

Coey Lizotte's
**CRIMINAL
UNDERWORLD**

GAME MANUAL

CONTENTS

- 126 Bills of Money
- 4 Money Envelopes
- 84 Power Shards
- 1 Power Shard Container
- 1 Scorepad
- 2 Pencils
- 1 Card Tuck Box
- 1 Card Hook Box
- 1 Deck of 108 Game Cards
- 1 Deck of 6 Criminal Organization Cards
- 1 Criminal Underworld Card Mat



Thank You

This game is yours to own and enjoy because of the continued support from family, friends, the artists working on it, and most importantly those who play it. I make games because I love to create things that provide some emotion or connection that will lead to lasting memories. Board games were one of my favorite forms of entertainment growing up, particularly due to its ease in bringing people together. Having family, friends, and new acquaintances engage in ways they never normally would. Laughing, cooperating, negotiating, and depending on the game, some yelling, lying, and betrayal. Getting to design board games is a joy and something I will never take for granted. I hope you enjoy this game and any others you may play along the way.

Thank you for playing. It means the world to me.

Corey Lizotte

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GAME SYNOPSIS

You are the leader to one of six organizations within the criminal underworld of Palm City. Each organization works in unison, holding a firm grasp on a different area of crime. Selling and trading anything from weapons & drugs to hacked databases & assassinations. But that isn't enough. Not in this city. Not when there is all this money for the taking. Greed is getting the best of everyone, as you all look to tighten your grip and expand business. Soon only one organization will stand and they will be running the entire city with unrivaled power. To accomplish that, the best leader will need to maintain successful negotiations with rivals the same time war is brewing. Only the strong will be left standing. Will you be able to rise to the top and become the head of the Criminal Underworld?

GAME STORY

The criminal underworld of Palm City has been operating without interruption since the city was first founded in 1993. The criminal way of life is sewn into the fabric of this community's culture. Due to this, both the city and the criminal underworld within it have thrived for years. The underworld's grip on the city has left plenty of room for each area of crime to experience rampant growth. Allowing the six biggest sectors to eventually form their own fully operational organizations and establish tyrannical & unyielding leaders at the head of each.

Drugs are manufactured and distributed by Los Pes. They are the most cutthroat & unrestrained cartel a person will ever cross. The drugs are top-notch though. The art of assassination is best handled by the maestros in the Saints organization. Their discipline has been conditioned into a number of accomplished contract killers. They're the best bang for your buck. Prostitution is a sought-after option in Palm City. The girls are protected and managed by The Kitten Club. They are also, the best bang for your buck.

Cyber crimes are initiated by the Shadow Crew. This deals with hacking and selling goods on the dark web. Money laundering is provided to businesses in need from the Mobleone Family. Their operations go untouched due to a long standing agreement with local law enforcement. Lastly, weapons coming in and out of the city go through Heaven's Devils. Selling guns in Palm City is booming business.

With money flooding in, each sector feels secure. Entrenched in their roles. Everyone aware of who was in charge of what market. Things have gone smoothly without conflict. But who wants to be king of the hill, when there's a whole mountain? The city's potential is capped for each organization, leaving only one option to bring in money. What if they started to dip into the other sectors of crime? With the Mobleone Family selling drugs and Saints dealing weapons, it is only a matter of time until someone feels they need to protect what's theirs. That's when war begins. And when the dust settles only one organization will be left standing. Times are changing.

Welcome to the Criminal Underworld.

HOW TO WIN

You are fighting to be the last criminal organization standing. Do this by eliminating all other players. Once all other players are eliminated, you win.

GAMEPLAY OVERVIEW

You'll be in charge of sending out attacks on other player organizations to bring down their headquarters' power. You'll also set up defenses to defend your own headquarters from attacks. You'll also be managing your organization's money, running side businesses that distribute money to you each turn, trading goods & performing acts of criminal activity to steal money from other players. This is a headquarters defense/money management game where each decision you make has a consequence.

You can form alliances, create deals, & deceive enemies. This is a game where you have free reign over the way your organization is run. If you decide to renege on a previously made deal, that's up to you. Maybe you agreed not to attack another organization because they helped you earlier, and you attack anyways. You can do that. Just know that your trust now will be lost and other players will be aware of your backstabbing tendencies. Your word means something in the Criminal Underworld. Balancing well maintained alliances while outwitting & backstabbing players is the key to staying ahead and winning the game

PLAY YOUR WAY

One of the great things about this game is the ability to play as you want. Feel free to change any rules you don't like and even make different ways to win. Maybe put a time limit or turn limit on the game and whoever survives all collective winners. Perhaps the person with the most money wins instead. Maybe play a team based game. At the beginning have players split into two teams and see which one can win. Change some rules so that no trading is allowed or organizations' special abilities are deactivated. It's up to you. These rules are just here to present you with what is believed to be the best playing experience. These rules are recommended for your first time. Enjoy.

GAME PIECES

CRIMINAL UNDERWORLD CARD MAT



The five service cards are laid out at the top, available for purchase. The deck of cards is placed on the designated spot at the bottom left. Any cards used throughout the game are placed on the designated spot at the bottom right.

CRIMINAL UNDERWORLD MONEY

Transactions in the criminal underworld use this as currency. It comes in 4 denominations. \$10,000, \$50,000, \$100,000 & \$250,000.



MONEY ENVELOPES

These envelopes store criminal underworld money that isn't being used.



GAME PIECES

POWER SHARDS

This is one way to keep track of everyone's power. This method allows you to change the power value directly on each card by placing these shards over the original value. Place these on any cards having their power adjusted. This can be done with business, offense/defense, defense, & headquarter cards.



SCOREPAD

This is the second way to track everyone's power. This method has you write the remaining amount of power down on the scorepad. It tracks the power for the headquarters, business and each of their 4 sides.

SAINTS	HEADQUARTERS POWER	BUSINESS POWER
LEFT SIDE DEFENSE.		
TOP SIDE DEFENSE.		
RIGHT SIDE DEFENSE.		
BOTTOM SIDE DEFENSE.		
HEAVENS DEVILS	HEADQUARTERS POWER	BUSINESS POWER
LEFT SIDE DEFENSE.		
TOP SIDE DEFENSE.		
RIGHT SIDE DEFENSE.		
BOTTOM SIDE DEFENSE.		
MOBILEONE FAMILY	HEADQUARTERS POWER	BUSINESS POWER
LEFT SIDE DEFENSE.		
TOP SIDE DEFENSE.		
RIGHT SIDE DEFENSE.		
BOTTOM SIDE DEFENSE.		
SHADOW CREW	HEADQUARTERS POWER	BUSINESS POWER
LEFT SIDE DEFENSE.		
TOP SIDE DEFENSE.		
RIGHT SIDE DEFENSE.		
BOTTOM SIDE DEFENSE.		
IGS PES	HEADQUARTERS POWER	BUSINESS POWER
LEFT SIDE DEFENSE.		
TOP SIDE DEFENSE.		
RIGHT SIDE DEFENSE.		
BOTTOM SIDE DEFENSE.		
The Ransom Club	HEADQUARTERS POWER	BUSINESS POWER
LEFT SIDE DEFENSE.		
TOP SIDE DEFENSE.		
RIGHT SIDE DEFENSE.		
BOTTOM SIDE DEFENSE.		

POWER SHARD CONTAINER

This tin container stores power shards that aren't currently being used.



CARD TUCK BOX & HOOK BOX

The tuck box includes the 108 cards that will be used during the game.



This deck includes all service, business, trade, offense, defense, offense/defense, & criminal activity cards.



The hook box includes the 6 criminal organization cards

DECK OF CARDS

OFFENSE CARDS



These are the cards you can play to attack other players. They can be used to remove defenses, take businesses, and lower the power of another organization's headquarters.

There are 4 of each of these cards in the deck.

DEFENSE CARDS



These are the cards you can play to defend your headquarters and each of your businesses. Up to 4 cards can be placed on your headquarters at a time. One for each side of the building. The same goes for each business you own.

There are 4 of each of these cards in the deck.

OFFENSE/DEFENSE CARDS



These cards can be played as either an offense or a defense card. You choose.

There are 6 of each of these cards in the deck.

TRADE CARDS



These cards can be played to gain money. Turning one of these cards in will give you the amount of money the trade is valued at. Each organization specializes in a specific trade, meaning their high quality gets double the money.

There are 4 of each of these cards in the deck.

DECK OF CARDS

CRIMINAL ACTIVITY CARDS



These are the cards you can play to force another organization to hand over their money to you. The amount is stated on the card.

There are 3 of each of these cards in the deck.

BUSINESS CARDS



These are the cards you can play to build businesses. Each of these can be defended with up to 4 cards. Defense cards work the same way here, as they do with your headquarters. These will generate money on each turn you take.

There is 1 of each of these cards in the deck.

SERVICE CARDS



These cards are placed on the Palm City card mat available for purchase during the game. They are specialty cards that have a one time use each.

There is 1 of each of these cards. Except "Repair Headquarters" which has 2.

CRIMINAL ORGANIZATION CARDS



These cards are the headquarters. Other players will be trying to get your headquarters power to zero. Each side of this card can be defended to combat this. Each organization also has a special ability so make sure to read them.

There is 1 of each.

SETUP

1. Before you begin playing, set up the Criminal Underworld card mat. Remove the five service cards from the deck and place them face up on the mat. Shuffle the remaining deck of cards and put them face down in their designated spot. The discard pile should be empty at the beginning of the game.



2. Shuffle the six criminal organization cards and lay them face down to ensure they are chosen at random. Each player (starting with the youngest) chooses one card at random and places it in front of them face up. This is their headquarters for the duration of the game.



3. Each player then collects \$250,000 to start the game. This money can be found within the money envelopes.

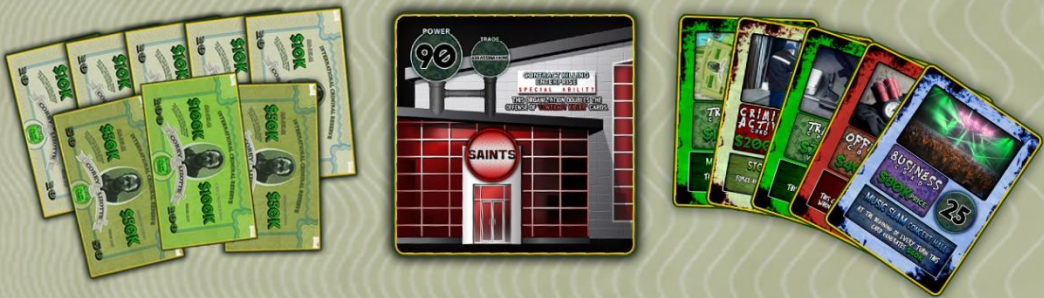


SETUP

4. Moving clockwise, everyone picks up 5 cards from the top of the deck. This again starts with the youngest player.



5. Each player now has the headquarters they're in charge of, their starting bankroll, and they hold their beginning hand. The game is officially ready to begin.



YOUR SETUP SHOULD LOOK LIKE THIS WITH 6 PLAYERS.



READING THE CARDS

CRIMINAL ORGANIZATION CARDS (HEADQUARTERS)

This is the starting power. Think of power as the organization's health. When this reaches zero, the organization is out of the game.



Each organization specializes in a trade. If you sell a trade card that is your specialty, its value is worth double.

Each organization has a special ability. This applies only to you.

BUSINESS CARDS



This is the power of the business. When this is brought to zero, whoever did so obtains ownership over it.

This is the cost to play it.

This is the amount of money the player earns each time their turn begins. This activates the round after the business has been purchased.

SERVICE CARDS



This is the ability of each card. These abilities must be used immediately when purchased.

READING THE CARDS

CRIMINAL ACTIVITY CARDS



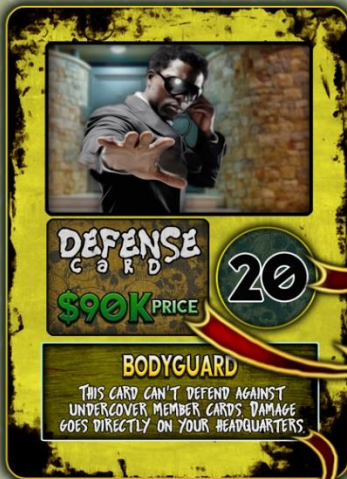
This is the amount of money another organization of your choosing has to give you.

This is how much money you collect from the money envelopes. It is worth double if this is your trade.

TRADE CARDS



DEFENSE CARDS



This is the power of this defense. When brought to zero, it is placed in the discard pile.

This is the cost to play this card.

This is the card's ability that becomes activated once played.
(Can be positive or negative)

OFFENSE CARDS



This is the amount of damage the card does to a business, defense or headquarters.



For "Offense & Defense" cards, the same rules apply as stated above. The only difference is that you get to choose whether the card is played as an offense or defense. That played card can't be changed once chosen.



HOW TO PLAY

TURN OVERVIEW

The youngest player begins the game. The game continues clockwise from this point forward. A turn consists of playing two cards from your hand.



After two cards have been played, two new cards are picked up. Players must always have five cards in their hand when ending a turn.

NEW CARDS ARE TAKEN FROM THIS DECK ON THE MAT



Depending on what two cards are played, a variety of things can happen. There are six card types you can possibly play from your hand. They are defense, offense, offense/defense, trade, criminal activity, and business cards.



Players can't play offense cards against other players for their first 3 turns. Once every player has taken 3 turns, attacking can officially begin. This allows each organization a chance to setup their defenses, build businesses, acquire money, and set plans in motion. Maybe forming alliances and planning the attacks.



PLAYERS ARE NOT ALLOWED TO USE OFFENSE/DEFENSE CARDS AS AN OFFENSE DURING THEIR FIRST 3 TURNS. THAT MOVE IS AN ATTACK.



PLAYERS ARE ALLOWED TO USE CRIMINAL ACTIVITY CARDS DURING THEIR FIRST 3 TURNS. THAT MOVE IS NOT AN ATTACK.

HOW TO PLAY

PLAYING DEFENSE CARDS

When a defense card is played, the player must first pay the cost to play it. That money goes back into its respective envelopes.



Next, the player chooses either their headquarters or a business they own to place the defense next to. Up to 4 defenses can be placed on the headquarters at a time. One for each side. The same goes for each business the player owns.



A player cannot place a defense on the headquarters or business of another player. A player may discard a defense that has already been placed down. To do this the player must once again pay the cost of the card. They can then remove it and place it in the discard pile. This will take up one of the player's two played cards that turn. If a player runs out of money, their defenses become momentarily deactivated until they reacquire cash.

PLAYING OFFENSE CARDS

First pay the cost by placing that money back into its respective envelopes. Next, choose another player's headquarters or business to attack with your offense card. If there is a defense on the headquarters or business, subtract power from that first. If there are multiple defenses, you choose which one to attack. Any remaining offense is subtracted from the headquarters or business.



After using the offense card, place it in the discard pile.

HOW TO PLAY

PLAYING OFFENSE/DEFENSE CARDS When an offense/defense card is played, the player must first pay the cost to play it. Next, the player decides whether they would like to play the card as an offense or defense. Once chosen as a defense, follow the same set of rules as you would for defense cards. If chosen as an offense, follow the same set of rules you would use for offense cards.

PLAY IT AS A DEFENSE CARD

OR

PLAY IT AS AN OFFENSE CARD



PLAYING TRADE CARDS When a trade card is played, the player collects the specified amount from the money envelopes. This is one way money is earned and brought back into circulation throughout the game.



**IN THIS EXAMPLE:
COLLECT \$120K FROM
THE MONEY ENVELOPES**

If the trade card you are collecting money from is your organization's specialty, you collect double the money.



**IN THIS EXAMPLE:
LOS PÉS COLLECT
DOUBLE (220K) FOR
THE DRUG TRADE
CARDS**



**THE SPECIALTY TRADE
IS INDICATED ON
THE HEADQUARTERS.**

**ALTERNATIVELY
THE TRADE CARD
STATES WHICH
ORGANIZATION
DOUBLES ITS VALUE.**

HOW TO PLAY

PLAYING CRIMINAL ACTIVITY CARDS

When a criminal activity card is played, another player's organization is then chosen to steal money from. Their money is given to you in the amount listed on the card.



**IN THIS EXAMPLE:
COLLECT \$150K FROM THE
CRIMINAL ORGANIZATION
YOU'VE CHOSEN**



If they don't have enough money to pay the entire amount, they give you all the cash they have on hand. Their defenses are then deactivated until they reacquire money.



**FLIP
DEACTIVATED
CARDS FACE
DOWN**



PLAYING BUSINESS CARDS

When a business card is played, the player must first pay the cost to build the business. That money goes back into the envelopes. Then place the business somewhere near your headquarters. Leave enough room for defenses on your business. The business built generates money at the beginning of each of this player's turns. That amount is listed on the bottom of the card.



**IN THIS EXAMPLE:
COLLECT \$50K AT THE BEGINNING
OF EACH TURN YOU TAKE**



If someone brings the power of your business down to zero, they obtain ownership over the business. They now place it near their headquarters. Also, you can attack the business of another player and take it from them. There is no limit to how many businesses you or another player can obtain.

HOW TO PLAY

PLAYING SERVICE CARDS Service cards can't be played from your hand. These are purchased off of the Criminal Underworld Card Mat. These 5 cards will be laid out face up at the top, available for purchase from the start.



These cards can only be purchased once and must be purchased during your turn. The amount listed on the card is placed back into the respective money envelopes. The card is then immediately activated and flipped face down. You can buy multiple service cards during a single turn but cannot buy a service card for another player. Also, purchasing a service card does not count as a turn. So you may still play two cards after purchasing one.

OPTIONS OTHER THAN PLAYING CARDS

TRADING CARDS You may trade cards with one another. Trades must take place during a player's turn. Two players cannot trade when it is neither of their turns. The players must also exchange for the same amount of cards. If a player is giving you 2 cards, you must in return give them 2 cards. You cannot trade cards that you have already played. You can only trade cards that are in your hand. Money may also be exchanged during trades.

DISCARDING CARDS You may discard a card in your hand if you want. It will cost you nothing, but will take up one of your two played cards. You may discard two cards from your hand but it will take up both played cards on your turn.

PLAYER ELIMINATION

You are eliminated from the game when your headquarters power hits zero. This can only be done by another player attacking you.



When you are eliminated, all of your money goes back into the money envelopes. The cards in your hand are discarded. The only thing the attacker gains from you is any business you have placed down. Ownership is now handed over to the player who brought your power to zero. Those businesses are now placed near the attacker's headquarters. Defenses that were placed on the business do not come along. Those are discarded.

END GAME

There is no scenario where two players lose at the same time.

The game is over when only one player is left with power remaining on their headquarters. That last remaining player is declared the winner and crime lord of Palm City.

TIPS

Alliances are key to winning the game. It is a rarity for a lone wolf to win. Make deals and create strategic bonds with other players.

All sorts of deals are allowed. You can make a truce with another player to not attack, or maybe pay them a percentage of your business earnings every round so they don't attack you. Remember though, just because you made a deal doesn't mean the other person has to keep their word. They may backstab you and lie. You are a criminal after all.

GAME CREDITS



GAME #1



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USED FOR GAME CARDS