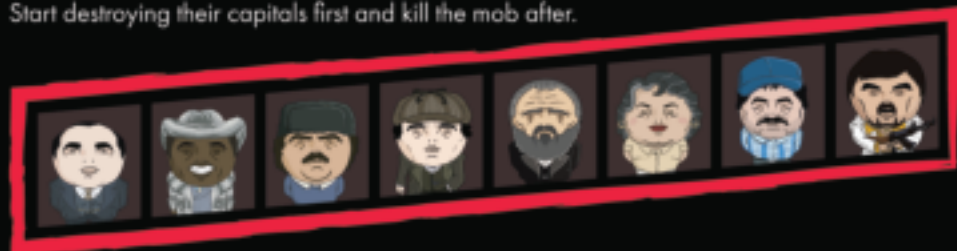


## GOAL OF THE GAME I

Use your street knowledge to eliminate all rival mobz. Rip deals, gold diggers, SWAT teams, they're all waiting for your next move!

Start destroying their capitals first and kill the mob after.



## HOW TO PLAY

1. Take the Mob cards (squared cards) and choose your favorite mob. Each mob have 4 capital cards and 1 unique power.

2. Place your capital cards in a T-shape and the Power card on the rightside of the mob. (Fig. 1)

3. Take the playing cards and remove all Super/Bonus Defend (9x), Jail (1x) and Sudden death (1x) cards from the draw pile. (Fig. 2)

4. Shuffle the draw pile. Give each mob 5 random cards (faced down) and 1 super defend card (matching color). Keep all six cards in your hand. Remove the remaining Super Defend cards out of the game.

5. Put only the bonus defend, jail and sudden death cards back in the draw pile. Put the draw pile on the table.

6. Now the game starts. First you draw one card from the draw pile and play one card. Follow the order clockwise.

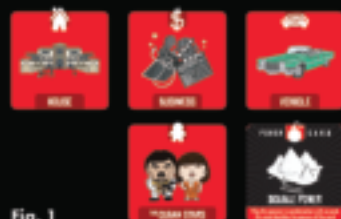


Fig. 1



## II

Fig. 2



Fig. 3 (Setup example with 4 players)

## CAPITAL CARDS III

## III



## ATTACK

Attack cards can only attack a capital or the mob himself. Before attacking a mob card you must first destroy their capital cards. (Person, \$, Car)



Fig. 4

## DEFEND

You can defend an attack card with a defend card with the same icon. (Fig. 4) If you can't defend, you have to flip it over. (Fig. 5)



Fig. 5

An attack with multiple icons can only attack one capital, you're limited to choose one target. (Fig. 4)

## ACTION CARDS IV

## IV



## ACTION

There are 12 different action cards with unique abilities, 2 of each. You have to read the note on the card itself to understand the action/power of it.



Fig. 6

## GET THE F\*CK OUT

Blocks action cards (Gun) including other 'Get The F\*ck Out' cards. You can play them at any time during the game. (Fig. 6) GTFO can't block attacks on capital cards.

When 2 players are in an Alliance, and their capital cards are attacked, both are destroyed. If one defends, it counts for both mobz.

Only an action card (Gun) attack is not doubled, it's limited to one person.

# OTHER CARDS

V



## SUPER CARDS

### Gang War

Everyone can shoot one bullet card at one chosen mob. The initiator starts with the amount of bullets indicated on the Gang War card. Then the other mobz can use a bullet card. Turns go clockwise. If you don't have a bullet card you skip your turn. The gang war stops when the initiator's turn comes again. He can use one more bullet card.

### Bullet

Bullet cards have no power without a Revolver or Gang War card. Bullets can destroy capital cards (1 bullet per capital) and the mob itself. Bullets can only be defended with a Super Defend card, which defends all bullets.

### Revolver

Only the player with this card can play a Bullet card.

### Disaster Cards

Earthquake (🏠), Swat (\$) & Flood (🌊) destroy all capitals incl. your own.



## SPECIAL CARDS

The Red and Gold cards can't be defended. The Red cards have to be played **immediately**.



## SUPER DEFEND

This card can block any attack, action or super cards. Every player gets one at the beginning of the game.

# IMPORTANT NOTES

VI

- Powercards can only be used once when its your turn. Next to this card you can play another card. Take over and deflect can always be used as response.

- **Comeback:** only the mob is allowed to come back.

- After **sudden death**, you draw 2 cards and play at least one card.

- A Gang War card can't be used as a Bullet card.

- When the draw pile runs out, shuffle the discard pile and place it as the new draw pile.

- A defend card can only be used as a response to an attack.

- You can attack the mob only after all other capitals (🏠 \$ 🌊) are destroyed.

- When your mob card is destroyed you are directly eliminated from the game.

- Once a super defend card is used it must be removed from the game.

- You must hold a minimum of 4 cards. Holding less cards? Refill till 4 cards at your next turn.

- Matching icons can attack/defend each other.

Red attacks Blue defend



No Defend

# MAD MOBZ RULEBOOK

# INSTRUCTION VIDEO

Scan the QR-code and go directly to [madpartygames.com/mad-mobz-instruction-video-en](https://madpartygames.com/mad-mobz-instruction-video-en)



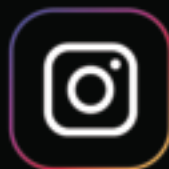
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