

# KINGPIN

You've got the stuff, now you need the money. Run an underground drug ring by building a network of suppliers, dealers and junkies. Gain special abilities and use them to give yourself an edge. Can you run your competition into the ground and be the greatest drug kingpin to ever live?

## Contents

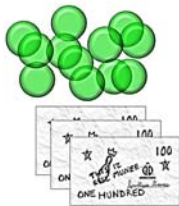
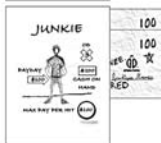
- / 10 6-sided Dice
- / 180 Hit Chips (30 of each color)
- / \$35,700 cash
- / 25 Junkie Cards
- / 16 Dealer Cards
- / 18 Supply Truck Cards
- / 2 Cop Cards
- / 3 Regulator Cards
- / 2 Hit Man Cards
- / 1 Immunity Cards
- / 1 Jail Card
- / 6 Quick Reference Cards

## Object

Build the biggest drug empire by collecting cash through your network of Dealers and Suppliers.

# Initial Setup

Set aside a stack of each of the 7 types of Kingpin cards: Cop, Dealer, Hit Man, Immunity, Junkie, Regulator and Supply Truck. You may wish to subdivide the Supply Trucks, Dealers and Junkies into three piles each based on size. Give each player a Supply Truck with a 3 on it, a Dealer with a 3 on it and a Junkie with Cash on Hand of \$200. Set aside the cash, sorted by denomination. Give each player \$100 x [number of players] to put in their bankroll. Each player should then take 30 Hit Chips of one color. Place three Hit Chips on your Supply Truck card. Place \$200 under your Junkie. Roll a die; highest roll will go first.



A player can never be without a Supply Truck or a Dealer. If an action would cause you to lose your last Supply Truck or Dealer they are immune to the effects of that action. You can however get to a point where you have no Junkies. Your supply of cash and Hit Chips are endless, if you run out, find something to use as additional counters (spare change, paper, etc.)

## On Your Turn

1. Make a purchase {optional} (see Purchase Cards).
2. Roll dice.
3. Allocate die rolls. (see roll outcomes)
4. Use any/all Special Cards
5. Bail a card out of Jail (see Jail)
6. Play moves to the player on your left.

## Purchase Cards

If you wish to purchase additional cards to expand your empire, you must do so **before** rolling. The prices for each card type are as follows and appear on the backs of the cards:

- Junkies – Half the cost of their Cash on Hand
- Dealers – \$100 x number in circle
- Supply Trucks - \$100 x number in circle
- Special Cards - \$600 each

**You may not purchase two identical cards on a turn.**

## Special Cards

You may only use a Special Card on your turn. All Special cards must wait a turn after purchase before they can be used against another player. Immunity can be used to block attacks from other players at any time. You may use as many Special Cards on your turn as you wish as long as they aren't Exhausted.



**Cop** – Spend \$200 to use a Cop to put Junkies, Dealers or Special Cards in Jail. Cops can not be used on Supply Trucks. A player may pay the bribe to the Cop's owner instead of having their card placed in Jail. Exhaust (flip card over) after use. This card can be reused only after Activating it again.




**Hit Man** – A Hit Man can be Exhausted to eliminate another player's card from the game for the bounty listed on the Hit Man card. Each time a player is targeted the owner of the targeted card can double the bounty to target an attacker's card instead. The final bounty is paid the bank and the target is removed from the game. A Hit Man cannot be used to eliminate a Supply Truck. Exhaust (flip card over) after use. This card can be reused only after Activating it again.



**Immunity** – Immunity can be used to prevent the effect of one action caused by another Special Card. Exhaust (flip card over) after use. This card can be reused only after Activating it again. Chloroform cannot be blocked by Immunity.



**Regulator** – Place Regulator next to another player to target them. Place one of your Hit Chips on the Regulator to keep track of ownership. A Regulator prevents the player targeted from using a roll of a  as a Shipment action once per turn. A Regulator is only Exhausted if it is bribed (pay to the owner) or chloroformed (pay to the bank). A Regulator can only be Chloroformed if it is not currently targeting a player. Exhaust (flip card over) after use. This card can be reused only after Activating it again.

## Basic Cards



**Supply Truck** – Supply Trucks are used to bring your shipments of Hits. The cards contain a specific Shipment value (3, 4 or 5, shown in the circle). When Shipment is rolled, place that number of chips onto an empty Supply Truck Card. Supply Trucks cannot get sent to jail.



**Dealer** – Dealers sell the Hits to the Junkies. You need to Distribute the Hits to your Dealers before you can sell them. A Dealer can hold a number of Hits equal to the Maximum Hits Held value on the card (3,6 or 12 shown in the circle).




**Junkie** – Junkies are your cash supply. When you place a Junkie, place cash equal to its Cash on Hand under the card. The Payday value is the amount you can add to the Junkie card on a Payday roll. The Maximum pay per Hit is the most a Junkie will pay for a Hit. There is also an overdose (OD) value. See OD for specifics on how this works. If a Junkie dies, put their remaining money in the bank.






If a stack runs out of cards, you may no longer purchase that card type.

## Roll Outcomes

Roll a number of dice equal to the number of Basic Cards plus all **active** Special Cards in your empire.

### *Single Die Outcomes*

-  – Shipment – Add a number of Hit Chips, equal to the number in the circle on one of your **empty** Supply Truck cards.

-  – Distribute – Move all the Hit Chips from **one** of your Supply Trucks to any number of your Dealers. Be sure to not place more Hit Chips than the Maximum Hits Held for your Dealers. If your Dealers cannot hold all the Hit Chips from your Supply Truck, discard the extra Hit Chips.
-  – Purchase Hits – **One** of your Junkies can purchase Hits from **one** of your Dealers. See Purchasing Hits.
-  – Payday – Add cash equal to the Payday value on your Junkie cards underneath **all** of your Junkies.
-  – Steal a Deal – Sell Hits to an opponent's Junkie, otherwise all actions are the same as they are for Purchase Hits.
-  – Chloroform – Pay \$200. Cause any Special Card belonging to any opponent, and not currently targeting another player, to become Exhausted. Any active Special Card can be Exhausted, including Immunity. The only Special Card that could be targeting an opponent at time you are choosing to use Chloroform is a Regulator currently targeting another player.

### *Double Die Outcomes*


- All Doubles rolled allow a person to Activate one Special Card or collect \$200 directly to your bankroll.

### *Triple Die Outcomes*

- Every player's Junkies receive a Payday and then the player rolling receives a free Basic Card.

### *Quadruple Die Outcomes*

- Player rolling receives a free Special Card.

You may choose to use your rolls for single, double, triple or even quadruple die outcomes. For example if you roll a , you may either choose to activate a Special card and use a Steal a Deal, or to gain a Payday twice and use a Steal a Deal. You may also choose which order you wish to use the rolls. You may want a Payday before a Purchase or a Distribute before a Purchase. You may use each die only once.

If you get nothing you like, you may choose to use a roll you did not get as a single action. You do not get to use any part of your roll in this case.

Money made during a turn can be used to carryout roll results during a turn. If a player rolls a Purchase Hits and a Chloroform and only has \$100, they can Purchase Hits for \$200 and then pay the \$200 to Chloroform an opponent's Cop.



## Purchasing Hits

When you roll a 3 or 5 this allows you to purchase a Hit, you collect cash from **one** Junkie (3 = your Junkie, 5 = somebody else's Junkie) to pay for any number of Hits from **one** of your Dealers. Remove a Hit Chip for each Hit purchased and collect money from the Junkie's pile not greater than the maximum payment the Junkie will pay per hit.


You may collect less than the maximum if you would like. You may wish to do this if the Junkie doesn't have the exact amount of cash you need or you are trying to cause a Junkie to OD. This money enters your bankroll and can be used as you see fit. **Only money in your bankroll counts towards the amount needed to win.**

## OD

Junkies can buy as many Hits as you are willing to sell to them. They always have the risk of overdosing and dying if you give them more hits than their OD value. Roll 3 dice if you exceed the OD value by one. If you roll a 3 or less on at least one die the Junkie is fine. The Junkie dies and is removed from the game if you fail to roll a 3 or less. Roll 1 less die for each **additional** Hit over the OD value. 4 Hits over the OD value means instant death. You still collect all of your money if the Junkie ODs.

# Jail

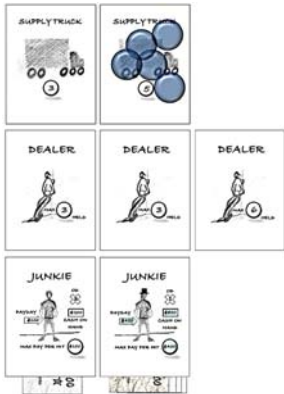
If you wish to bail a card out of Jail, the prices for each card type are as follows:

- Junkies – Payday amount
- Dealers – \$100 x 
- Special Cards - \$1000







When a Junkie is jailed, all of its money is returned to the general cash piles.


## Sample Turn

*Sandra starts her turn with the setup shown below. She rolls 7 dice because she has 7 Basic Cards and no Active Special Cards.*



Sandra rolls 

On her turn she chooses to first use a  to distribute her 5 Hit Chips onto her Dealer (6). She then chooses to use  to add 5 Hit Chips to her Supply Truck (5). She uses another  to move Hit Chips from her Supply Truck (5): 1 to Dealer (6), 3 to a Dealer (3) and 1 to the other Dealer (3). She then uses the  to sell 2 Hit Chips to her Junkie with the \$400 Payday. She collects \$800 to her Bankroll. She needs to make an OD roll for her Junkie with three dice. All the dice were higher than  so her Junkie dies. She uses the  to collect \$200.

The third  she rolled goes to waste for this turn and if she doesn't buy another card next turn, she'll only get to roll 6 dice because she lost a card.

## Winning the Game

Be the first Kingpin to bankroll \$5,000, or have the most money if it is impossible for anybody to gain any more money.

For a shorter game, play to \$3,000 or for an epic game, play to \$10,000.

## Credits

The following people made this game possible.

**Game Concept:**

Chris Romansky

**Artwork:**

Chris Romansky

**Play Testers:**

Chris Romansky

Rachel Romansky

Mark Romine

Joel Sherman

Justin Johnson



Kingpin (2nd edition) is ©2016, 2010  
Sporktopia Games. All rights reserved.

Check us out on the web at:  
<http://www.thegamecrafter.com/games/kingpin>