



# micro mob



pull the strings from behind the scenes to install a new kingpin and dominate the underworld. microMob is a modular game consisting of 6 modules that can be played alone or combined with one another. Each **module** consists of 15 cards with matching background colours;



**object** : Earn the most **victory points (v.p.)** by; hiring goons, making alliances, and hitting bosses.  
Game ends when only 1 card is left in **city** (the last card is called the **kingpin**).  
At game end, **goons** are worth 1v.p., **allies** are 2v.p., and cards in **hit area** are worth v.p. equal to their (unless they are from the same family as the kingpin).

include more modules to accommodate more players or use less for fewer players or a quicker game. Use any combination of modules.

1 module	2 players	10 minutes
2 modules	2-3 players	20 minutes
3 modules	2-4 players	30 minutes
4 modules	2-5 players	40 minutes
5 modules	3-6 players	50 minutes
6 modules	3-6 players	60 minutes

**components**: Game includes;



90 boss/goon cards (15 per module)

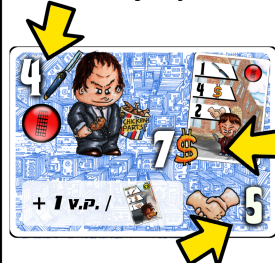


6 home cards

**boss/goon cards**: these cards have 2 sides, a **boss-side** and a **goon-side**.

**boss-side** is used for cards in the **city**, as well as cards in a player's **hit area** or **ally area**. The boss side has 3 numbers.

**hit** : spend goons with a total equal to or greater than this number to move this boss from the **city** to your **hit area**.



**hire** : spend goons with a total equal to or greater than this number to take the **goon** on the other side into your **hand**.

**ally** : spend goons with a total equal to or greater than this number to move this boss from the **city** to your **ally area** and gain its special **ally ability** or bonus.

**goon-side** is used for cards in your **hand** as well as cards in your **fatigue area**. (**goons** are the cards you use to take actions.)

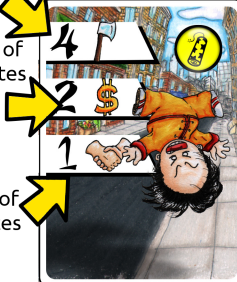
**hit** : this is the number of the goon contributes when spent. (by moving card from hand to fatigue area)

**hire** : this is the number of the goon contributes when spent.

**ally** : this is the number of the goon contributes when spent.

**note** : symbols are just for decoration. all knife/hatchet symbols mean same thing.

all money symbols mean the same thing.



**Setup**: select the **modules** that you would like to use, and shuffle them together.

place a **home card** in front of each player (back of home card is only used in **paesan mode**.)

each player will now draft the 2 goons they wil begin the game with. place 2 cards per player, **goon-side** up. Replace any cards that have a **money** (the middle #) of 1 or less. choose a player to go first and begin drafting goons into your hands.



2 player : 4 Goons  
3 player : 6 Goons  
4 player : 8 Goons  
5 player : 10 Goons  
6 player : 12 Goons

each player draft 1 card at a time until each player has 2 goons in hand. if playing with more than 2 players, draft moves counter-clockwise around table.

**set up city** : Place remaining cards **boss-side** up to form the **draw pile**. draw 3 cards and place **boss-side** up next to **draw pile** as pictured at right.

all 4 visible cards are in play.

in a 4-6 player game, **city** is made up of 6 cards instead of 4.



whenever a **card** is taken from the **city**, replace it **immediately** (there are always 4 cards in play (until the **deck** runs out) (6 in a 4-6 player game).

## gameplay :

starting with the player who **drafted last** (and moving clockwise in a 3-6 player game), players take **turns**. On each players **turn** do these things in order ;

- 1) use ally powers** : Player may use each of his or her **special abilities once** in any order.
- 2) take 1 action** : There are 4 different **actions** a player can choose to perform; **hit**, **hire**, **ally**, and **payroll**.

**using goons** : Most actions require that the player **spend goons**. This means place **goons** from your **hand** on the **fatigue** side of your **home card**.

you can't use them again until you **pay** them.  
\*see **payroll** action



**hit** : spend **goons** from your hand with a total number equal to or greater than the of one of the **boss cards** in the **city**. Then place that **boss card** on the **hit** side of your **home card**. **bosses** that you **hit** are worth v.p. equal to their at game end.

these icons all mean the same thing.

**hire** : spend **goons** from your **hand** with a total number equal to or greater than the of one of the **boss cards** in the **city**. Then place **goon side** of that card into your **hand**.

these icons all mean the same thing.

**ally** : spend **goons** from your **hand** with a total number equal to or greater than the number of one of the **boss cards** in the **city** to move that **boss card** into the **ally** area below your **home card**.

**allies** have special powers and are worth 2 v.p. each at game end.

**payroll** : pick up all of the cards in your **fatigue** area and return them to your **hand**.












**endgame & scoring** : Game ends as soon as there is only **1 boss card** left in the **city** (the **kingpin**).

Count up **victory points (v.p.)**. (feel free to use pen and paper or a phone)  
 Players get ;

**1 v.p.** per **goon** (this includes all **goons** in player's **hand** as well as **goons** in player's **fatigue** area)

**2 v.p.** per **ally** (some **allies** have **v.p.** bonuses, make sure to add these in!)

Each card in **hit** area is worth its  number in **v.p.**, **BUT** if the **circle** under its  number is the **same colour** as the **circle** under the **kingpin's**  number, it is worth **NOTHING**.  
 (the **kingpin** is not happy if you **hit** his crew)

The symbol inside the circle does not matter, just the **colour**.      

The player with the most **victory points (v.p.)** wins.








don't be afraid to use a pencil and paper to help you with scoring

**ally powers :**





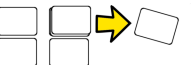
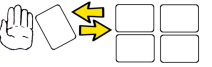
Each ally power a player has, can be used **1 time per turn**.  
 (except for **stat bonuses**, which are always added in automatically, and **scoring bonuses**, which are added in at the end of the game.)

**Ally** powers are cumulative and there are **no restrictions** on how many you may acquire.  
 The **ally powers** are divided into 4 groups

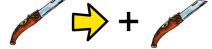
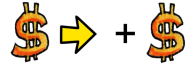
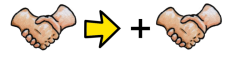

**stat bonuses** : these add to your total when spending goons to take actions. These bonuses are added in automatically every time you take an action. These bonuses are cumulative.

<b>+1</b> 	add 1 to your total  when taking the <b>hit</b> action.
<b>+1</b> 	add 1 to your total  when taking the <b>hire</b> action.
<b>+1</b> 	add 1 to your total  when taking the <b>ally</b> action.
<b>+1</b> 	add 1 to your total when taking any <b>action</b> . ( <b>hit</b> , <b>hire</b> , or <b>ally</b> )






**special abilities** : these powers are used at the very beginning of a player's **turn**.  
 use **special abilities** before taking any **actions**.  
 you may use as many of your **special abilities** as you want, in **any order**.

	take a <b>goon</b> card from your <b>fatigue area</b> , flip it over, and place its <b>boss</b> side in your <b>hit area</b> .
	move a card from your <b>ally area</b> to your <b>hit area</b> .
	take a card from your <b>ally area</b> , flip it over, and place its <b>goon</b> side in your <b>hand</b> .
	move a <b>goon</b> card from your fatigue area to your <b>hand</b> .
	draw a card from the top of the <b>deck</b> and add it to the <b>city</b> . (a <b>5th</b> card in a <b>2-3p</b> game or a <b>7th</b> card in a <b>4-6p</b> game.)
	take any card from the <b>city</b> and place its <b>goon</b> side in your <b>hand</b> , then take a <b>goon</b> from your <b>hand</b> and place its <b>boss</b> side in the <b>city</b> .

**action bonuses** : allow players to perform an additional action of some type after performing a certain action. These bonuses are cumulative and can result in players taking **2, 3,** and sometimes even **4** actions in a turn..

	if you take the <b>hit</b> action, you may take an additional <b>hit</b> action.
	if you take the <b>hire</b> action, you may take an additional <b>hire</b> action.
	if you take the <b>ally</b> action, you may take an additional <b>ally</b> action.
	if you take the <b>ally</b> , <b>hit</b> , or <b>hire</b> action, you may take an additional <b>ally</b> , <b>hit</b> , or <b>hire</b> action.

**scoring bonuses** : add these in at the end of the game. they are all cumulative.

<b>+ 1 v.p.</b> / 	at the end of the game, score <b>1</b> additional <b>v.p.</b> for each <b>goon</b> card in your <b>hand</b> as well as <b>fatigue</b> area. (these are cumulative).
<b>+ 1 v.p.</b> / 	at the end of the game, score <b>1</b> additional <b>v.p.</b> for each card in your <b>ally</b> area. (these are cumulative(if you have <b>2</b> , score <b>2 v.p.</b> etc.)).
<b>+ 1 v.p.</b> / 	at the end of the game, score <b>1</b> additional <b>v.p.</b> for each card in your <b>hit</b> area (regardless of colour).
 	at the end of the game, change the colour of <b>1</b> of the cards in your <b>hit area</b> .(this allows you to score a card that matches the kingpin)

**example of 2 player game in progress.**

**hit area:** cards that you hit go here. 

**ally area:** bosses that you have allied with go here. 

**fatigue area:** goons that you spent to take actions go here. (and stay here until payroll) 

**city area:** these **4\*** bosses are available to **hit**, **hire**, or **ally** (\***6** in a **4-6p** game). 

