

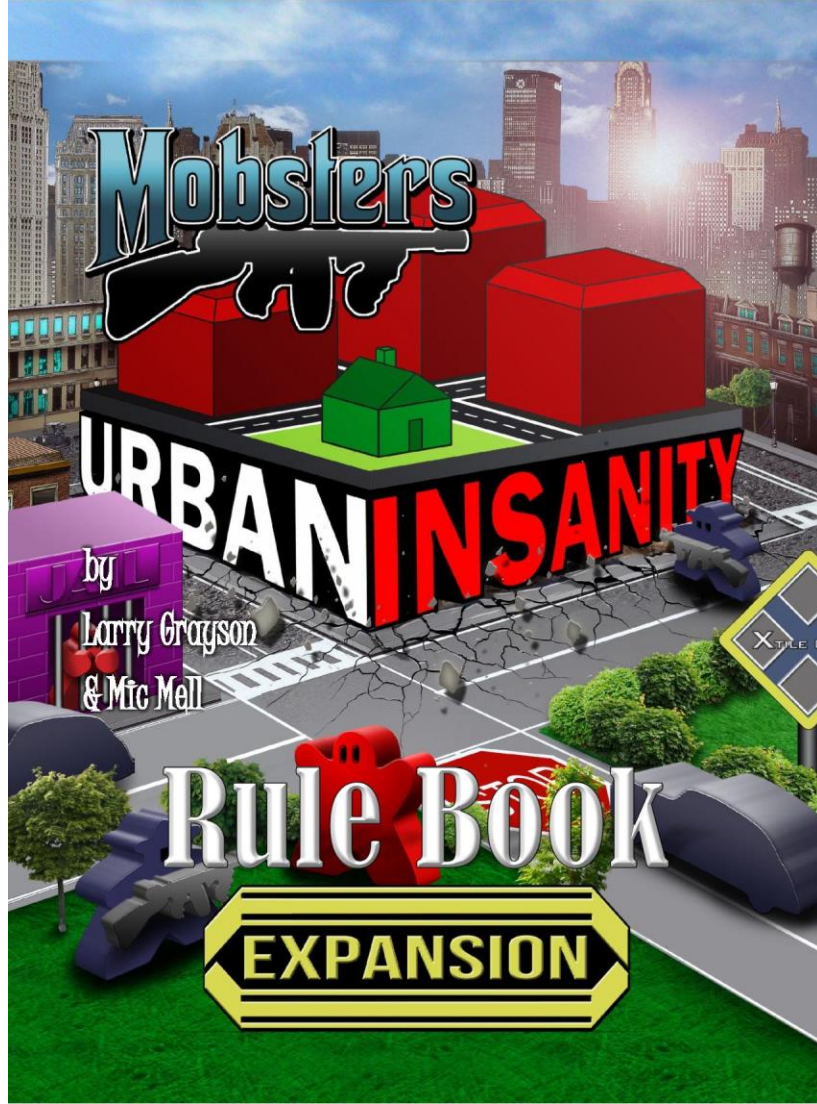
# Mobsters

## URBANINSANITY

by  
Larry Grayson  
& Mic Mehl

# Rule Book

**EXPANSION**





## Introduction

The **Mobsters Expansion Set** brings back the days when gangster mobs ruled the city.

Your Big Dude has been promoted to a Mob Boss. He and his gang of misfits ignore the laws of an orderly society. Use them to muscle in on your enemies' turf and expand your control of the city.

Of course, there are times when a simple show of force is not enough and you have to load your hit men into the Mob Car and rub out the opposition.

But be careful not to leave your own territory unprotected and vulnerable to the whims of other mob bosses.

Here come the cops! They have been paid off by a neighboring gang to put your henchmen in jail, leaving you defenseless to an all-out assault from their mob.

Urban Insanity has turned into all-out warfare, gangster style. No one is safe on the streets anymore!

2



## Setup



Give each player a Mob Car that matches their color.



Place the Mob Car movement dice off to one side.

Shuffle the 6 Mob HQ tiles and the 6 Jail tiles in with the other city tiles.



Shuffle the 6 Mob Hit Action Cards in with the other action cards.

3



## Action Cards



**MOB HIT**—Before you draw and play a tile, you may move your Mob Car.

If your Mob Car is not in play, you may place it on any unoccupied Mob HQ tile or any unoccupied EXIT sign.

You do not have to place your Mob Car or move your Mob Car.

See pages 6-9 for instructions on moving your Mob Car.

## Mobster Tiles



**Mob HQ tile**—You may play this tile normally and place a piece on it, **OR** you may “muscle in” and place your Big Dude on the Mob HQ symbol, even if the city block is controlled by another player.

If your Big Dude is already in play, you may **move** him to the Mob HQ symbol on this tile, even if the city block is controlled by another player.



**Jail tile**—You may play this tile normally and place a piece on it, **OR** you may remove any opponent's Urbanite from the city block connected to the Jail symbol and place it in front of you. That player may reclaim their Urbanite by subtracting 4 points from their score and adding 4 points to your score.





## Moving the Mob Car



If your Mob Car is not on the table when you draw a MOB HIT action card, you may place it on the STOP sign of any *unoccupied* Mob HQ tile or any *unoccupied* highway EXIT tile.



Roll two dice. The **highest** die determines the number of movement points you have for moving your Mob Car.

Counting each STOP sign, EXIT sign, YIELD sign, unoccupied stadium, or cul-de-sac as one movement point, move your Mob Car along the roads and highways. *You may not move onto or through the same tile twice.*



You may enter the highway at any EXIT or YIELD sign. It then takes one movement point to move to any other EXIT sign. *You may not leave the highway at a YIELD sign—only at an EXIT sign.*

If you pass through or stop on a tile that contains an opponent's playing piece (roads, city blocks, or suburbs) remove the playing piece and return it to its owner.

If you run into another Mob Car, remove the other player's Mob Car and end your movement on that tile.



You may **not** move your Mob Car through or onto an occupied stadium.

Unoccupied stadiums are treated just like a STOP sign when moving your Mob Car.

In order for you to use a movement point, your Mob Car must be able to trace its path along roads and highways to another STOP sign, YIELD sign, EXIT sign, unoccupied stadium, or cul-de-sac without backtracking or moving through the same tile twice in that turn.

The Mob Car stops when it can no longer make a legal move, runs out of movement points, or hits another Mob Car.

It remains there until its owner draws another MOB HIT action card or it is removed by another Mob Car.

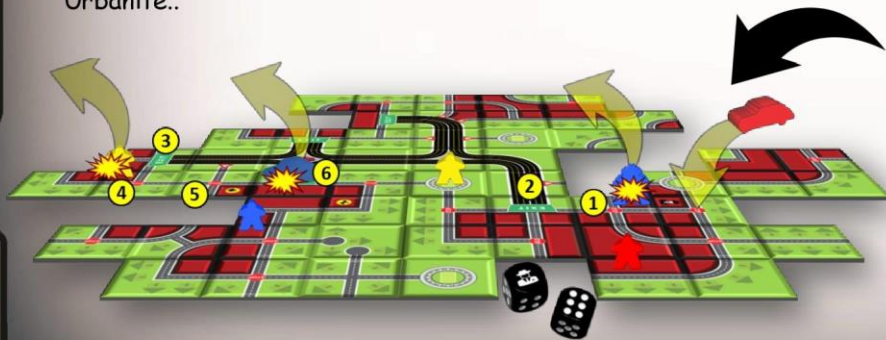


## Moving the Mob Car (continued)

The **RED** player draws a MOB HIT card.

His Mob Car is not on the board, so he can place it on the Mob HQ tile or any one of the unoccupied EXIT signs.

Note that he cannot place it on the EXIT sign occupied by **BLUE**'s Mob Car, who is blocking him from attacking his **BLUE** Urbanite..

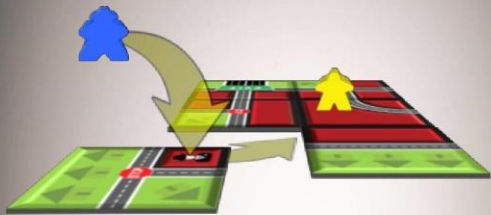


The **RED** player places his Mob Car on the Mob HQ tile's STOP sign and rolls 6 and 1 on the dice, allowing him to move 6 times.

He moves (1) to a STOP sign, removing **BLUE**'s Big Dude, (2) to the EXIT sign, entering the highway, (3) along the highway to another EXIT sign, (4) to a STOP sign, removing **YELLOW**'s Urbanite, (5) to the next STOP sign, and (6) to the EXIT sign, removing **BLUE**'s Mob Car. **RED** now draws and plays a tile.



## HQ & Jail Tiles



**ABOVE** BLUE plays a Mob HQ tile in a city block controlled by **YELLOW** and places his Big Dude on the Mob HQ symbol, taking over the city block.

**BELOW** BLUE plays a Jail tile in a city block controlled by **YELLOW** and captures **YELLOW**'s Urbanite.



10



## Miscellaneous Rules

If you do not have 4 points, you cannot reclaim an Urbanite captured by a Jail tile. You may reclaim a captured Urbanite by exchanging it for another player's Urbanite that you captured. At the end of the game, you must pay the points necessary to reclaim your captured Urbanites.

### Aliens

Mob Cars remove Aliens.

### Franchises

Mob Cars remove Storekeepers.

### Skyscrapers

Mob Cars do not remove Bulldozers.

### Fire Engines

Mob Cars do not remove Fire Trucks or Blaze Tokens. A Mob Car may not stop on the same tile as the Fire Truck, but may move through it.

11



# Get all 6 Expansion Sets!



They have arrived! Take over your opponents' cities and abduct their Urbanites!

STOP



Build cities at twice the speed using your bulldozer. Erect a skyscraper! Bring in a wrecker and clear out your opponents' buildings!



It's all-out gang warfare, Mafia style! Wipe out your opponents! Bribe the cops and put them in jail!



Air-drop your Urbanites anywhere! Double the points on roads. Gas up your vehicles! Go, Go, Go!



Hire an arsonist to light up your opponents' city block! Call in the fire brigade to save your buildings! It's four-alarm insanity!

STOP



Become a business tycoon! Grab up valuable real estate and create a monopoly! It's Wall Street and the market is open!