

GANG RUSH

Breakout



1950. The mafia is almighty and rules the country. Players take on the role of henchmen who must bring the local Mafia Boss the fruits of their criminal labors from across the border. At the wheel of customized cars, they'll have to maneuver, shoot, and step on the gas to bring back the biggest jackpot and become the Boss' right-hand man. Each one can, of course, advise, threaten, and "influence" the other players in their choices. In this game, it's allowed!

OVERVIEW AND GOAL OF THE GAME

It's a race to the finish! Each turn, you'll roll the dice to go faster, change lanes, smash, shoot, and keep your car running. You'll drop hazards all over the road to slow down your adversaries. You'll get money: you'll win it, you'll spend it, and you'll lose it. The winner of the game isn't necessarily the one who wins the race, but whoever brings the largest amount of money back to the Boss... so long as they don't finish last!



GANGRUSH POLICE. DEPT CONTENTS

- 2 ROAD PIECES, 4 SMALL SUPPORTS, 2 TALL SUPPORTS, 1 CROSSPIECE, AND 4 REINFORCEMENTS MAKING UP THE BRIDGE
- 5 VINTAGE CARS
- 5 DASHBOARDS
- 100 BILLS:
60 x \$100, 5 x \$500, 10 x \$1,000,
20 x -\$100 AND 5 x -\$500
- 60 TOKENS:
30 "HAZARDS" AND 30 BONUS
- 5 RAMPS TO ASSEMBLE
- 10 CONTAINERS TO ASSEMBLE
- 12 BARRIERS TO ASSEMBLE
- 5 RACE DICE

DICE



DASHBOARD



GANGRUSH - BREAKOUT

RAMPS, CONTAINERS, BARRIERS,
AND HAZARD TOKENS

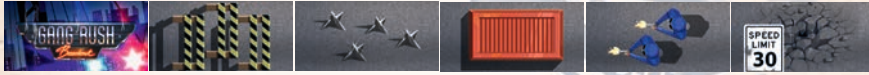


BONUS TOKENS

BILLS

SETUP

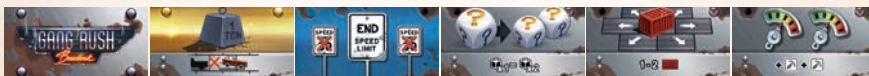
- Assemble the bridge (see page 15). Separate the Hazards and Bonuses in two piles and mix them.
- Put the hazards face down, to the right of the bridge. Reveal the first 5 in a line.



FOR YOUR FIRST GAMES

- With 3 or 4 players, reveal as many Hazards as there are players
- Don't open the shop (Bonus tokens) until you understand well understand the mechanics of the game.

- Put the Bonuses, face down, to the left of the bridge. Reveal the first 5 in a line. This is the **shop**. Arrange them so that the golden bonus (permanent bonuses) are closest to the draw pile, then the **blue** bonuses (temporary bonuses), then the **metallic** ones (instant bonuses), and finally the **gray** ones (penalties).



- The youngest player chooses their favorite car and places it on one of the 5 spaces behind the starting line. They collect the amount of money written in the space. They also take the Dashboard matching their car and put it in front of them, as well as a ramp. Continuing with the next youngest, the other players do the same, finishing with the oldest.



HAZARD TOKENS



BONUS TOKENS

WARNING

Being in the lead isn't necessarily an advantage because it makes you the target of your adversaries who will certainly shoot at you, smash you, and make you lose a lot of money!

- All players set up their Dashboards:
 - > Move the needle to 0 (this is the car's speed)
 - > Move the bottom disk so that all the indicators are green (these are the car's durability points).

EVERYTHING IS SET UP!

THE GAME CAN START!



GAMEPLAY

At the start of each turn, player order is determined by the position of the cars. The car in the lead will move first, followed by the car in second place, etc. In the case of a tie, it's the fastest car (according to the dashboards) that is "in the lead". If that is also equal, it is the car furthest to the left.

A turn takes place in two steps:

1. Place Hazards
2. Move Cars

HAZARDS

Each turn, 5 new Hazards are revealed. Placing Hazards goes in the opposite order of the turn. The player in last place chooses one of the 5 available and places it where they like on the bridge after the starting line, following the rules of Hazard placement (see box below). Then, the second-to-last does the same, and so on, ending with the player in the lead.

HAZARD PLACEMENT RULES

- A Hazard must be placed on an empty space
- 2 Hazards of the same type may not be placed in 2 adjacent spaces

If there are more Hazards than there are players, restart with the last player until there are no hazards left.

CAR MOVEMENT

When the hazards have been placed, the turn order goes back to normal, each player takes their turn by throwing their dice, moving their car, then passing the turn to the next player.

1. Rolling the Dice

The active player rolls their dice, which they can adjust according to the rolling rules (see box below). The dice can be rerolled twice. After the dice are rolled, the player applies the effects of the dice.

ROLLING RULES

- Each player rolls 5 dice.
- Any die rolled can be put aside
- Any die NOT put aside is rerolled
 - 2 rerolls maximum

The needle shows the car's **speed**

The pictogram indicates the car's **special ability** (see Page 11)



The bottom wheel shows the car's remaining durability. Each durability point lost = \$100 lost.

Number of **free Steers** depends on the car's speed.

First, the player applies the dice results to adjust their dashboard:



- Adjust the Durability (losing and restoring points)



A Repair result **repairs** your car by one Durability Point.



A Damage result means you lose a Durability point and \$100, which is placed underneath your car.

1 Repair  face automatically cancels out 1 Damage  face, and vice-versa

- Adjust the speed using as many Speedometer results as desired. The other dice results will be used in phase 2.



Each Speedometer result is used to move the needle on the Dashboard, letting you **accelerate** or **slow down** by 10 miles per hour (MPH).

2. Car Movement

Whether they're advancing straight or changing lanes, the player moves their car the exact number of spaces indicated on the Dashboard (no more, no less).

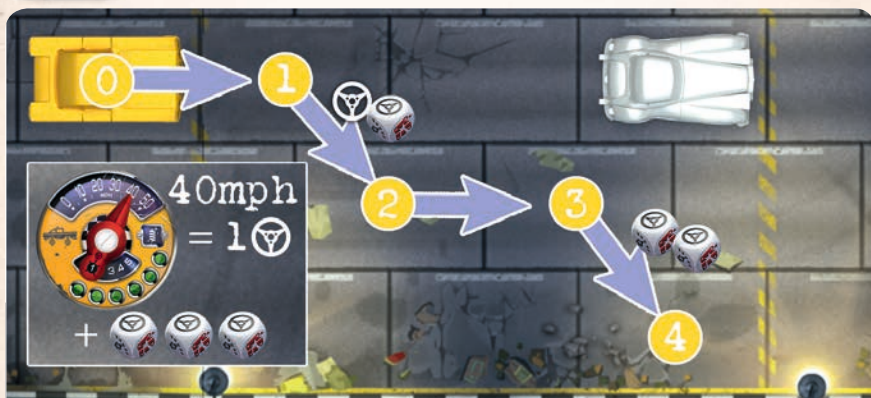
10 MPH = 1 space = 1 Movement Point

During their movement, and depending on their dice roll, several actions are possible.

- A car can **change lanes**, if they have enough Steers available.



2 Steers are needed for a car to change lanes. With enough Steers, a car can change lanes multiple times.



At 40mph, the yellow car has 1 free steer (as shown by the needle on the dashboard). With 3 steers, thanks to the dice, it can change lanes two times.

- Shoot at another vehicle, a barrier, or the police.



Shots are fired in straight lines directly ahead of your car. They have unlimited range, but they cannot hit any cars beyond the first one in front of you. Shots can be divided up between targets.

Each vehicle hit loses 1 **Durability Point** and drops **\$100** of their money in their space.

A Shot can destroy a barrier. A Shot forces the police to move sideways to a space chosen by the shooter.

- **Buy** a Bonus token, and immediately use the effects, or keep it in reserve.

SHOP

PRICE	\$500	\$400	\$300	\$200	\$100

Buying a Bonus causes a new Bonus to be drawn, which will have a value of **\$500**. All the following ones then go down a level (which reduces their initial price according to the chart further down), no matter their color. **Purchases are limited to 1 per turn.**

If no Bonus has been purchased in a complete turn, discard the first **\$100** one (as if it was purchased) in order to refresh the shop.

- **Collecting money:** for various reasons (shots, collisions, road effects, etc.), vehicles will lose money which can be found in the road. Any car in a space with money can collect it.

WARNING

You cannot collect money that you, yourself, have dropped under your car at the start of your turn!

IMPORTANT

At the end of a player's turn, unused dice are sold. Each die is worth **\$100**.

After using or selling all their dice, the first player passes their turn to the car that's in second place. This continues along until everyone has had their turn.

The first game turn is then finished!

The cars are off and running. Don't reset the player's speedometers to 0. The order of play depends on the car's positions on the board, which will certainly change as the game progresses.

GAME EVENTS

Hazards are piling up on the road, and adversaries are everywhere. This hostile environment means that drivers will need to react quickly. Here are some of the various sticky situations you'll have to get yourself out of.

BANKRUPTCY

Sometimes a player simply has no more money. If they need to get out of a bad situation (for example, using a crane to be pulled out of the river), or make any purchases, they go into **debt**, which is why the bank has negative bills.

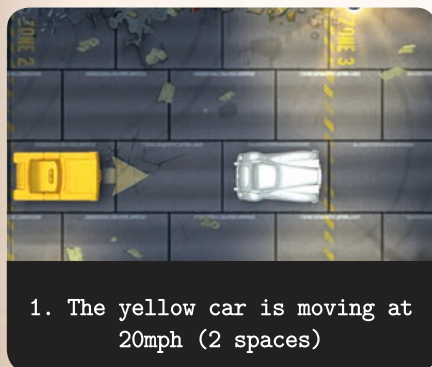
The cold comfort for a player in debt is that it's not possible to lose money that they don't have. Also, if a Damage result, something on the road, or enemy fire would normally harm them, **they don't lose Durability Points**.

However, it's well-known that gangsters often have trouble repaying their debts! If, during the game, a player in debt happens to win money, that still doesn't let them pay off their debt. **They keep their negative bills**, which will be deducted from their loot when it comes time to determine the winner.

COLLISION

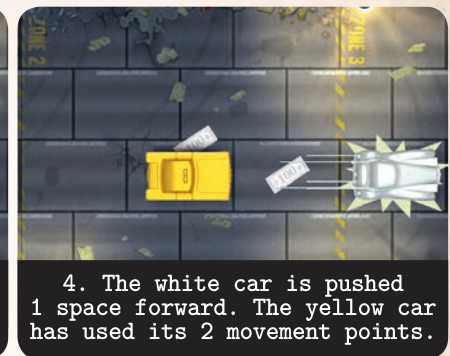
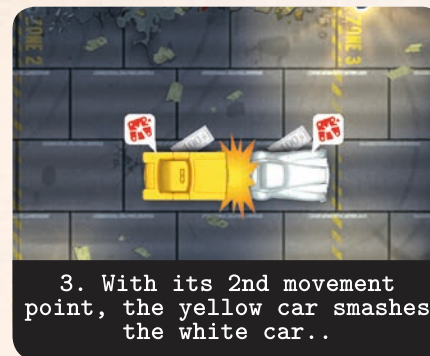
A car that tries to enter a space that's already occupied by another moving car going the same way causes a collision.

- The car causing the collision uses a movement point to smash the other car, but stays in place.

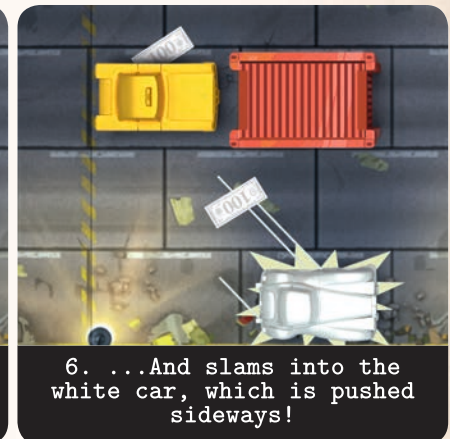


- Both cars lose 1 Durability Points, and drop \$100 at the scene of the accident (fig. 3).

- The car that's been hit moves a space (in the direction it's been hit), creating an empty space between the two (fig. 4)



In a sideswipe like this, the car uses 2 Steers, as if they were changing lanes, but stays in place (fig. 5 and 6)



THE CONTAINER

There's a big difference between hitting a container head-on and being pushed against the side of one:

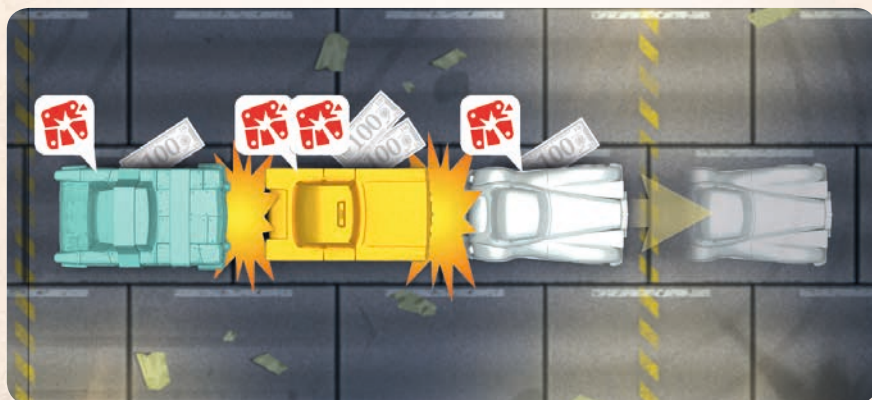
- Head-on: the speed of all cars involved is reduced to 0 and they all lose durability points equal to the speed of the car that caused the wreck
- From the side: your durability is only reduced by 1 additional point.
- In both cases, you lose an amount of money equal to your lost Durability Points.

HITTING A STOPPED CAR

Avoid hitting a car that's stopped (0 mph) or facing backwards. The damage for both cars (durability and \$) is equal to the sum of their 2 speeds, which are then both reduced to 0 mph. The slower vehicle is pushed a space.

A car that's been hit can find itself in a troublesome situation, depending on what's already in the space it's been pushed into:

- If the space is empty, there are no additional consequences.
- If there is money in the space, it's collected.
- If there's an **obstacle**, such as barriers, spikes, or speed limits, the car suffers the consequences. If there are police officers, the police move sideways.
- If there's a car, it's pushed a space forward. If the space it's pushed into is also occupied, the car occupying it is also pushed. Any car that's been "sandwiched" loses **2 Durability Points** and **\$200** in that space (note: if they only have **1 Durability Point** left, they only lose **\$100**).
- If there's a container or a bridge support, see the box on page 7.
- In the river. (see following rule: stopped car)



STOPPED OR BACKWARDS CARS

In certain situations, a car can find themselves stopped or even facing backwards. All is not lost!

- When a **car's body** is reduced to 0 points (during their turn or otherwise), that car gets flipped around. Put the car backwards on the road. Its speed is also set to **0 mph** (their movement is finished if this event happens during their turn). During their next turn, they must make a U-turn. **A U-turn uses 3 Steers**, but no movement points. So long as it hasn't been repaired, the car can not lose any durability points, and therefore any money.
- A car is **stopped entirely (speed = 0)** following a collision with an immovable object. The car is not turned around, even if it loses its last durability point.
- A car can be pushed off the bridge and into the river. Its speed falls to 0 mph. The player must spend **\$500** to hire a crane to put them back on the road at the end of the turn. The car is returned to the space where they left the road, or into an adjacent space, if their previous one is now occupied.
- The driver wants to **repair** their car. They use as many Speedometer faces as needed to slow their car to 0 mph. Any stopped car can restore all of their body points for \$200.
- If the driver wants to flip around, they can pull **the hand brake** at the end of their movement, which costs **3 Steers**. They then turn their car backwards, and put their speed at **0 mph**. A Shot can also be used after this maneuver if the player has a score to settle with his pursuers.

SPECIAL MANEUVER



U-turn/ Hand brake stop

BEFORE RESTARTING, ANY STOPPED CAR
CAN RESTORE ALL OF THEIR BODY POINTS
FOR ONLY \$200

USING A RAMP

(ADVANCED PLAYERS)

If blocked, or trapped in second, you can use an important bit of subterfuge: the ramp

- Each player begins the game with one ramp he can use whenever he wants. Unused ramps can be sold at the end of the race for \$300.

- The ramp must be played at the **beginning** of the turn, before rolling any dice.

- It must be placed in a **space without Hazards** (bills are not Hazards, and should be placed atop the ramp). It stays there until the end of the game and can be used by everyone.

- It must be approached from the front. From the side or from behind, it's considered a triple barrier.

- A car which takes a ramp travels through the air in a straight line and lands on the last space in their movement (or the second to last, if they fail the jump. See below).

- Roll a die to determine the results of the jump.



If the space where the car lands is occupied by a Hazard, it affect the car normally.

However, if the car is stopped by a car or a container, the car that used the ramp rebounds. Choose one of the 3 spaces that form a half-circle around the front of the landing space (which also must be free of cars or containers), to land the car. The following effects happen:

- The rebounding car loses 1 **Durability Point** and \$100 for each new impact where they land, without rerolling the dice.

- Each rebound on another car damages the car being bounced on and makes them lose \$100 (which they, however, make up by collecting the \$100 dropped by the rebounding car) and 1 **Durability Point**.

- If the 3 spaces in front are all occupied by cars/containers, the rebounding car rebounds again, with priority being rebounding off competitors, until a space free of cars and containers is reached.

- Rebounding off a car can make you fall in the river, even crossing over a low support, if that's the only option available.

END OF THE RACE AND VICTORY CONDITIONS

Preamble: The Boss doesn't like big spenders, even if they're fast, but he hates the weak even more!
TO WIN, DON'T BE LAST, AND DON'T BE POOR!

- The first cars to completely cross the bridge immediately win a corresponding bounty, but not necessarily the game.


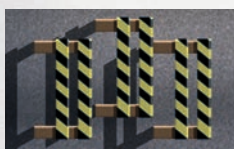

































- When a player has crossed the finish line, the game ends as soon as the other players have finished their current turns.

- The player with the most money wins the Boss's confidence, and the game!

- Even if they have the most money, the last is dishonored and cannot win the Boss's confidence. They are transferred to Fairbanks, Alaska.

BOSS BOUNTIES	5 PLAYERS	4PLAYERS	3 PLAYERS
1 ST	\$ 1000	\$ 300	\$ 600
2 ND	\$ 400	\$ 200	NOTHING
3 RD	\$ 100	NOTHING	A ONE WAY TICKET TO ALASKA
4 TH	NOTHING	A ONE WAY TICKET TO ALASKA	X
5 TH	A ONE WAY TICKET TO ALASKA	X	X

HAZARDS AND OTHER ELEMENTS

Pictogram	Name and quantity	Function	Effect if car enters space	Line of fire
	2 to 4 Spikes	Temporarily slows cars	The car finishes its initial movement. -10 mph per spike at the end of movement. The car removes the spikes and leaves the way clear for their pursuers.	Does not block.
	1 to 3 Barriers	Temporarily blocks the road. Protects the police	 and -1 x  per barrier destroyed. The barriers are removed.	Does not block for the police. Explodes if shot by a gangster. 1  = -1 barrier
	1 to 4 Police Officers shooting in straight lines unlimited range.	Shot at the end of the turn  and -1 x  per Shot	Move the police sideways 1 space (or removed if there is no space available), in any direction, chosen by the active player.	Moves sideways (unless there are barriers to protect them) to a space chosen by the shooter.
	Speed Limit 30	Forces cars to slow down or suffer damage	40 mph =  and -1 x  50 mph =   and -2 x 	Does not block.
	1 Container	Blocks the space it's in	Immovable obstacle Head-on impact :  and -1 x  x mph mph = 0 Side impact :  and -1 x 	Blocks Shots. Indestructible.
	1 Bridge Support	Prevents cars from falling into the water	Immovable obstacle  and -1 x 	Does not block.
	3 to 5 Enemy cars	Drive on the bridge	Obstacle pushed (see "Collision")  and -1 x  for each car	Blocks and takes hits  and -1 x 
	\$ 100	Money lost by players during the race	Collect all the  in the space. The  under a car at the beginning of its turn cannot be collected.	Does not block.
	Ramp	Lets a car avoid obstacles	Head-on: see Ramp rules From behind or the side:    and -3 x 	Blocks Shots. Indestructible.

BONUS TOKENS



For an entire turn, the player ignores the effects of Speed Limit hazards.



For an entire turn, the player cancels any and all shots fired at them by adversaries (including the police).



The player can drive over spikes without suffering the consequences. The spikes remain in place.



The player doesn't need to pay the crane's service fee if they are pushed into the river.



No adversary can push you in any manner. Collision damage is applied normally.



The player can launch a single mortar shell at a car and push it one space in the direction of the shot. Any collision caused this way is calculated with the targeted vehicle's speed.



The police won't shoot at the player's car. Police shots can hit other cars beyond this one.



The player can sell their ramp for \$700 instead of \$300 at the end of the game.



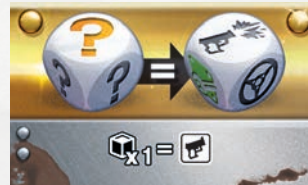
During their turn, when the player shoots, they can use a shotgun, inflicting 2 damage to the 2 spaces directly in front of them.



Until the end of the game, when the player shoots, they shoot simultaneously in front of and behind them.



Once per turn, the player can use a magic bullet and inflict 1 damage to any vehicle on the bridge.



Until the end of the game, the player can transform one of their dice into a Shot (except a Damage).



While still driving, the player can repair their vehicle for \$100 per Durability Point.



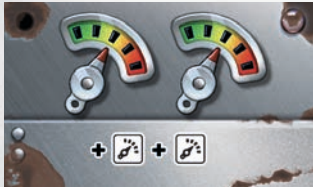
At the end of their turn, the player places the mine in any space on the board. This stays there until an adversary drives over it, causing them to lose 2 Durability points and \$200.



Any player passing through this space slides to the following space. They lose all their Steers until the next turn.



Any player moving through this space slides through to the following one. They also lose 1 Durability Point and \$100 and all their Steers until the next turn. The \$100 is dissolved and can't be collected.



During their turn, the player has 2 extra Speedometers



During their turn, the player can use a Molotov cocktail, and inflict 3 damage to the space directly behind them.



During their turn, the player has an extra Steer and their car recovers 1 Durability Point.



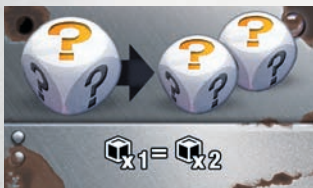
During their turn, the player has an extra Speedometer and their car recovers 1 Durability Point.



During their turn, the player has an extra Steer and an extra Speedometer.



During their turn, the player can repair their car by 2 Durability Points for free.



The player can double the value of a die after their last roll.



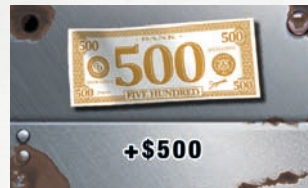
During their turn, the player has 2 extra Steers.



The player can move up to 5 barriers to adjacent spaces. Barriers can be divided up this way.



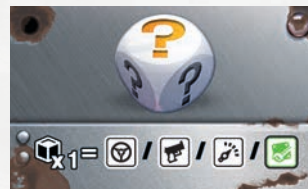
The player can place 1 or 2 containers on adjacent spaces. However, it still cannot touch another container (refer to placement rules).



The player immediately gains \$500.









After a disappointing 3rd roll, the player can have 2 extra rerolls. This advantage applies to as many dice as they want, even those they'd previously set aside.









The player can change the face of one their dice.






	ARREST _ INVESTIGATION REPORT	PUPETTA
		Pupetta's car doesn't suffer damage or lose speed when she hits another car

	ARREST _ INVESTIGATION REPORT	DON MOCCIOCO
		The Boss's son gets a small allowance of \$200/turn, unless he sells two or more dice during his turn.

	ARREST _ INVESTIGATION REPORT	W.B. Spender
		Spender's car gets an extra 2 durability points

	ARREST _ INVESTIGATION REPORT	John Duke
		Duke's car suffers 1 less damage on the damaged road sections, and on landings and rebounds (ramp).

	ARREST _ INVESTIGATION REPORT	Clyde Parker
		C. Parker's turret shoots in all directions (straight, diagonal, front, back.)

VARIANTS

Border's closed! (expert mode)

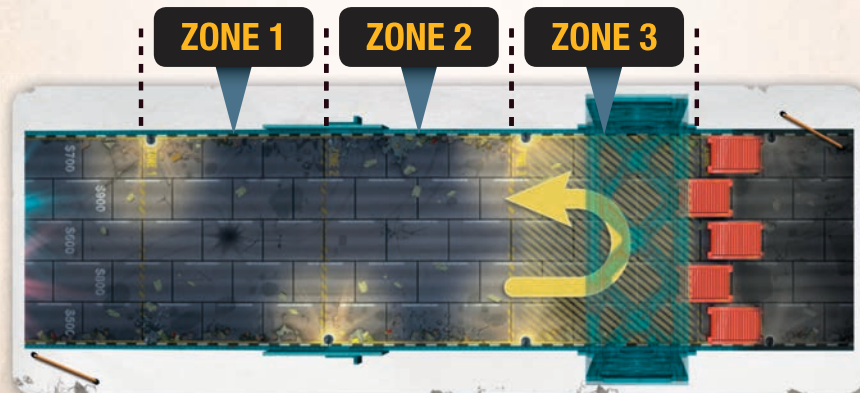
The Boss's troops are sent to launder money on the other side of the border, but are forced to beat a hasty retreat. Who will get away the fastest and stay in the Boss's good graces? The race is finished when all players have left the bridge. The winner is whoever wins the most money without being last in the race.

Special rules

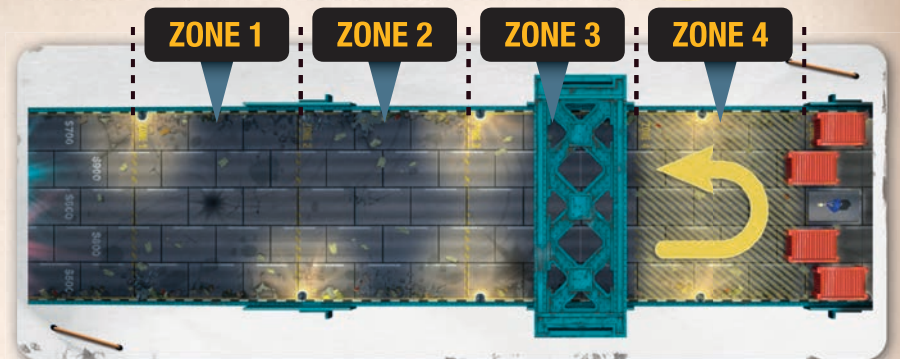
- Beyond the containers, the area is locked down by mounted police. Any car that gets the strange idea to pass over them with a ramp (or has been perhaps trapped by a competitor) is arrested. The game is over for them. The police present (3 or 4 players) at the start of the game are protected by an indestructible barrier (if it is struck, it has the same effect as a container).
- Only reveal one Hazard token per player at the start of the turn.
- Nothing (neither ramps nor Hazards) may be placed in the turnaround zone (the area where a U-turn is required).

SETUP FOR 5 PLAYERS

- 5 containers are placed at the end of zone 3 (put 5 container tokens aside)
- A U-turn is obligatory in zone 3. You may not make a U-turn before then, nor on any space halfway between zones 2 and 3.

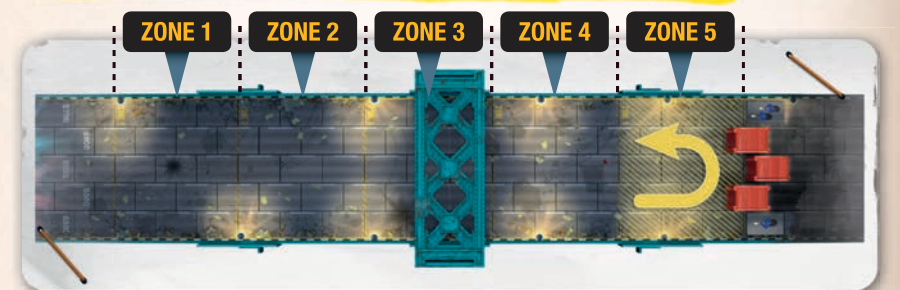


SETUP FOR 4 PLAYERS



- 4 containers are placed at the end of zone 4 and the tile with a single police officer is placed in the middle, protected by a barrier (put 4 container tokens and 1 single barrier tile aside).
- A U-turn is obligatory in zone 4. You may not make a U-turn before then, nor on any space halfway between zones 3 and 4.

SETUP FOR 3 PLAYERS



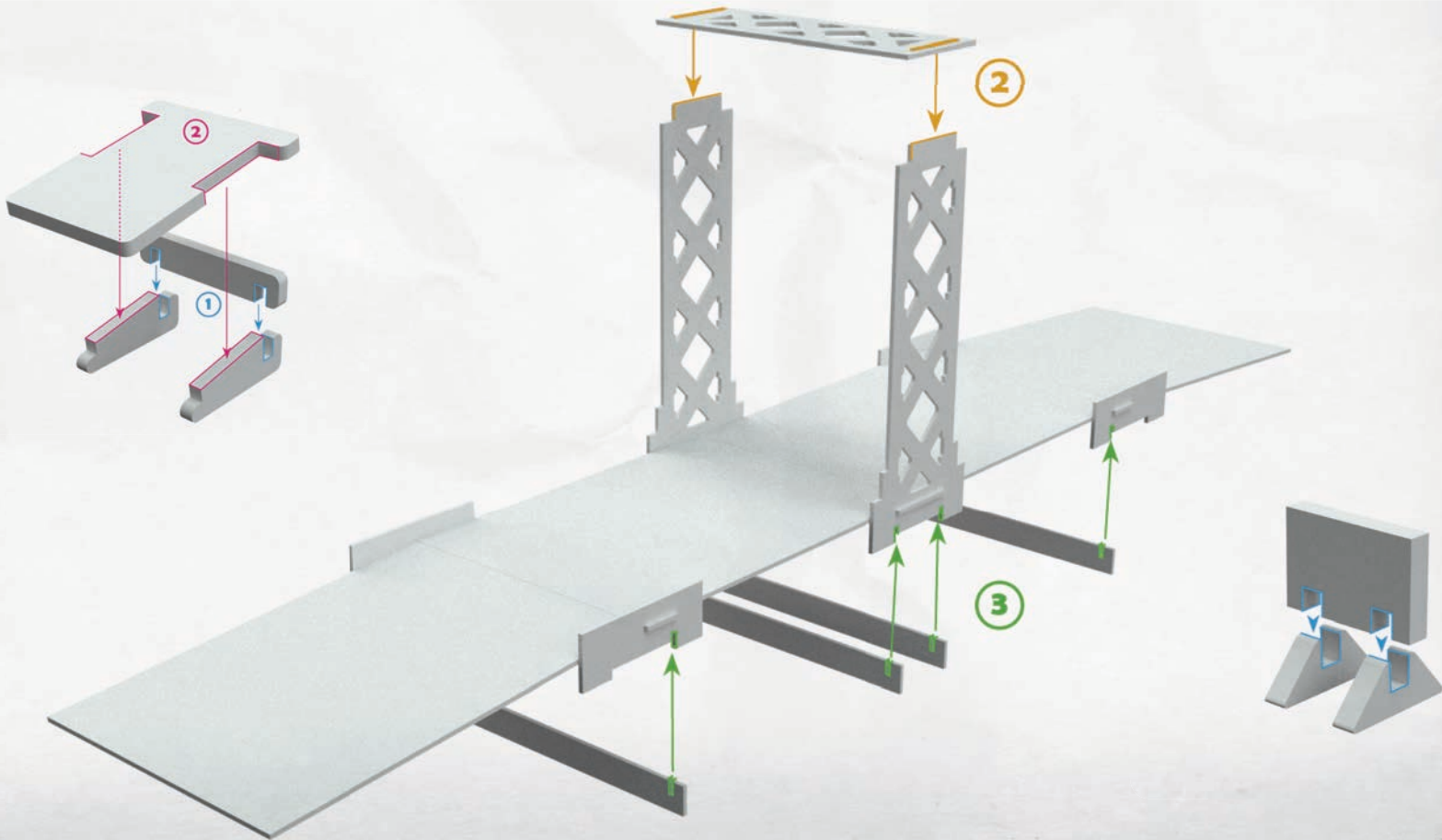
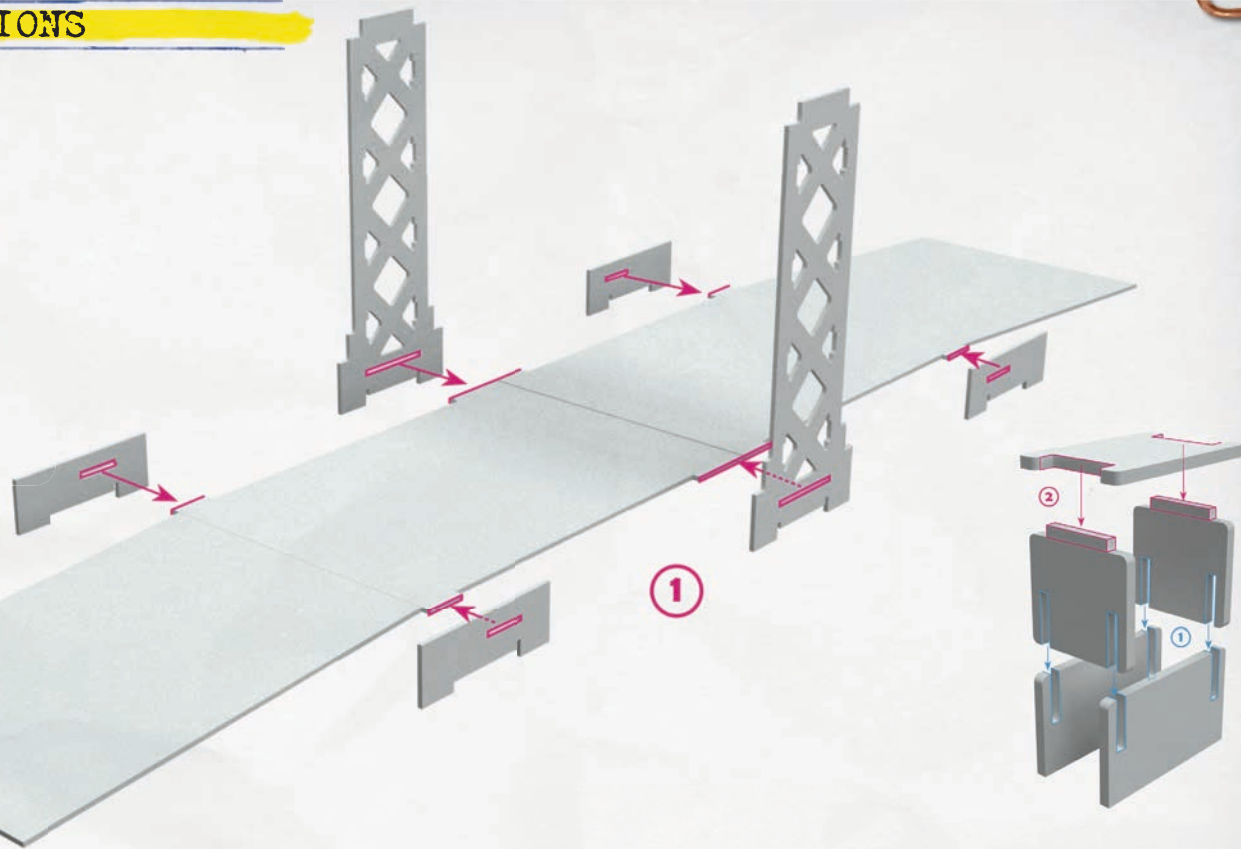
- 3 containers and 3 police officers are placed at the end of zone 5. The police are all protected by a barrier (put 3 container tokens and 1 double barrier tile aside).
- A U-turn is obligatory in zone 5. You may not make a U-turn before then, nor on any space halfway between zones 4 and 5.

THE U-TURN








Reminder: this special maneuver can only be performed at the end of your movement.

ASSEMBLY INSTRUCTIONS



REMINDER : GAME TURN TIMELINE

- Draw 5 Hazards.
- Place the Hazards, starting with the player in last position.
- The player in the lead rolls their dice, 2 rerolls allowed, then:
 - Car adjustment
 - Using the dice faces:
 - 
 - 
 - 
- Advance the car, during which several actions are possible:
 - Using the  and  dice faces
 - Collecting money on the spaces crossed
 - Removing Durability Points depending on Hazards suffered
 - Buying a Bonus token from the shop
 - Using one or more Bonus tokens
 - Receiving a bounty if the player crosses the finish line.
- Selling unused dice.
- Other players' turns, from the 2nd to the player in last position.
- The police on the bridge take their shots.
- Players who have fallen in the river are put back on the road.

SPECIAL MANEUVER



U-turn/ Hand brake stop

SERVICE FEES

SERVICE	USAGE CONDITIONS	PRICE
CRANE	FALL INTO THE RIVER	\$500
RAMP	FREE SPACE, BEFORE ROLLING DICE	/
REPAIR	CAR AT 0 MPH	\$200

END GAME REWARDS

BOSS BOUNTIES	5 PLAYERS	4PLAYERS	3 PLAYERS
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4 TH	NOTHING	A ONE WAY TICKET TO ALASKA	X
5 TH	A ONE WAY TICKET TO ALASKA	X	X

CREDITS

ANKAMA:

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Publisher: David Preti

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