old Family.”

Adjacent to the Boss are up to four Lieutenants. Each Lieutenant is in charge of a different branch of the Mob. In this layout, there are only three Lieutenants. This is the same Mob shown in Figure 1, but all of the Boss’ original low-powered Lieutenants have been demoted, and their positions taken by newly recruited Crooks with more Power. This is now a very strong Mob, and Mom Parker still has one open Lieutenant slot, to her “north,” where she could put another high-powered Crook.

Each Crook card traces a path of control back to the Boss. Each Crook (except the Boss, of course) has only one direct superior, and that superior must have a greater Power. No Crook may have **two** superiors! In the figure, the X marks show places where a Crook can **not** be placed. Any other space above, below, or beside an existing Crook would be a legal place to add a new subordinate for that Crook, but using a space will close off some adjacent spaces. For instance, if you put a Crook in the Lieutenant slot north of Mom, you can no longer put a Crook north of Bro Bronson or Captain Shepherd.

Below the Mob are the Rackets it owns. They are not directly linked to each other or any particular Crooks.

The player also has his Mob card, for reference, and his treasury. With two 50-G notes, he’s doing well . . .

CROOKS

Crook cards represent individual mobsters. The stats on a Crook card:

Power: The ability the Crook has to influence or intimidate other mobsters, based on his reputation, resources, and personal following.

Resistance: A measure of the Crook’s independence. High Power tends to mean high Resistance, but many penny-ante thugs have a high Resistance, and some powerful figures are surprisingly easy to pull into line.

Action Token: The circle on each card shows where its Action Token is placed at the end of a turn. If a card still has its token at the end of the turn, it does not get another one.

Weakness: This is the Racket the Crook most enjoys personally. If he’s a gambler, for instance, his Weakness is Casinos. Playing to a Weakness will help you keep your own Crooks happy (see *Unhappy Crooks*, below), and it might help you recruit others. Note that a Weakness may not match the Crook’s professional specialty. Many people have hobbies that don’t match their jobs!



Special Ability: Many Crooks have a special ability (which may require Action Token use) or a bonus or penalty for some specific action. See below. If one of these abilities violates the basic rules, follow the instructions on the card! NOTE that special abilities can only be used during the player's turn unless the card specifies otherwise; for instance, Bentley Grimes has a power that can be used at any time.

Figure 4: Typical Crook Card

The Crook's name (1) is at the top of the card. His special abilities (2) will be listed below, and if he has a Weakness, that will be next (3). His Power (4) and Resistance (5) are shown at the lower left. At the lower right is a circle (6) where the Action Token will be placed.

Attack Bonuses

The special abilities of many Crooks have to do with attacks. There are two kinds of attack bonuses. Unless specified otherwise, all bonuses “stack” – they add together.

“Any attempt” bonuses give an extra power to the whole Mob. Any attempt by anyone in the Mob will receive the indicated bonus. For instance, if you control Mom Parker, any attempt you make to Hit another Crook with any of your Crooks will get a +2 bonus. This ability comes to you as soon as Mom joins your gang, and is lost as soon as you lose her.

Other bonuses apply only to the Crook himself. For instance, “Smoothie” Smythe gets a +5 bonus if he is involved in an attempted Hit. You get a 5-point bonus

when trying to rub out a rival with Smoothie. If you try to rub out someone with another Crook, the fact that you have Smoothie in your Mob makes no difference. He has to be involved in order to grant the bonus. “Involved” means he uses his Action Token!

Unhappy Crooks

When a Crook becomes dissatisfied with the way things are going, he gets an Unhappy marker. If he gets three markers, he'll leave your gang.

Put one Unhappy marker on a Crook if:

- He doesn't get his full pay. (If he goes completely unpaid, he gets TWO markers.)
- He survives an attempted Hit. (It has to have a chance of success, though. See *Warning Shots*, p. 10.)
- His immediate superior OR an immediate subordinate is Hit. (If the Mob Boss is Hit, ALL members of the gang get one Unhappy marker.)
- He is demoted from Lieutenant.
- He has more Power than his superior (which can happen only if his own Power has increased; see p. 11).
- He is the target of a specific Special Ability or special card that makes him Unhappy.

Remove one Unhappy marker from a Crook if:

- He becomes a Lieutenant.
- He moves to another Mob.
- His Mob takes over a Racket that matches one of his Weaknesses.
- He meets a special condition listed on his card for removing a marker.
- He is the target of a specific Special Ability or special card that removes a marker.
- Also: if you have a Racket that matches one of his Weaknesses, you can spend his Action Token to let him visit the Racket, and remove an Unhappy marker!

Remove ALL Unhappy markers from a Crook if:

- He dies, is discarded, or goes uncontrolled.
- He becomes Mob Boss.

The instant a Crook gets his third marker, he quits your Mob. If the third marker came because he didn't get paid, he goes uncontrolled. Otherwise, he leaves town . . . discard him, and reassign his subordinates. They can go wherever you like, as long as their new superior has more Power than they do. Any who you can't legally reassign must become uncontrolled!

Sometimes the same event can make a Crook both unhappy and happy. For instance, if his superior gets Hit, he becomes unhappy. If this gets him a promotion, he becomes happy again. But the Hit comes before the promotion, so if the Hit gives him his third marker, he'll flee before he can be promoted.

THE BOSS

At the beginning of the game, you will choose one of your Crooks and give him the red Boss token for your Mob. This Crook is now the Mob Boss. His Power is increased by the amount shown on the Boss token.

The Mob Boss cannot be recruited away from you by a rival Mob. He CAN be Hit, but any attempt to Hit him is at a -10 penalty, and if someone attacks a Mob Boss, it starts a Gang War! See p. 11 for the Gang War rules, which are even bloodier than regular play.

However, if the Boss does get Hit, it will make the whole Mob unhappy. Play stops while an Unhappy marker is put on each Crook in the Mob. Any Crook who gets his third marker is discarded; the player then picks any surviving Crook as the new Boss and reorganizes the Mob as he likes.

Changing Bosses

If you decide you want to change your gang's Boss, you can try. But it's not easy, because the old one doesn't want to give up the job.

The ways to change Bosses are:

- **Double-Cross.** A Lieutenant Hits the Boss. On your turn, that Lieutenant must use an Action Token. There is no die roll. Discard the Boss card, put the Lieutenant in his place, and reorganize any of the Lieutenant's subordinates that you have to. Note that every member of the gang gets an Unhappy marker, because the old Boss got Hit.

- **Retirement.** The Lieutenants get together, give the Boss a going-away present, and tell him to go away NOW.

Pick a Lieutenant to be the new Boss. On your turn, that Lieutenant must spend an Action Token. Pay the Boss Gs equal to twice his Power (counting the bonus he gets as Boss). Discard the Boss, put the Lieutenant in his place, and reorganize any of the Lieutenant's subordinates that you have to. Nobody gets an Unhappy marker.

RACKETS

Racket cards represent illegal (and profitable!) enterprises. Rackets have the following stats:

Income: How much money it makes every turn. Only controlled Rackets make money.

Resistance: A measure of how hard the racket is to take over.

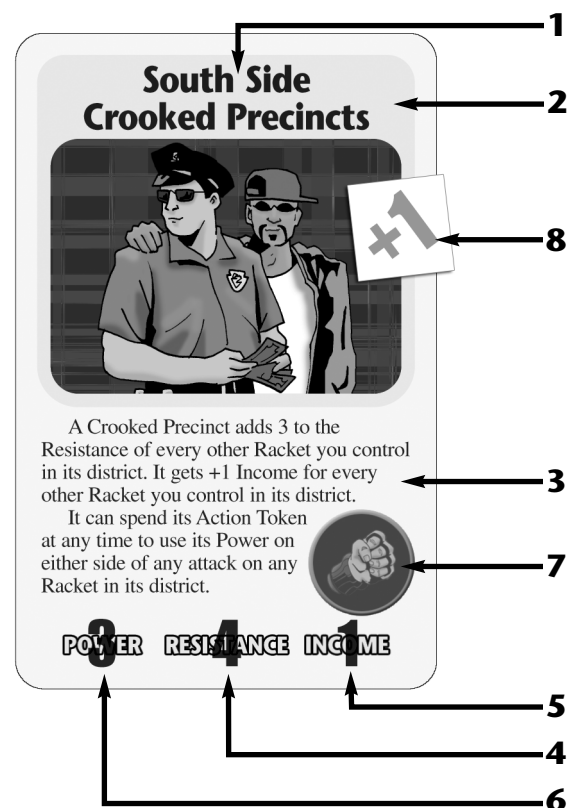
Power: A few Rackets actually have muscle of their own, and have a Power stat like that of a Crook.

District: What part of the city the racket is located in. For ordinary rackets, there are five different examples, one in each district (see below). Special one-of-a-kind rackets also have a district, representing their physical location. The color of the Racket card's border shows what District it is in.

Special Ability: Some Rackets can take particular actions, or have special cases in which they get extra Income. Remember to add +1 (etc.) markers if needed.

Action Token: If a Racket has a Power stat, it will have a circle for an Action Token, and will get one at the end of the owner's turn.

Figure 5: Typical Racket



The Racket's name (1) is at the top of the card. The color of the top (2) shows what District it is in. This is a South Side racket, so it's yellow. Under the picture are the special rules for this Racket (3).

Every Racket has Resistance (4) and Income (5).

Some Rackets also have a Power (6). If there is a Power stat, there will also be a circle (7) where the Action Token will be placed.

There is a +1 marker on this card (8). This indicates that its printed Income has been increased by 1. This can happen due to the special abilities of Mobs and Crooks, or because of good combinations of Rackets. Place markers on Rackets when they get income bonuses, to help you remember!

Districts

The city is divided into five districts. Each district has one instance of each “regular” Racket, and one or more unique Rackets. The border of a Racket card will show the color of its district:

North Side (blue)

South Side (yellow)

East Side (red) . . . the wrong side of the tracks.

West Side (green) . . . the rich part of town.

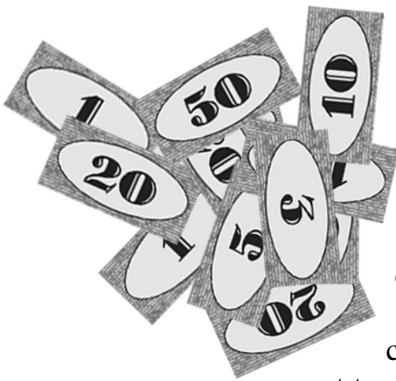
Central (purple) . . . the oldest part of the city, including downtown.

For every Racket that you control from a given district, you get a +2 to any attempt to take over another Racket in the same district.

Some Crooks have special abilities relating to particular districts.

Money

Money is counted in G-notes, or “Gs.” At the beginning of your turn, each Racket you own collects the amount shown on its card. This goes to your treasury. Uncontrolled Rackets get no Income.



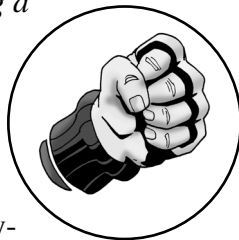
You must keep your G-notes on the table, but they may be upside-down, stacked, or even hidden under your Mob card. Your opponents don't get to see how much you have.

You may give money to other players at any time, except while an attack is in progress.

ACTIONS

When a Crook does something, it's called an Action. Regular Actions require the Crook to spend an Action Token. A few Rackets also get Action Tokens.

There are three types of actions: an *attack*, a *special action*, and *moving a Crook*. Each action must be completed before beginning another. A player may elect to take NO actions (not even free actions or special actions) and collect an extra 10 Gs instead, along with anything he earns from his Rackets.



Action Tokens *cannot* be saved for later turns, and if a Crook has more than one Action Token, he can't spend them both on the same action.

ATTACKS

The basic play of the game is an “attack.” Attacks always require Action Tokens. The object is to recruit a new Crook or take over a Racket (either from the uncontrolled area, or from another Mob) . . . or to rub out a rival Crook. Each attack has six stages:

ANNOUNCE THE ATTACK

The attacker names a single Crook (or occasionally Racket) who will make the attack, the type of attack, and the target. He spends his Action. (Example: “Mom Parker will attempt to recruit Anita Callahan.”)

The success of the attack will be determined by rolling two dice. To find the roll required to succeed, take the attacking Crook's Power, and subtract the target's Power or Resistance (depending on the type of attack). If the die roll is equal to this number or less, *after all modifiers*, the attack succeeds. *Example:* If a Power of 6 attacks a Resistance of 1, it can succeed only on a roll of 5 or less. If a Power of 9 attacks that same Resistance of 1, it succeeds on an 8 or less.

Obviously, Power has to exceed Resistance by at least 2 for an attack to have any chance of succeeding!

A roll of 11 or 12 results in automatic failure of the attack, no matter how much Power was involved.

Once the roll to succeed reaches 10, more spending will not improve the odds; an 11 or 12 always fails. But more money or Power can still be useful. For instance, if an attacker uses enough money and Power to exceed the target's defense by 20, the defender and his allies would have to spend 11 Gs to affect the roll at all!

CHECK MODIFIERS

Now check to see what factors modify the success roll up or down. These depend on the type of attack (see below) and the special abilities of the Crooks involved.

NAME A PROTECTOR

If the target is a Racket controlled by another Mob, the defender may choose one Crook to protect his Racket. He does not have to name a protector, but if he does, that protector also spends his action. (If this is any other kind of attack, no protector is named.)

SHOWDOWN

Unless the attack is a Hit, all players can now spend money to affect the outcome. This is the “showdown.” There will be bargaining, begging, or threats as the players look for allies, or at least try to keep the other Mobs from allying with the enemy.

To commit money to the showdown, cover it with your hand. You may conceal several tokens under your hand, and turn face-up only those you are committing.

Players are *not* required to participate in the showdown. You can just say “I’m out of it.” You may also go through the motions but put no money under your hand!

This is the attacker’s last chance to back out. If he backs out now, any Action Tokens spent so far can be put back; it didn’t really happen.

When the attacker says “Now,” everyone turns over their hands at once, and says “For” or “Against.” The attack must now go forward. The money is counted, and the success number modified. Example: Power 6 is trying to recruit Resistance 1, so the success number is a 5. There are no other modifiers. In the showdown, the attacker and his allies commit 10 Gs “for,” while the defender and his allies commit 5 Gs “against.” The success number is increased by 5 . . . the attacker needs to roll a 10 or less.

All the money the players spent goes to the bank.

ASSISTANCE AND DEFENSE

Now the attacker may have one last chance to increase the attack’s Power. In the “assistance” phase, Crooks and Rackets can spend their Action Tokens to add their Power to the attack. Which cards can participate will depend on the type of attack (as described below). If a card has a special ability that lets it add its Power to attacks, this is the phase when it is used.

If any of the defender’s cards are eligible to spend their tokens for defense, it happens now.

AT LAST: ROLL THE DICE!

The attacker rolls two dice. If he rolls the final success number or less, he succeeds, except that an 11 or 12 always fails. The *meaning* of his success depends on the type of attack: Recruitment, Takeover, or Hit. These attacks are described below.

Recruiting a Crook

The object of a “recruitment” attack is to add a new Crook to your gang. The target must be a Crook you don’t already control – either an uncontrolled one or a member of an enemy Mob.

The attacking Crook must have a Power higher than that of the target.

The basic roll is: attacking Crook’s Power vs. defending Crook’s Resistance.

MODIFIERS TO RECRUITMENT

- *Unhappy markers.* Unhappy mobsters are more likely to switch sides. Give the attacker +2 for each Unhappy marker on the target Crook.

- *Mob Position.* High-level Crooks are harder to subvert. A rival Boss *cannot* be recruited. An attempt to recruit a Lieutenant is at a -10 penalty. An attempt to recruit a Crook directly controlled by a Lieutenant is at -5. See Figure 6, to the left.

- *Weaknesses.* A Crook would rather be in a Mob that’s in the kind of business he likes. Count the Rackets you control which match his Weakness. If you have even one more than his current Mob, you get a +4 to recruit him. If his current Mob has more, you get a -4. (If he’s uncontrolled, then even one relevant Racket will get you this bonus.)

- *Special Abilities.* Some Crooks’ special abilities (shown on the card) may help them recruit, or defend against recruitment.

THE SHOWDOWN

The “showdown” plays as described on p. 7. The attacker and defender may commit any amount. Other players may spend no more than 10 Gs each. If the target Crook is uncontrolled, there is no defender.

ASSISTING RECRUITMENT

After the showdown, if the attacking player wishes, a single Crook may spend his Action Token to *aid* a recruitment attempt made by a superior.

Any Crook who is “below” the attacking Crook may be used. It may be the attacker’s direct subordinate, or someone farther down the chain; it doesn’t matter. If the Boss was the attacker, *any* Crook can help. Only one Crook may help in a single recruitment attempt unless a special ability is being used (for instance, that of the Great Zebrini).

Figure 6: Recruitment Penalty for Mob Position



DEFENSE AGAINST RECRUITMENT

If the target's *superior* has an Action Token, he may spend it to add his own Power to the defense. No other Crook can aid the defense.

SO WHAT HAPPENS?

If the attack fails, the defending Crook remains where he was.

If the attack is successful, the target Crook is recruited and added to the attacking player's Mob, under a Crook of higher Power. The new recruit must go somewhere "underneath" the Crook who recruited him, though not necessarily *directly* under him. (This means that if the original attack came from the gang's Boss, the new Crook may go *anywhere* in the Mob, as long as he is underneath a Crook of higher Power.)

(If you mistakenly recruit a Crook who cannot fit anywhere in your organization, he remains uncontrolled, and the actions that you spent are lost!)

The controlled Crook is now called a "subordinate." Subordinates may recruit subordinates of their own, and so on! The Crook he's next to is called his "superior."

If the newly recruited Crook came from another Mob and had subordinates of his own, they come along with him. When placed in the attacker's Mob, they should keep the same position, relative to their own superior, that they had originally. If that is not possible because of overlaps with cards the attacker already has, he may rearrange any new cards that overlap, as long as they are still controlled by the same Crook. New Crooks which still cannot fit are dropped and become uncontrolled.

A newly controlled Crook will usually not have an Action Token, but if he has (or gets) one, he can use it on that turn.

Taking Over a Racket

You need Rackets to make money to pay your Crooks. A takeover target must be a Racket you don't already control – either an uncontrolled one or the property of an enemy Mob.

The player announces which Crook is attacking and what is being attacked. (Example: "Bro Bronson will try to take over the North Side Casinos.")

The success of the attack is determined just as for a recruitment: roll Power vs. Resistance, and an 11 or 12 is an automatic failure.

If the Racket is already controlled, its current owner may choose one of his Crooks to protect it. The Power of the protector adds to the Resistance of the Racket.

MODIFIERS TO TAKEOVERS

Same District: Each Racket the attacker already controls in the same district gives +2 to the attack. Each other Racket the *defender* controls in the same district *reduces* the attack's Power by 2.

Same Racket Type: Each Racket the attacker already controls of the same type gives +2 to the attack. Each other Racket the *defender* controls of the same type *reduces* the attack's Power by 2.

Special Abilities: Many Crooks and Rackets have special abilities related to takeovers. Check your cards!

THE SHOWDOWN

The "showdown" plays as described above. Players other than the attacker and defender can spend no more than 10 Gs each. If the target Racket is uncontrolled, of course, there is no defender.

ASSISTANCE AND DEFENSE

Any number of Crooks may aid one takeover attempt, as long as each one has an Action Token to spend. However, they must all be under the Crook who led the attack. If your Boss led the attack, *all* your Crooks can potentially help. Street Gangs and Crooked Precincts in the same district can also help now, and so can Crooks who have special abilities to affect that particular sort of attack (for example, the power of the North Side Mob's boss to interfere with *any* attempt to take over a Racket on the North Side).

The attacker has the first option to commit one or more Crooks (depending on the type of attack). By spending their Action Tokens, he adds their Power to the attack, increasing the success roll. If other players have special abilities that let them interfere on the attacking side, now is when they use them.

If the attack is against a Racket controlled by a rival, and IF that player named a protector, he now has the option to send one or more subordinates of the protector to guard the racket, in just the same way. If you pick your Boss to lead the defense, *all* your Crooks can potentially help. If other players have special abilities that let them help the defense, now is when they use them. Each Action Token spent by the defender (or his allies) *subtracts* its Power from the attack.

If the defender did not name a protector, none of his Crooks can help at this stage. However, Street Gangs and Crooked Precincts in the same district can spend their tokens to defend now, even if there is no protector.

The attacker now has another chance to spend one or more eligible Action Tokens . . . and so on, until neither side is able or willing to add more Power to the attack!



SO WHAT HAPPENS?

If the attack fails, the Racket is left where it is.

If it succeeds, the Racket is taken by the attacking player and placed with his other Rackets. It will start earning money for him on his next turn

Calling In a Hit

If you don't think you can take a rival Crook over . . . or if you can't afford him in your organization, but don't want him against you . . . maybe it's time he slept with the fishes.

The player announces which Crook is attacking and who is being attacked. (Example: "Judge Cohen has found "Shyster" Shatner in contempt for the last time, and is going for the death penalty.")

The basic success roll is "Attacker's Power minus defender's Power." As always, an 11 or 12 is an automatic failure.

If necessary, you may try to rub out a Crook *you* already control. This requires another Crook to spend an Action, but it automatically succeeds. No Crook may attack *himself*.

MODIFIERS TO HIT ATTEMPTS

- *Mob Position.* Crooks on the "edge" of the Mob are easier to Hit. Attacking a Boss is at a -10. Attacking a Crook who is not a boss, but does have at least one subordinate, is at a -5. Crooks who have no subordinates get no bonus. This is a reason to recruit low-power thugs . . . they give a defensive bonus to the more valuable Crooks they are subordinate to.

- *Special Abilities.* Some Crooks' special abilities (shown on the card) may help them kill a rival, or give their whole Mob a bonus.

- Some Crooks are "bodyguards" and give a extra bonus to protect their superiors. A few Crooks give a bonus to protect their whole Mob.

- The attacker can put up to 5 Gs into an attempted Hit. The defender can't spend money at all . . . the attack comes as a surprise. Likewise, other players cannot spend money to affect the hit either way.

SHOWDOWN

There is no showdown, since only the attacker can spend money.

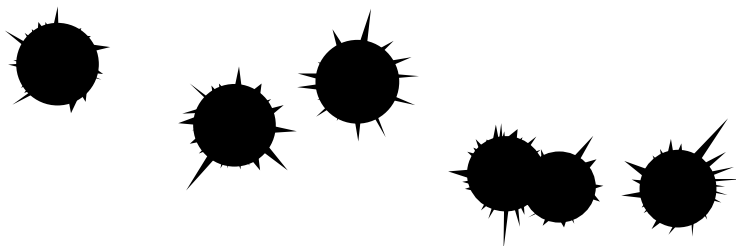
ASSISTING A HIT

If the attacking player wishes, a single Crook may spend his Action Token to add his Power to a hit attempt made by a superior. Only one Crook may help, unless a special ability is used.

DEFENSE AGAINST A HIT

If the target has an Action Token, you may spend it to add +3 to the defense. The Crook is "hiding out."

Nobody else, unless a special ability like Bodyguard is involved, can defend against a hit. After all, it comes by surprise.



SO WHAT HAPPENS?

If the attack fails, the target Crook is left where he is . . . but if he is controlled by a Mob, he gets an Unhappy marker. (But see Warning Shots, below).

If it succeeds, the target Crook is discarded! His superior, and each of his subordinates, gets one Unhappy marker. (If the Boss gets Hit, *every Crook in the gang* gets a marker.) Any Crook who gets his third marker this way instantly leaves town – discard him.

The dead Crook's owner may immediately reassign his subordinates to any open sides of other Crooks, as long as their new superior has more Power than they do. If they have subordinates of their own, follow the "Moving a Crook" rules below. However, if the Boss got Hit, the *whole gang* can be rearranged as the player chooses.

And the Crook who led the Hit will get an increase in his Power, unless it was already at 6 . . . because murdering a rival in cold blood is very good for your reputation.

WARNING SHOTS

An attempted Hit will make its target Unhappy even if it fails, which can be worthwhile. However, to count as a real attempt, the attack has to have **SOME** chance of succeeding . . . it has to be good enough that the dice are rolled. So unless the attack's Power, after all defenses are subtracted, is at least 2, it doesn't count as an attempt and won't make the target Unhappy or (if aimed at a Boss) start a Gang War.

POWER INCREASES FOR HITS

Rubbing out a Crook (enemy, uncontrolled, or even your own Boss) gives a +1 to the Power of the Crook who was the original attacker in the Hit, or a +2 if the

current Power of his victim was higher than his own (ignoring the bonus power of a Mob Boss). This bonus only applies to the original attacker. If he had a helper, the helper does not get a bonus.

Show the increase in his Power by putting a + marker on the attacker's card. If he ever goes uncontrolled, his markers stay on his card. If he goes to the discard pile, his markers are discarded, and if something brings him back, he once again has only his printed Power.

No Crook can have Power greater than 6 (not counting the bonus for being Mob Boss). They get no Power bonus if they succeed in a hit. This means that the three strongest Crooks in the game are already as powerful as they can get.

If increased Power makes a Crook the *same* Power as his Boss, there is no ill effect. If he becomes *more* powerful, he gets an Unhappy marker at the start of each turn, because he wants a promotion!



SPECIAL AND FREE ACTIONS

Special actions are those actions allowed by a special card, or by a Crook's special ability. They can be very important, but they require little description here . . . read the card! Most of them require Action Tokens.

Free Actions

Some things may be done during the "action" part of a turn but don't require Action Tokens. These include:

Dropping Crooks – removing a Crook from your Mob and returning him to the uncontrolled area. (His subordinates must also become uncontrolled.)

Giving away a Racket, special card, or money – and note that you can do this at any time (except during attacks), not just during your turn.

GANG WAR!

When a Boss is attacked, whether or not the Hit succeeds, this triggers a Gang War . . . all-out violence between the Mobs. When the dice are rolled, the attacking player's turn ends immediately. He retokens all his Crooks (but not his Rackets).

If the Hit succeeded, the player whose Boss was Hit immediately adds an Unhappy marker to each of his Crooks, and removes any who now have three tokens. He then picks a new Boss (who can be any Crook, not just a Lieutenant), and reorganizes his Mob.

If the Hit failed, his Boss gets one Unhappy marker.

Either way, he now also retokens all his Crooks, but not his Rackets.

Gang War turns now begin, starting with the player who was attacked. A Gang War turn consists *only* of one attempted Hit, at +5 to the attacker's Power. All other rules for Hits remain the same.

In the beginning, the Gang War involves only two players, and turns alternate between them. However, either player may use one of his +5 Hit attempts against *any* Crook in *another* Mob. Whether it succeeds or not, this brings that Mob into the Gang War

. . . each of its Crooks immediately gets an Action Token if he doesn't have one. At that point, turns proceed counterclockwise as in a regular game. It's possible for ALL the Mobs to be drawn into the war. Note: If a Mob is *already* involved in Gang War and its Boss is attacked again, it does not get to retoken again!

A player who doesn't want to attempt a Hit (or who has no Action Tokens left) may pass. The war ends only if all participating players pass in succession. If all but one player passes and that player attempts a Hit, the other players once again have the choice of attacking or passing. In other words, passing once does NOT put you out of the war if it continues.

When all players pass, the war is over and *all players* retoken their Crooks (not their Rackets). The next player (that is, the one to the right of the player who set off the war by attacking a Boss) starts a regular turn.

If a Mob is wiped out during Gang War, the player who put in the final Hit may take over some of its Rackets (see p. 13). But, even if he gets enough to win, he does not win *immediately* . . . he must survive until the Gang War ends.

MOVING A CROOK

A player may, on his turn, move a Crook in his Mob to a new position, with the same superior or a new one. If the moving Crook has any subordinates, then they (and their own subordinates, and so on) are also moved. The Crook who moves must spend his Action Token. His subordinates do *not* spend their tokens.

Cards may not overlap. If moving a Crook would cause some of his subordinates (or theirs) to overlap, any of them may also be moved to different sides *of the same superior*. Any subordinate that cannot be prevented from overlapping is *lost*. It, and its own subordinates, are returned to the uncontrolled area.

Giving Away Crooks

Crooks may only be given to another Mob if it is the turn of one of the players involved. On your turn, you may give a Crook away (even if you get nothing in return), sell or trade him, or trade something (cash, cards or Crooks) to get a Crook or Crooks in return. Each Crook who gets a new superior this way must spend an Action Token.

You may only *give* a Crook away with the permission of the player who receives him!

When a Crook is transferred to another player, his subordinates (if any) must go with him (and they do *not* spend their Action Tokens to do so, because they're still reporting to the same guy).

The player receiving the Crook must immediately fit him, and its subordinates, into his Mob, exactly as for moved or recruited Crooks – see above. If overlaps cannot be avoided, the player must eliminate them by choosing one or more overlapping card, new or old, to become uncontrolled.

PROMISES AND THREATS

Any agreement between players, secret or otherwise, is permitted as long as it does not actually violate the rules of the game. In particular, it is perfectly legal to try to change an opponent's mind, by promises or threats, about an announced action, and if he hasn't spent any money yet, he can take it back (see p. 7).

Gifts and Trades

Crooks, Rackets, Specials, and money may be transferred between players: traded, sold (that is, traded for money) or given away at any time, unless a special card or ability is in use that says otherwise. This does not count as an action.

Exception: Once an attack has been announced, NO gifts or trades may be made until the attack is resolved. This prevents (for instance) a player who is about to be wiped out from giving away all his Rackets.

WHEN IS A DEAL BINDING?

When two players agree to a deal, it is binding if they make the exchange immediately. A deal is *not* binding if it involves an exchange of one thing now for something in the future. *Example:* If you say "I'll give you 10 Gs for the East Side Numbers racket, right now," and the other player gives you the card, you have to pay. But if you say "If you give me the East Side Numbers now, I'll pay you 10 Gs next turn," you don't *have* to pay next turn, unless you want to!

THROWING THE GAME

No player may simply "throw" the game to another by giving him enough Crooks, money, etc. to let him win. A trade that lets *both* players win is perfectly legal. It is also legal to trade with another player at the beginning of your turn and *then* surprise everyone, including the person you traded with, by revealing a special card or pulling off an unexpected attack.

This prohibition requires a certain amount of interpretation and honor among players. The intent is to keep any one player from, for whatever reason, giving away the game in one fell swoop. A losing player cannot simply decide who will win. (On the other hand, by attacking someone, he may very well decide who *loses*.)

SPECIAL CARDS

Specials are the only cards that a player keeps "in his hand." Specials may be kept face-down or shown, as the player wishes. But he must keep them spread so other players can see how many he has. Special cards may be traded, sold, or given away at any time; this is a free action.

Each Special card specifies when it may be used; some may be used at any time, and others may be used only as part of a specified action. After a card is used, it is discarded.

If two cards are played and one contradicts the other, the last card played is the one that governs.

CRUSHING ALL WHO OPPOSE YOU

The goal is to control the city . . . preferably by yourself.

Eliminating a Player

If a player loses his last Crook, he is out.

It is possible for a player to lose his last Crook to Unhappiness that is not the direct result of an enemy Mob attack. For instance, a Crook may go unpaid and quit.

Usually, though, the last Crook was either hit by a rival, or skipped town when one of his fellow mobsters was hit. In that case, the player responsible for the removal of the last Crook is said to have “wiped out” that Mob.

When you wipe out a Mob, play (even Gang War) stops while that Mob’s Rackets are disposed of. The player who wiped him out may now choose one Racket belonging to the extinct Mob and take it immediately. He may take one *more* Racket for every Action Token (from either a Crook or a Racket) that he spends right then. This can be a game-winning move, but if you can’t win instantly, be careful how many tokens you spend!

Winning the Game

The game ends when, at the end of any turn (his own or someone else’s), or at the end of a Gang War, a player controls enough Rackets. This number depends on how many players started the game. Use the first number below for a longer game, the second for a shorter one, and feel free to modify them to fit your own group’s style of play and preferred game length.

	<i>Long game</i>	<i>Short game</i>
● 2 or 3 players	14	11
● 4 players	13	10
● 5 players	12	9
● 6 players	11	8
● 7 or 8 players	9	7

If you have at least three Rackets of the same type, and nobody else has any, this counts +1 to your total.

If you have at least four Rackets in the same district, and no one else has more than one in that district, this counts +2 to your total!

If a player leaves or is eliminated, the number of Crooks required to win does *not* change.

Of course, you also win if all your rivals are eliminated . . .

Shared Victory

Two (or more) Mobs can share a victory if they each control the required number of Rackets at the end of a turn. If one of them has *more* than the required amount, this makes no difference except for bragging rights.

A victory can also be shared if two or more Mobs are all *exactly one card short* of the victory conditions at the end of any turn, and if they all *agree* to share the win. If they don’t all agree, then the game continues.



Leaving the Game

If a player drops out, his Crooks and Rackets go to the uncontrolled area, his Specials go to the discard pile, and his Mob card is taken out of play.

OPTIONAL RULES

See www.sjgames.com/crimelords/ for more optional rules and other Interesting Stuff!

Shorter and Longer Games

A four-player game with the “short game” victory condition (10 Rackets) usually seems to last around two hours. This can be easily “tweaked” by changing the number of Rackets needed to win.

To speed the game more, distribute more Rackets, Crooks, or both, in the original auction.

For a seriously long game, play until one Mob, at the end of any player’s turn, has more combined Crooks and Rackets than all its foes put together. Or play “last man standing,” where the only victory lies in being the last survivor.

Larger Games

We recommend six as the maximum number of players. But there *are* eight Mob cards. If you use them all, expect the game to last longer . . . perhaps a lot longer. Not only are there more turns to get through, but negotiation can be very time-consuming with eight players. You’ll probably go through the deck and run out of uncontrolled Crooks and Rackets. This will mean that in order to grow, the Mobs will *have* to attack each other. Awwwww!

STRATEGY

Conspiring for a shared victory may seem easier than grabbing the whole pie. But be careful who you trust.

When someone leaves the room, conspire against him. There is almost always a way you can make your position a little bit better and his a little bit worse.

Negotiate with everyone. Your foes are less likely to attack you if they think you might make a deal that will help them win.

To avoid being attacked, you should look strong enough to defend yourself, but not so strong that you are the biggest threat.

Watch the other players constantly; keep track of how close they are to winning. If they have Special cards, they are more likely to be able to win in a single turn. Don't count on other players to warn you of danger; they may have made a private deal!



Well-Organized Crime

There are many ways to assemble a good Mob from the Crooks you control. Some ways are better than others.

The most important thing to remember is that no Crook may control a Crook of equal or higher power. So don't surround your Boss with ordinary scum . . . you won't have any place to put a better recruit when you get him!

If your Crooks are all relatively low-powered, consider some well-timed hits to increase their Power (see p. 11). The best targets may be uncontrolled Crooks who are currently too powerful for you to use yourself. Rub them out before they join a rival Mob!

It's vital to keep a good balance between the size of your Mob and the number of Rackets you control. If you have too few Rackets, you won't be able to pay your Crooks, they'll become unhappy and

quit, and you'll find that your "business" has been downsized for you. Use your forces before they walk out . . . take over some Rackets, even if you have to snatch them from your opponents.

If you have too *few* Crooks, you'll be able to build up a big treasury . . . but you may be unable to protect your fat collection of Rackets from your greedy rivals. You can use your money to recruit a few more Crooks, or you can try to negotiate (or bribe) your way to safety.

Negotiations

Deals can be made either openly or secretly. Some possible deals include:

1. One player sees that another can win at the end of the turn if he does not interfere. He might agree not to interfere in exchange for a gift that will let him win as well, thereby sharing the victory.

2. A player threatens to rub out one of your Crooks. You think he can. You might try bribing him (the bribery is played as a gift) to get him to attack someone else instead.

3. Two players agree to cooperate throughout the game so that they both win at the same time – of course, one may stab the other in the back!

4. A player offers money to anybody who will attack his particular foe.

5. Two or more players form a coalition to bring down a rival who is getting too near victory.

The possibilities are limited only by your own duplicity.

An Unkind Word and a Gun

If you need to cut a foe down to size, there are four ways to do it. The obvious ones, of course, are to steal his Rackets and rub out his mobsters.

Recruiting Crooks away from a rival is harder. The worthwhile ones are hard to steal. But if you can manage it, this is a devastating attack. (And watch your own Mob structure . . . don't leave *yourself* open to that kind of strike!)

The last technique is . . . Unhappiness. Keep an eye on your foes. When someone's Mob becomes unhappy, maybe you can add to their troubles! Remember: a Crook with two Unhappy markers will leave *instantly* if he gets a third marker. If a foe has already has unhappy Crooks due to money troubles, then a couple of *attempted* hits – even if they fail – and maybe a special ability or two might drive some key mobsters over the edge and onto the bus out of town! Or make them Unhappy and *then* recruit them . . .

Crime Lords and *Illuminati*

DESIGN NOTES BY STEVE JACKSON

Crime Lords was developed from *Illuminati*, which I originally wrote in 1982. (Time flies!) If you've played *Illuminati*, then *Crime Lords* won't be hard to pick up. Most of the basic mechanics are similar. But there are a lot of differences . . . some dictated by the difference between the city streets and the "world of conspiracies," and some just because. And no, the two games cannot be combined. I want to do more *Illuminati* supplements, but *Crime Lords* has always been meant to be a stand-alone game.

POWER STRUCTURES

The basic idea of "building subordinates around a center boss" is the same. But in *Crime Lords*, any Crook can gain power and become the Boss. There are no "special victory conditions" for each Mob . . . they all want exactly the same thing. But between the individual abilities of each Mob, and the fact that any Crook can wind up at the head of any Mob, there are a LOT of different ways to achieve those goals.

The card layouts work differently, too. In *Illuminati*, you can lay Groups either horizontally or vertically, and sometimes they end up upside-down relative to the player. People seem to accept that . . . but it does kind of bug me. So in this game, all Crooks are laid out vertically.

The rules for control are different, too. *Illuminati* has "control arrows" that regulate how the cards can be laid. *Crime Lords* has an implicit "control arrow" on each side of every Crook. But when you add a new Crook, he *must* be "below" somebody of higher Power. This can mean that you're unable to recruit a very desirable Crook . . . because he's so powerful that he won't be willing to report to any of the lowly scum who have an open side. Very different from *Illuminati*, in which, once you control a Group, you can put it where you like, and the Multinational Oil Companies might wind up controlled by the Health Food Stores!

And the auction process that starts the game is completely unlike anything in *Illuminati*. We tried a lot of different opening mechanics. This one was a wild idea that worked surprisingly well. The auction is a mini-game of its own, and it's turned out to be fun.

RACKETS AND MONEY

In *Illuminati*, each Group has its own treasury, and a big part of the strategy is in deciding how to place your money. In *Crime Lords*, each player has a single

treasury. But money is *very* important in this game . . . bad cash flow can take a Mob down even if nobody attacks it. In *Illuminati*, almost every Group, except a few no-income deadbeats and the cash-sucking Post Office, brings in money. The bigger your Power Structure is, the richer you get. But in *Crime Lords*, your Power Structure is composed of greedy Crooks . . . they all *want* money (except for poor stupid Gimpy), and the more powerful they are, the more they want. Maintaining a big Mob is *expensive*.

To get this money, you have to take over Rackets. Here, I borrowed a mechanic from the "resource" cards in *INWO*, the trading-card version of *Illuminati*. Rackets are not part of the Power Structure; they're kept separate. Nevertheless, they do interact. The Rackets you already have will determine which new Rackets are easiest to control, and some combinations of Rackets give you extra money.

The "bidding" mechanic by which *Illuminati* players spend money for and against an attack, staring each other down, has been replaced by a faster "showdown" mechanic. It's still a game of threat and bluff, but the flavor is different.

GAME BALANCE

In *Illuminati*, you start with only a single *Illuminati* card, but you can't be eliminated in the first few turns. In *Crime Lords*, you'll have several Crooks and/or Rackets on your first turn – depending on how you did in the auction! – but you can be wiped out quickly if you don't solidify your position.

Card "actions" are regulated by Action Tokens, which is the other mechanic I recycled from *INWO*. You can take as many actions as you like, as long as you have tokens. A big difference from *INWO*, though . . . In that game, you replace your cards' tokens at the beginning of your turn. In *Crime Lords*, you retoken at the *end* of your turn. This has some interesting effects on play; try it the other way, if you like, and see!

EASY MONEY

You'll notice the money tokens are the same. This honestly wasn't laziness; it would have been easy to design new ones. But I thought some players might like to have one big pile of money to use with both games.

Have fun, and may you not sleep with the fishes . . .

CRIME LORDS™

RULES SUMMARY

Sequence of Play

Play goes *counterclockwise* around the table. On your turn:

1. **Collect income** from all Rackets.
2. **Pay off all Crooks in the Mob.**
3. **Draw cards.** Keep any Specials, and place other cards face-up in the uncontrolled area.
4. **Take as many “actions” as you wish and can pay for with Action Tokens.** See below.
5. **Place new Action Tokens** to end your turn.

Actions

Regular Actions: Attack a Crook (to recruit him or to rub him out); Attack a Racket to try to take it over; Move a Crook; Give a Crook away. All these require Action Tokens.

Free Actions: Drop a Crook; Give away money, Rackets, or Specials. Note that you may not give away anything during an attack; see p. 12.

Passing: A player may choose to take no actions of any sort and collect 10 Gs instead.

Attacks

Using two dice, the attacker must roll the final “success number” or less. *A roll of 11 or 12 is an automatic failure.*

Attempt to Recruit. Target’s Resistance is subtracted from attacking Crook’s Power. The Power of one other Crook can be added to the attack.

Modify this number for attacker’s or defender’s special abilities, for money spent by both sides, and for other factors shown below. Players other than the attacker and defender may not spend more than 10 Gs.

- Target is a Boss Immune
- Target is a Lieutenant -10
- Target is controlled by a Lieutenant -5
- Attacking Mob has more of the target Crook’s Weakness than defender . . +4
- Defending Mob has more of the target Crook’s Weakness than attacker . . -4
- Each Unhappy marker on the target +2
- Each G-note (G) spent by attacker +1
- Each G spent by defender -1

Attempt to Take Over a Racket. Target’s Resistance is subtracted from attacking Crook’s Power. Any number of Crooks can be added to the attack on either side, as long as they are “underneath” the first attacking or defending Crook.

Modify this number for special abilities, for money spent by both sides, and for other factors shown below. Players other than the attacker and defender may not spend more than 10 Gs.

- Each Racket attacker has of same *type* . . . +2
- Each Racket attacker has in same *district* . +2
- Each Racket defender has of same *type* . . . -2
- Each Racket defender has in same *district* . -2
- Each G-note (G) spent by attacker +1
- Each G spent by defender -1

Attempt to Hit. Target’s Power is subtracted from attacking Crook’s Power. The Power of one other Crook can be added to the attack.

Modify this number for special abilities, for money spent by attacker, and for other factors shown below.

- If target is a Boss -10
- If target is not a Boss but does have subordinates of his own -5
- For each Bodyguard the target has as an immediate subordinate -5
- If target spends his Action to hide out . . . -3

The attacker can spend up to 5 Gs. No other player can spend money.

Victory Conditions

Control this number of Rackets:

	<i>Long game</i>	<i>Short game</i>
● 2 or 3 players	14	11
● 4 players	13	10
● 5 players	12	9
● 6 players	11	8
● 7 or 8 players	9	7

If you have at least three Rackets of the same type, and nobody else has any, this counts +1 to your total.

If you have at least four Rackets in the same district, and no one else has more than one in that district, this counts +2 to your total!