

## 艋舺花巷



2-5 Players



15+



15-30 mins

## Game Overview

In 1980s Monga, amidst its thriving chaos, you, a gang member in rapidly developing Taiwan, maneuvered through its streets, seizing business opportunities and managing your team. Amidst these lucrative ventures, rival gangs and the police loomed as constant threats to your dominion.

## Game Objective

The game consists of 5 rounds. The winner is determined by subtracting the highest criminal record points from the total economic benefits obtained by all the prostitutes. Economic benefits for each area are calculated as follows:

Area  $\times$  Prostitute Count  $\times$  Industry Weighting

In the game, buildings symbolize various industries and carry different weighted scores:

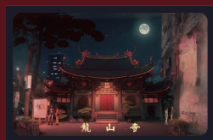
| Public Area | Commercial Area | Gambling Zone | Red Light District |
|-------------|-----------------|---------------|--------------------|
| 0           | 1               | 2             | 3                  |

When a Prostitute occupies an area consisting of the same color and adjacent to each other, the economic benefit for that area is calculated by multiplying the area's size, the number behind the lady's circular token, and the industry weighting.

## Game Components

Longshan Temple Starting Card  $\times$  1

Criminal Record Card  $\times$  1



Driver Meeple  $\times$  5  
Wooden Tokens  $\times$  5



Prostitute Circular Tokens  $\times$  15



Police Accessories  $\times$  1

Duty Dice  $\times$  1



Initial Map Cards  $\times$  10



Development Map Cards  $\times$  47



Monga Blossom Gazette  $\times$  1



## Game Setup

1. Place the Longshan Temple Starting Card and the Criminal Record Card in the center of the table.
2. Players take different-colored Driver Meeples, Prostitute Circular Tokens, and wooden tokens. Place all Drivers on the Longshan Temple Starting Card, and the wooden tokens on position 0 of the Criminal Record Card. Assemble the police indicator and place it on the Longshan Temple Starting Card.

3. Distribute the 10 initial map cards (black backs) evenly among each player, and remove the remaining ones from the game.
4. Give each player 2 Development Map Cards (colored backs) as their hand cards. The remaining cards are divided into two piles: the Turn Progression Pile and the Hand Card Refill Pile.
5. The Turn Progression Pile consists of a total number of cards equal to the number of players multiplied by 5, including 5 cards with the Wanhua Police Station (rectangular building with a badge). The remaining cards are used as the Hand Card Refill Pile.
6. The Duty Dice is handed to the starting player, who is the player living closest to Wanhua. The game can now begin.

## Gameplay Process

1. Starting with the initial player and proceeding clockwise, take turns placing one Initial Map Card from your hand around the Longshan Temple Starting Card until all the Initial Map Cards are placed on the field, forming the initial map.



2. Each round, draw a number of cards from the Turn Progression Pile equal to the number of players, starting with the starting player. Then, it's their turn to take action: choose one card to add to his/her hand, and then select one card from his/her hand to place on the map.

Using three players as an example, reveal three cards from the Turn Progression Pile for players to choose from. The starting player selects one card and proceeds with their turn:



3. Then, the player moves his/her driver to 1~3 street blocks of different industries, without repeating the path and without crossing the Longshan Temple Starting Card.



If starting from the Longshan Temple Starting Card, the purple driver can reach the lower-right Gambling Zone by traveling through 3 different industry blocks.

4. When a driver is in a block without a prostitute, you can place a prostitute token from your hand into that block (which can be retrieved later) and draw a map card from the Hand Card Refill Pile to add to your hand, up to a maximum of 4 cards.

5. If a block where a driver is stationed already has prostitute tokens of different colors, a confrontation must be initiated. The attacking player first selects one prostitute token from their hand along with any number of map cards. Then, the defending player draws one map card from the Hand Card Refill Pile (if their hand has fewer than 4 cards) and selects any number of map cards (with the restriction of keeping at least one card in hand for the first 4 rounds and no restrictions in the final round).

Winning relies on prostitute token numbers and matching building counts on hand cards. If the attacker **surpasses** the defender, they replace the occupation; failure adds criminal points based on the block's area (rounded up to 5 if less).

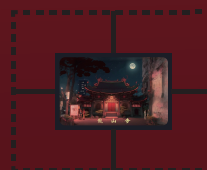


If a blue driver initiates a confrontation in the red-light district of the yellow player and it ends in a tie, the yellow player wins and retains control of that area.

6. Players with fewer than 2 cards in hand replenish to 2. After completing occupation or confrontation, it's the next player's turn. Each round, pass the duty dice to the next starting player.
7. When placing a map card with the Wanhua Police Station, perform the police action: move the police 1-3 blocks. The police station cannot initiate confrontations or expand the area. Then, roll the duty dice, and the player with the largest single area in the illegal industry rolled adds criminal records based on the area size. The black die face penalizes both the Gambling Zone and Red Light District.

### Rules for placing map cards:

- (1) Must be contiguous with the existing map, extending from the Longshan Temple Starting Card in all directions without exceeding the limits.



The relationship between the number of players and the maximum grid size is as follows:

2/3/4/5 players → 4/5/5/6 grid size.

- (2) Cannot cover the Longshan Temple or rectangular buildings.
- (3) Cannot alter the area occupied by prostitutes of other factions through map placement.



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