

Gangz



- IDEAS PAIRING
- SECRET VOTES

"The truth is always the gang's one"

Put your henchmen in the most prestigious gangs without being noticed and find the intruders who shouldn't be here !

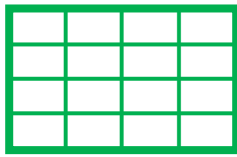
Material

240 black and white cards representing your henchmen tatoos

2 gun pawns for each player to vote



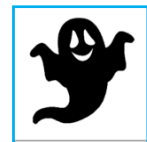
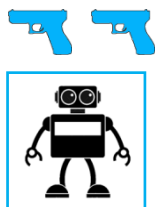
1 card for each player to remember his color, his score (front) and to vote (back)



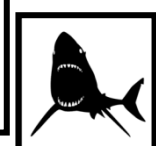
Aim of the game : To have the best score at the end of the game

1- Set up

Deal 6 cards to each players, they keep them in hand, these cards represent their henchmen tatoos



Example of a 4 players game



Gang leader cards for the 1st, 2nd et 3rd round

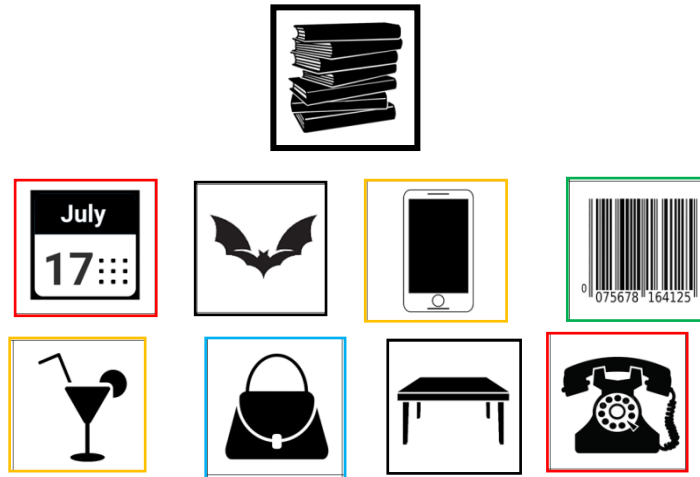
Then we turn over the next 3 cards of the pile which will constitute the tattoos of the "gang leaders" that we will have to integrate, we place the 1st one in the center of the table, the 2 others will be used for the 2nd and 3rd rounds

The players will choose in the 6 cards they have in hand, 1, 2 or 3 cards that could be linked to the tattoo of the gang leader.

Remark : if a player really can't find any matching card in his deck, he can exchange all his cards for new ones from the deck but he will take 1 less. He will then continue the game with 1 less card.

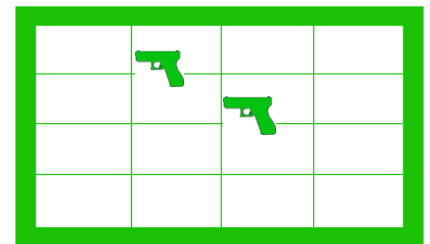
The cards chosen by all players are placed in a pile face down and the next 2 cards from the deck are added as the real intruders.

The cards are shuffled and turned over so that they are all visible, making rows of 4

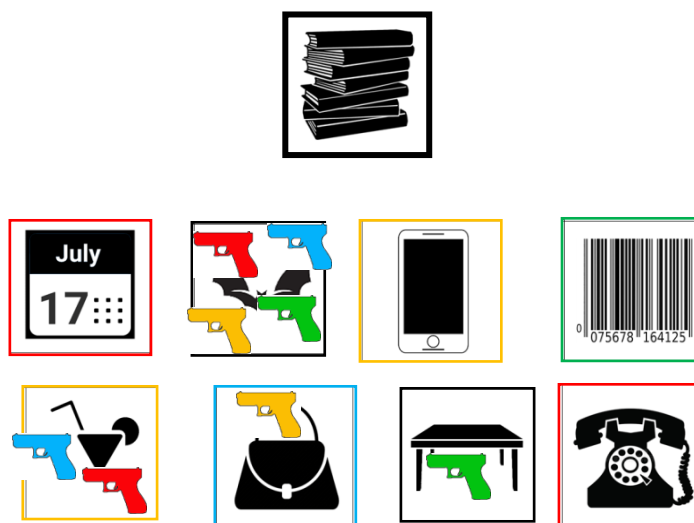


At this point, the players will have to identify the real intruders (the 2 cards that have been added, (here in black))

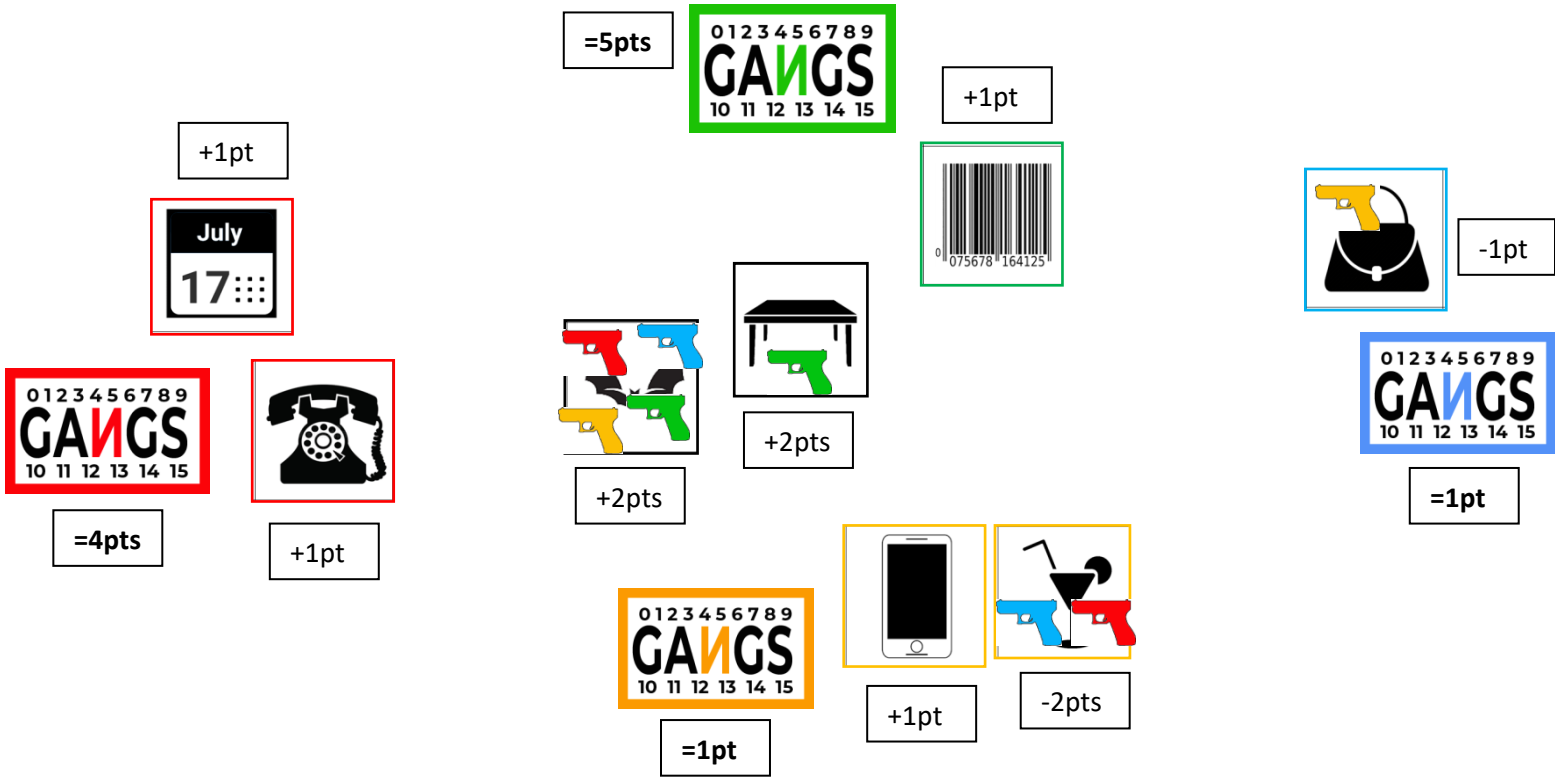
To do so, each player puts secretly his pawns on the back of his cards, on the spots corresponding with the cards he wants to vote for. .



When all the pawns have been placed, all the players show their choices and then put them on the corresponding cards one after the other



When all the pawns have been placed on the cards, each player takes back his cards in front of him, with eventually pawns on them. So in the middle of the table, there are the 2 intruders cards. Then we count the scores for every players.



SCORING

- Each intruder cards found gives 2 points
- Each cards played which doesn't has any pawns on it gives 1 point*
- Each gun pawn received deducts 1 point

In our example :

The **red** found 1 intruder and no one voted for the 2 cards he played, he scores $1 \times 2pts + 2 \times 1pts = 4pts$

The **green** found the 2 intruders no one voted for his card, he scores $2 \times 2pts + 1 \times 1pt = 5pts$

The **blue** found 1 intruder and one voted for the card he played, he scores $1 \times 2pts - 1 \times 1pt = 1pt$

The **orange** found 1 intruder and 2 players voted for the cards he played, he scores $1 \times 2pts + 1 \times 1pt - 2 \times 1pt = 1pt$

4- next round and end of the game

The used cards are discarded, each player takes as many cards from the deck as he has used, the next "gang leader" card is put in the middle of the card, a new one is put back on the side so that we know in advance the cards for the next 2 rounds.

The game ends when a player reaches or exceeds 15 points. At this point, the player with the highest score is declared the winner.