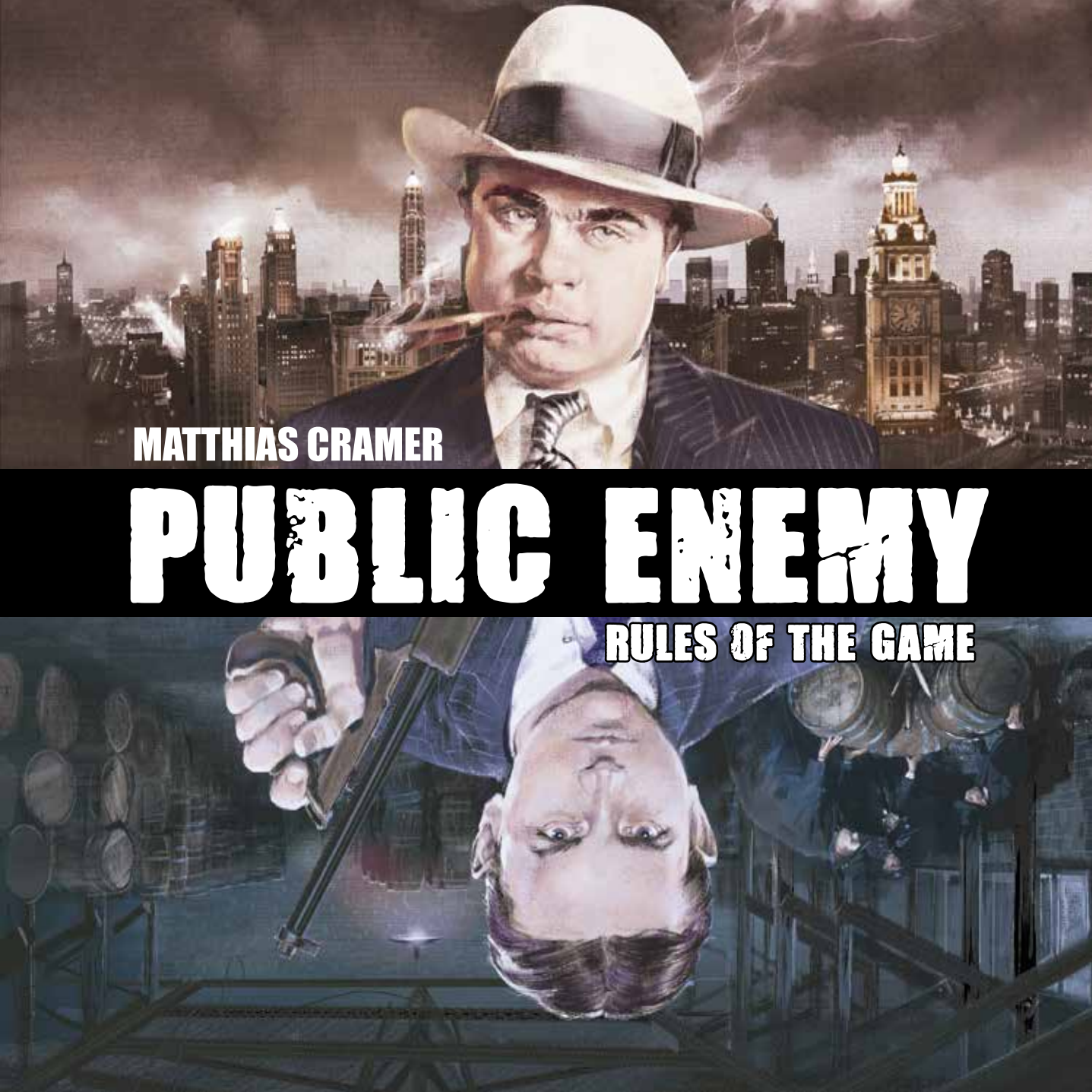

MATTHIAS CRAMER
PUBLIC ENEMY
RULES OF THE GAME

PUBLIC ENEMY

In the late 1920s, the city of Chicago was firmly under the control of the Outfit, the CRIME syndicate led by Alphonse "Al" CAPONE. Having amassed a fortune through bootlegging, illegal gambling, and prostitution, CAPONE ruled with an iron fist through terror and the widespread corruption of the police, judges, and local politicians.

The St. Valentine's Day Massacre (February 14, 1929) marked a turning point. The public was shocked by this act of barbarism committed in broad daylight, and the new U.S. president, Herbert Hoover, made CAPONE's downfall a matter of STATE and a federal priority.

CIVIL SOCIETY & GOVERNMENT

The financial aspect (the tax investigation): conducted behind the scenes by Treasury Department agents (notably Frank J. Wilson), with the aim of proving that CAPONE never paid taxes on his illegal income.



Financial Section
Frank J. Wilson (Treasury)
- Traque des registres comptables
- Tax Fraud (Harrison Act)

Field Operations
Eliot Ness (Justice)
- Raids on Distilleries
- Seizures of trucks and drums



The field operations component (logistical disruption): entrusted to the Department of Justice and led by a 26-year-old agent, Eliot Ness.

THE FALL OF AL CAPONE

Winning the Game

Victory of Al CAPONE:

If CAPONE manages to place is 6th GANG Claim, he wins immediately.



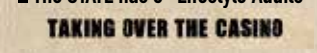
Victory of the STATE:

The STATE has 2 different winning conditions:

- CAPONE is arrested after all 5 spaces in the Chicago Outfit track are full.



- The STATE has 3 "Lifestyle Audits" cards in his hand.



Empty bag:

if there are not min. 3 CRIME markers in the bag during Preparation phase, the game ends. Players score VP.

if there are not min. 3 CRIME markers in the bag during Preparation phase, the game ends. CAPONE scores 1 VP for each District taken. The STATE scores 1 VP for each space taken on the Cicero track and a half VP for each Start-of-Round BONUS cube placed. In case of a tie, CAPONE wins.



Gamel Material + Setup

- 1 Game board
- 1 Bank board
- 1 Crime bag


8 "MUSCLES"


8 "GOONS"


12 "OFFICERS"


22 CRIME Issues+1 bag


20 COINS (4 colors)


6 "GANG" claims


1 INITIATIVE marker


1 INITIATIVE issue


6 BONUS markers



21 "STATE" cards



17 "CAPONE" cards


The STATE starts with his 5 "START" cards
STATE
DECK

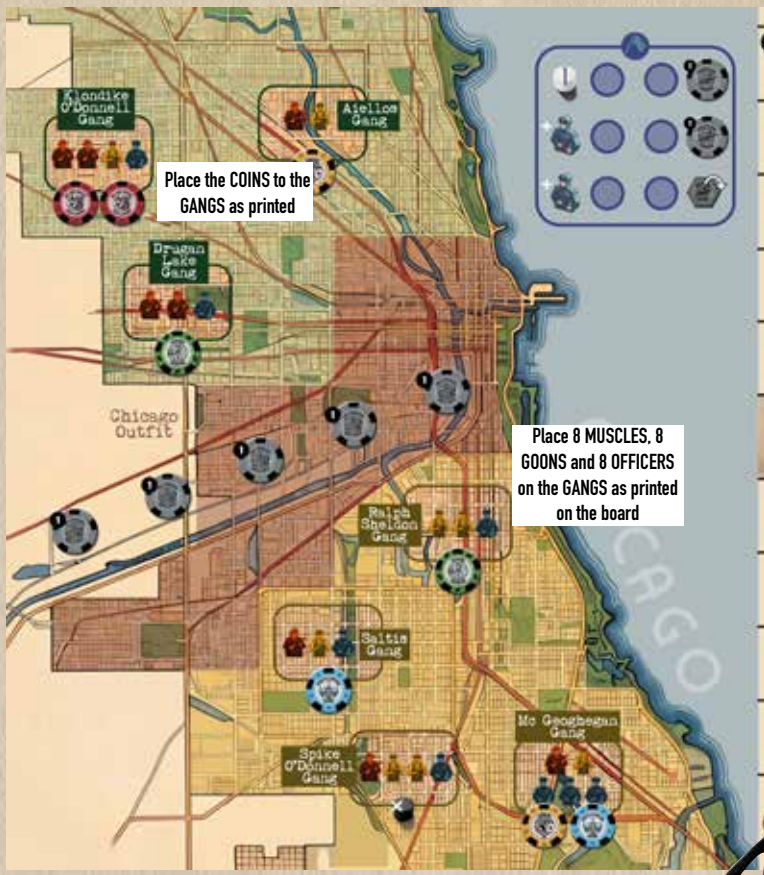

DISCARD


The STATE draw 4 "START" cards
ST
ST
ST
STATE






BUY PILE

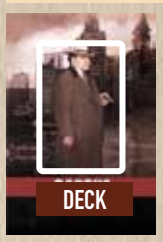

Klondike O'Donnell Gang
Aiello Gang
Place the COINS to the GANGS as printed
Dragna Lake Gang
Chicago Outfit
Place 8 MUSCLES, 8 GOONS and 8 OFFICERS on the GANGS as printed on the board
Ralph Sheldon Gang
Saltis Gang
Mc Geoghegan Gang
Spike O'Donnell Gang


5
4
3
2
1
0
1
2
3
4
5


STATE RESERVE
The STATE starts with 1 coin (of their choice)


SUPPLY
Put the rest of the COINS in the Supply


"CAPONE "starts with the INITIATIVE marker
CAPONE RESERVE
CAPONE starts with 2 different coins (of their choice)


DECK


DISCARD


The player "CAPONE" draws the first 5 cards of his deck
CAPONE


Place the 22 CRIME issues in the bag


TRASH

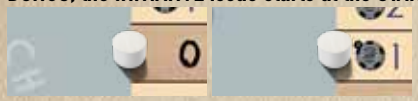
Game Sequence

Public Enemy is played in rounds. Each round consists of 3 Phases:

1 - Preparation | **2 - Action** | **3 - Resolution**

1 - Preparation

- Place the INITIATIVE issue on the "0" space. If the STATE has the BONUS, the INITIATIVE issue starts at the STATE "1" space instead.



- CAPONE draws 3 CRIME issues from the bag, examines them and puts them hidden on the 0-space.

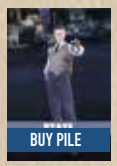


- The STATE take their start-of-round BONUSES.



In this example, the "STATE" player will place 1 OFFICER and earn 1 COIN at the start of each turn.

- The STATE may draw 3 cards from the buy pile and buy 1 of them. The bought card is placed on the top of their draw pile.





In this example, the player "STATE" can buy "Hoover's Inauguration" by paying 2 COINS from their reserve.



The "STATE" player does not buy any cards during this phase in the first round.

- The player with the INITIATIVE issue draws 5 cards, the other player only 4 cards.



In this example, the player "STATE" will play 5 cards during this round because he has the INITIATIVE issue, while the player "CAPONE" will play only 4 cards.

2 - Action

Players play cards alternately, starting with the player holding the initative.

Cards can be either played for **Event** or for **Value**

Playing a card for **Event**



Perform the event of that card. If you can't perform all parts of the event, then just perform the parts you can.

CAPONE has several events that leave the game after playing the card for event. These cards do not leave the game if played for value.



CAPONE has several Mobsters. These cards remove MUSCLES or GOONS from any district. A Mobster has to be paid after playing it for event to place him into the discard.
If Capone don't want to or cannot pay the Mobster, he is removed from the game.

Playing a card for **Value** (CAPONE)



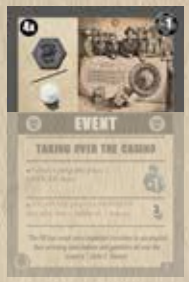
In this example, "CAPONE" moves a CRIME issue of his choice 4 spaces OR moves the INITIATIVE 4 spaces

CAPONE selects any issue (INITIATIVE or CRIME) and moves that x spaces, depending on the card value.
You can move a "CRIME" issue of either of the two colors by a distance equal to the value on your card:

- If the Crime issue was on the 0-space, it is NOT revealed
- If the Crime issue was on another space, it is revealed.

Playing a card for **Value** (STATE)

There are three possibilities for the STATE to use a card for value:



- Select an open issue (Initiative or open crime issue) – or –
- Ask Capone for a color (then Capone may select the issue if there are more than 1)
- If the Crime issue was on the 0-space, it is NOT revealed
- If the Crime issue was on another space, it is revealed.



Exemple:

The STATE uses the value on this card to move one of the following items 2 spaces:



- the Initiative marker **A**
- The STATE wants to move the CRIME issue face down **B**, it must ask Capone for a token that is yellow or contains yellow, is then revealed because it is not on space 0.
- The yellow/blue CRIME issue (because it contains yellow and therefore matches the color of the card). **C**
- The STATE wants to move the CRIME issue face down **D**, it must ask Capone whether this token is yellow or contains yellow.
  If so, Capone must reveal it and move it 2 spaces, It is not revealed because it is on space 0.
  If not, the STATE must choose one of the other options listed above.

CORRUPTION:
Capone always may pay 1 coin to remove an OFFICER



Playing a **Mobster** card (CAPONE)

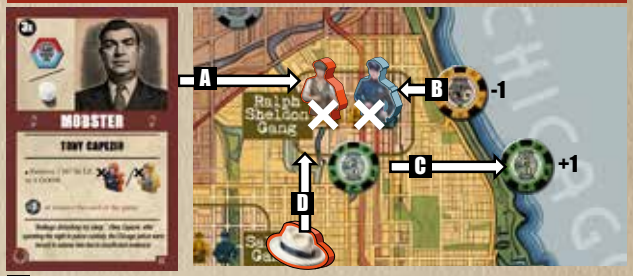
MOBSTER cards allow you to remove opposing gang miniatures from the board and take control of them.

- Remove the MUSCLE and/or GOON indicated on the card.
- If only OFFICERS remain, you may pay one coin for each OFFICER still present in the gang.

If there are no tokens left in the gang, CAPONE takes control of it and places a GANG claim. He immediately claims the gang bonus.

- If Capone don't want to or cannot pay the Mobster, he is removed from the game.

Claiming a GANG exemple:



A Tony Capezio eliminates the last GOON remaining in the gang.
B CAPONE pays off the last officer remaining in the gang.
C CAPONE collects the reward of this GANG.
D CAPONE places his GANG claim.

3 - Resolution

INITIATIVE

The player controlling the INITIATIVE issue gets the INITIATIVE marker for the next turn.

If the marker is on the 0-space, the INITIATIVE switches.

CRIMES

Resolution always starts on the STATE's side going along the track to Capones side.





- An open CRIME issue on the STATE's side: CAPONE's Henchmen are arrested. Place 1 COIN of your choice on the Chicago Outfit track. These tokens may come from the supply or from STATE's reserve. From this point on, these tokens are set aside until the end of the game.
- An non-open CRIME issues on the STATE's side: the STATE takes 1 COIN from the supply
- A CRIME issue on the 0-space: nothing happens
- A CRIME issue on CAPONE's side: CAPONE gets COINS in the CRIME's color into his Money-space from the COIN supply, depending on the SPACE (for example 3 coins if the CRIME was on Capones 5-space).

Annexes STATES



F.A.Q.

If all the CRIME issues are visible, do I need to hide one of them?
No, you can skip this step.
If there are no more coins in the reserve, can I take a coin from CAPONE's reserve?
No, if there are no more coins in the reserve, you skip this step.



F.A.Q.

Can I place an OFFICER on gangs with a gang claims?
No, this gangs are permanently claimed by Capone.
Can I add OFFICERS if my reserve is empty?
No, in that case, you can only move OFFICERS who are already in position.



F.A.Q.

When CAPONE removes an OFFICER from a gang, is that OFFICER permanently removed from the game?
No, OFFICER joins the STATE reserve.



F.A.Q.

If I don't have enough coins to buy one of the three cards, do I have to draw more?
No, in that case, the STATE applies the card for its face value only.



F.A.Q.

If there are no more coins in the reserve, can I take a coin from CAPONE's reserve?
No, if there are no more coins in the reserve, you skip this step.



F.A.Q.

If the specified color isn't among the CRIME issues, can I choose a different color?
No, if the color isn't there, tough luck!



F.A.Q.

Does the card apply if the trigger condition is not met?
No, if the condition does not apply, this card can only be played for its face value.



Event

In which direction should CAPONE move the CRIME issue he has chosen?
CAPONE moves the CRIME issue toward himself.



Event

Whose turn is it after Eliott Ness was played for his event?
It is Capone's turn.



Event

Can I take a coin from the reserve if Capone doesn't have any?
No, only Capone's coins are affected by this action.
Can I move a crime token that is face-up?
Yes, but it is not flipped even when not starting on the 0-space.

Annexes STATES



F.A.Q.

Is it possible to add a goon, a muscle, or a police officer if there are no figures available and they are all on the game board?
No, the number of figures of each type is limited. If there are no figures available, then this rule is ignored.



F.A.Q.

Can you play this card if it's the last one in this round?
No, you must have at least one other card in your hand to make the exchange.



F.A.Q.

Will drawing crime tokens from the bag shorten the game?
Yes, the normal game length is a maximum of 7 rounds. If this card is played multiple times, it can reduce the number of rounds in the game.



F.A.Q.

If Capone played a Mobster card for its value and not for its event action, can I still move a crime token?
Yes, what matters is that Capone played a Mobster card during the previous turn.



F.A.Q.

Can I move the first CRIME issue if it's face up?
Yes, the first CRIME issue can be moved whether it is face-up or face-down.



F.A.Q.

Can I play the event if the third gang consists only of OFFICERS?
No, because in that case, CAPONE does not yet control a third gang.

F.A.Q.

Can I play the event if the STATE controls multiple face-down crime tokens?
No, no more than 1 crime token—whether face-up or face-down—is required.

F.A.Q.

Can I play the event if the CRIME issue is face down?
Yes, as long as there is at least one CRIME issue on CAPONE's side.

F.A.Q.

Can I play the event if the INITIATIVE is at 0?
No, the INITIATIVE must be at least 1 on the STATE side.



F.A.Q.

Can I move a single CRIME issue 3 spaces?
Yes, you can move a single CRIME issue instead of multiple ones.



F.A.Q.

If Capone has no more coins in his reserve, can I take a coin from the supply?
No, if Capone has no more coins in his reserve, you skip this step.

LIFESTYLE AUDIT If the "STATE" player has 3 "LIFESTYLE AUDIT" cards in their hand at the start of a round, they lay down all 3 cards and immediately win the game.

Annexes CAPONE



F.A.Q.

Can I remove an OFFICER instead of a GOON or a MUSCLE when playing this Event?
No, the figure removed must be a MUSCLE or a GOON.



F.A.Q.

Can I remove a MUSCLE and a GOON if they're in different gangs?
Yes, as long as they're both in the northern district.



F.A.Q.

Can I remove a MUSCLE and the OFFICER if they're in different gangs?
Yes, they may be in different gangs.



F.A.Q.

Can I remove a GOON instead of a MUSCLE if there are no more Muscles on the game board?
No, the figure you remove must be a MUSCLE.



F.A.Q.

Can I remove a MUSCLE and the OFFICER if they're in different gangs?
Yes, they may be in different gangs.



F.A.Q.

Can I remove a MUSCLE and a GOON if they're in different gangs?
Yes, as long as they're both in the southern district.



F.A.Q.

Can I remove a MUSCLE instead of a GOON if there are no more Muscles on the game board?
No, the figure you remove must be a GOON.



F.A.Q.

Can the removed Officers placed again by the STATE?
No, they are placed in the box.



F.A.Q.

Does the card retrieved by using Torrio's Legacy go to my hand or my discard pile?
No, the card remains removed from the game; you can only apply its effect.



F.A.Q.

Is this card removed from the game if you don't pay for it, like MOBSTER cards?
No, this card is permanent and goes to the discard pile after use.

Annexes CAPONE



Event

Is this card removed from the game if you don't pay for it, like MOBSTER cards?
No, this card is permanent and goes to the discard pile after use.



Event

Is the card retrieved by the STATE free?
Yes, it is free.
Does this card go into the STATE player's hand?
Yes, that means an additional turn for the State.



Event

If the STATE does not have any coins in its reserve, can I take these coins from the supply?
No, the coins must come from the STATE reserve.



Event

If the retired police officer was the last figure in a gang, can I take control of that gang?
Yes, as soon as a gang has no figures left, Capone takes control of it.



Event

What happens if the state hasn't captured any coins yet?
This event does not apply in this case.
Where do the coins collected during this action go?
The coins are added to CAPONE's reserve.



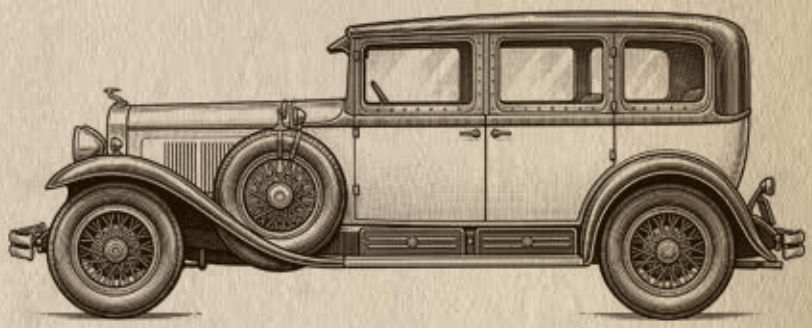
F.A.Q.

Can I trigger the event if STATE hasn't placed a bonus token?
No, in this case, only the card's value effect applies.



F.A.Q.

If all the CRIME issues are face down, do I have to turn 1 of them face up?
No, if you pay 1 coin, it's to hide your CRIMES. In that case, it's advisable to pay 1 coin to remove 1 OFFICER.



SOLO RULES

work in progess

SOLO RULES

work in progess



PUBLIC ENEMY



HISTORIUS GAMES

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