

# FIVE POINTS

## GANGS OF NEW YORK

A GAME OF VERY RAW POLITICS

### INTRODUCTION

Politics in the Five Points area of New York in the mid-1800's was ugly and violent. Players take on the roles of the leaders jockeying their followers—"rabble"—throughout the city, focusing in on areas with the most population where elections will be held. You can win elections by having the most votes, or position yourself to gain control markers in the areas adjacent to the election neighborhoods.

### OBJECT OF THE GAME

There are two ways to win *Five Points*™. Firstly, if any play has all five of their bosses on the board, they immediately win. Secondly at the end of the game, score points for bosses that you have on the board, and control markers and victory points you have collected throughout the game, with highest score the winner.

**NOTE:** There are more pieces provided with the game than are necessary for play. Use the Components page of the rulebook to sort out the correct number of pieces for play!

### DEMO SET UP

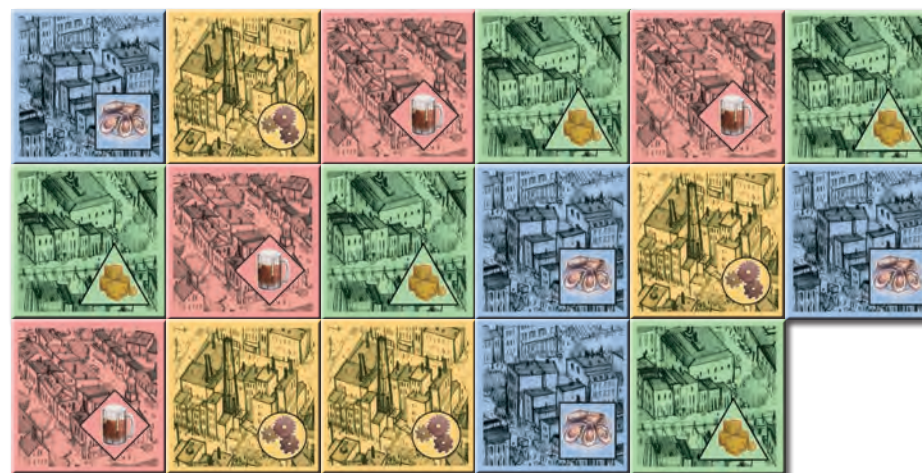
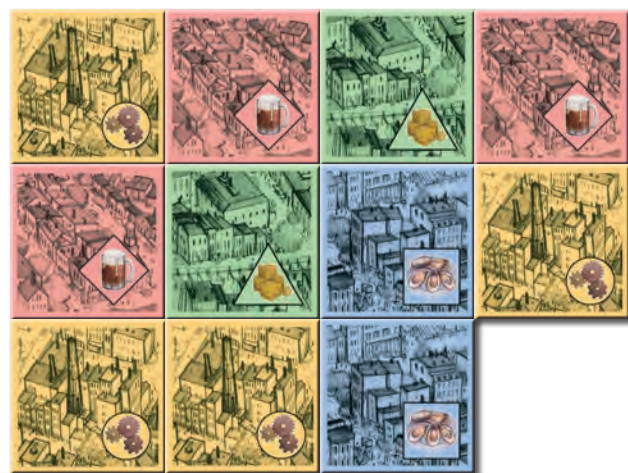
- Take a headquarters (HQ) tile and a player aid tile. Take all of the pieces (bosses and rabble) of one color. Place nine rabble (cubes) on your HQ tile, and place the other pieces next to your HQ

## 4 PLAYER GAME SET-UP



3 Player Neighborhood Setup

5 Player Neighborhood Setup



**Note:** Manipulation Markers should be face down.

tile (this area is called the boroughs).

- Take one of each of the four colors of neighborhood tiles (blue, green, red, orange). Shuffle the rest together and deal out tiles according to the table below.

Players	Additional Neighborhoods	Total Neighborhoods
3	7	11
4	10	14
5	13	17

Place them in as tight a configuration as possible (examples to the left).

- Pick a starting player (the last player to visit Manhattan, or any other method desired). Shuffle the buildings, the starting player should place two of them face down on the board, in different neighborhoods. You will reveal them just before the starting player takes a turn.
- Take three rabble from the players's HQ and place them in a bag, cup, or the box top. Randomly draw and place the rabble, one per neighborhood, skipping neighborhoods with buildings, until all of these rabble are placed. Every neighborhood tile should have either one rabble or one building on it.
- Take the manipulation markers and remove the markers with dots on them. Shuffle the remainder facedown and draw four markers. Place them in a row near the neighborhood tiles.
- Place the control markers face up near the neighborhood tiles. Sort by color.
  - Place the pass markers and the election markers near the neighborhood tiles.



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### GAME PLAY

Five Points is played in rounds. During each round, there is a placement phase and an election phase.

### PLACEMENT PHASE

You may either:

- Place a rabble onto a neighborhood tile. If you do, you may also bid on a manipulation marker.
- or
- Pass.

### PLACING RABBLE

You may place one rabble onto any neighborhood tile. It may contain your own rabble, other players' rabble, or a building.

If you place a rabble into a neighborhood, you may also bid on a manipulation marker. Place as many rabble as you choose from your HQ next to a manipulation marker, as long as you have more than any other player at that marker. If you have previously placed at a marker, you may place additional rabble to retake the lead.

### PASSING

If you pass, you are out for the rest of the placement phase. However, the earlier you pass in the round, the more rabble you are allowed to retrieve from your boroughs to your HQ for next round. Use this table (and the pass markers) to track the order of passing:

Passing Order	1st	2nd	3rd	4th	5th
3 players	6	4	2		
4 players	6	5	4	2	
5 players	7	6	5	4	2

Once all but one player has passed, the remaining player gets one more turn to place rabble and bid on manipulation markers. After that turn, they must pass. Players now take the rabble for passing.

### MANIPULATION MARKERS

After all players have passed, manipulation markers are resolved. Manipulation markers give you some kind of advantage during the current election round ONLY. All markers are discarded at the end of the turn whether you were able to use the marker or not. Some markers (such as those that give extra votes for bosses or neighborhoods controlled) may change in effect as the election phase is resolved.

Markers are resolved from left to right. Note that the special election tile will be placed on a neighborhood to show where the election will be held (and that election will be held first—see below).

### BUILDING TILES

Next, resolve building tiles. If a player has more rabble in a neighborhood with a building than any other player, they get to use the effect of the building. If order is important, resolve buildings from players who passed first to the player that passed last (with the exception of Smuggler's Tunnel, which will always be resolved last).



### ELECTION PHASE

The neighborhood with the most rabble in it will now hold an election. If more than one neighborhood is tied for most, up to two neighborhoods will hold elections. The player who passed last will choose which of the tied neighborhoods will hold elections, and in which order they will be resolved. (If a special election tile was placed, that election will always take place first and does not count against the two-election limit.)

Count the number of rabble that each player has in the neighborhood. This is the number of base votes players have in the election. Also add in your manipulation and building votes, if applicable (and even if you have no rabble in the neighborhood!). The player with the most votes is the winner of the election. Remove ALL rabble and bosses in the neighborhood, and the winner places one of their bosses in the neighborhood. If players are tied, each places a boss in the neighborhood.

### CONTROL MARKERS



After every election, control markers are awarded for the players who control the neighborhoods adjacent (orthogonally) to the election neighborhood. If you have more rabble than others in an adjacent tile, take a control marker of the color of the tile you are on. If two or more players are tied, no one gets a control marker, but each player receives one victory point marker.



### END OF ROUND

At the end of the round, take one rabble from your boroughs to your HQ for every boss you have on the board. Remove all of the manipulation markers, shuffle them together, and draw four new ones for next round. All pieces stay on the board between rounds.

### WINNING THE GAME

If, at any time, you have all five of your bosses on the board, you immediately win! Do not resolve any other elections or count points!

Otherwise, the game end is triggered when either:

- One of the four piles of control markers is exhausted.
- or
- Each district has at least one boss in it.

Finish the current round, awarding bosses and control markers. (If a player gets five bosses on the board during this resolution, they still win immediately!)

In addition to the victory point tiles you have collected, add:

- 5 points for every boss
- 2 points for each control marker
- 5 points for every set of four control markers, one of each color (one tile of each color scores a total of 13 points)

The player with the most points is the winner!

### MANIPULATION MARKERS

- +1 vote for all elections in this election phase.
- +2 votes for all elections in this election phase.
- +3 votes for all elections in the neighborhood(s) shown on the tile. If no elections take place in that neighborhood type, this marker has no effect.
- Every boss you own counts as +1 vote towards elections this round—even the bosses not in the election neighborhood!
- You may move a neighborhood tile of your choice (and everything on it) to a new location. It must remain orthogonally adjacent to at least one other tile.
- You may move a building to a new neighborhood.
- Take 1 control marker of your choice from the supply.
- You immediately receive 4 VPs if you control more neighborhoods of the type shown on the tile than any other player.



You choose a neighborhood to have a special election. This special election occurs in any neighborhood you choose, and before the normal election(s) are conducted. It is resolved exactly like a normal election, including bonuses and awarding control markers. Once this special election is complete, the normal election(s) are resolved.



You receive 1 VP for each neighborhood you control. A player controls a neighborhood if he has more rabble there than any other player (bosses do not count). In case of a tie, nobody controls the neighborhood.

### THE BUILDINGS



**Board of Elections:** You immediately receive 2 VPs.



**Newspaper:** Choose a neighborhood, and receive a control marker of that color from the pool.



**Theater:** You may move 2 rabble from the boroughs to your HQ.



**Five Points Mission:** You may move 1 rabble for each boss you have on the board from the boroughs to your HQ.



**Polling Place:** You get 1 additional vote in each election in the upcoming election phase. You receive the extra vote if an election is taking place in the same neighborhood as the building.



**Sixth Ward Offices:** You get 2 additional votes in each election during the upcoming election phase. You receive the extra votes even if an election is taking place in a different neighborhood as the building.



**Zoning Commission:** You may relocate 1 city neighborhood. The new location must still be orthogonally adjacent to at least one other neighborhood. Any rabble, bosses and buildings in the neighborhood go with the neighborhood to the new location.



**Tammany Hall:** No function during the game, but is worth 5 VPs at the end of the game (if scoring occurs at the end of the game).



**Smugglers Tunnel:** You may move 1 rabble (of your own or an opponent's) to a different neighborhood. This building is always resolved last.

