

H A M B U R G E R

# HIPZKÖNIG



1st HipzKönig



# KiezKönig

2-5 players, 45-60 minutes playing time  
by Arne Schepke and Christoph Cantzler

The idea for this game was conceived in 1997 in St. Pauli in Hamburg. At that time, a certain gentleman of the neighbourhood had long been known as the King of St. Pauli. As business interests spent time fighting for territory and dreamt of a better life, the King bought every property in St. Pauli he could lay his hands on. He came out on top: increasing income from all kinds of business, he enlarged his empire.



Before you begin, best watch the tutorial on [kiezkonig.de](http://kiezkonig.de) or [kingofvice.com](http://kingofvice.com).

## SO WHAT'S THE DEAL?

You are new new in town and you want to take control. Your aim is to become King of Vice! You are after the rackets *Shady Deals*, *Drugs*, *Prostitution* and *Gambling*.

You will be KiezKönig if

- you own two rackets (two players)
- one racket plus one other business (*Gang*, *Cash*, and *Hot Commodity*) of another racket (in a three-player game)
- you own one racket (in a four or five-player game)

The game ends in that moment, when the first player bought or fought all business stakes he needs.

Each racket consists of 3 businesses. Each business consists of 3 business stakes, each of which brings its own advantages: *Gang*, *Cash*, and *Hot Commodity*.

All 9 business stakes of a racket have the same color. (see page 2: What are business stakes good for?)

You take over businesses or rackets by either

- buying business stakes – to achieve this, you need kiezdollars.
- Duelling for business stakes – therefore, you need dice points.

Different to other games: if you land with your token in a business you can buy stakes or fight for stakes from the **whole** racket.

By corrupting authorities and collecting Turbo cards, you gain advantages in your race for power.

## WHAT'S INSIDE THE BOX?

2 game manuals, 1 game board, 1 display, 2 dice, 6 player tokens (incl. one replacement figure), 2 dummy bullets (gold and silver) as well as 99 casino chips as money: 37 chips à 5 and 10 kiezdollars and 25 chips à 25 kiezdollars. There are 82 playing cards:

36 Business Stake cards	5 Super Turbo cards
12 Corruption cards	5 Quick Reference cards
12 Turbo cards	12 blank cards

The blank cards are spares for lost cards or for your own Corruption and Turbo cards. The 6th game piece is also a spare.

## HOW DO I SET UP THE GAME?

- Open the game board in the middle of the playing table and get an overview of Businesses, Authorities and Sports Car spaces.
- Place one player token per player at the Start. As soon as each token is in play, the Start itself becomes irrelevant.
- Distribute a Quick Reference card, a Super Turbo card and kiezdollars to each player:

In a two-player game, each player gets 18 chips à 5 kiezdollars, 18 chips à 10 kiezdollars and 12 chips à 25 kiezdollars.

In a three-player game, each player gets 12 chips à 5 kiezdollars, 12 chips à 10 kiezdollars and 8 chips à 25 kiezdollars.

In a four-player game, each player gets 9 chips à 5 kiezdollars, 9 chips à 10 kiezdollars and 6 chips à 25 kiezdollars.

In a five-player game, each player receives 7 chips à 5 kiezdollars, 7 chips à 10 kiezdollars and 5 Chips à 25 kiezdollars.

- The remaining casino chips can be placed on any Cash marker in front of any of the Law Courts, Tax Office or Police (see Fig.6).
- Setting up the display.

## WHAT MAKES UP A BUSINESS?

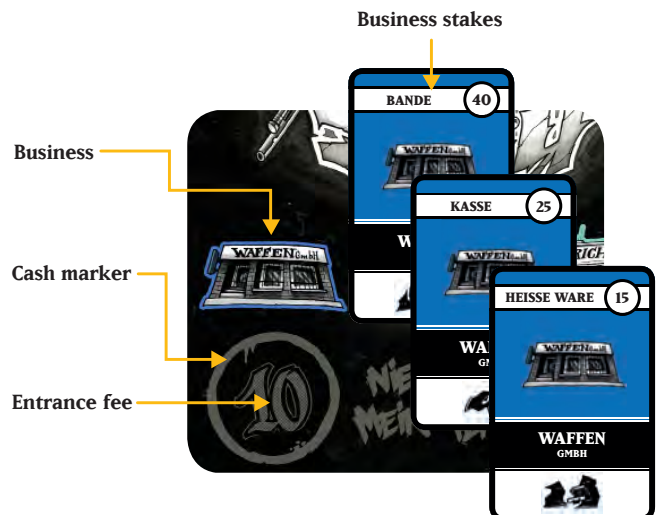


Fig. 01

## HOW DO I SET UP THE DISPLAY?

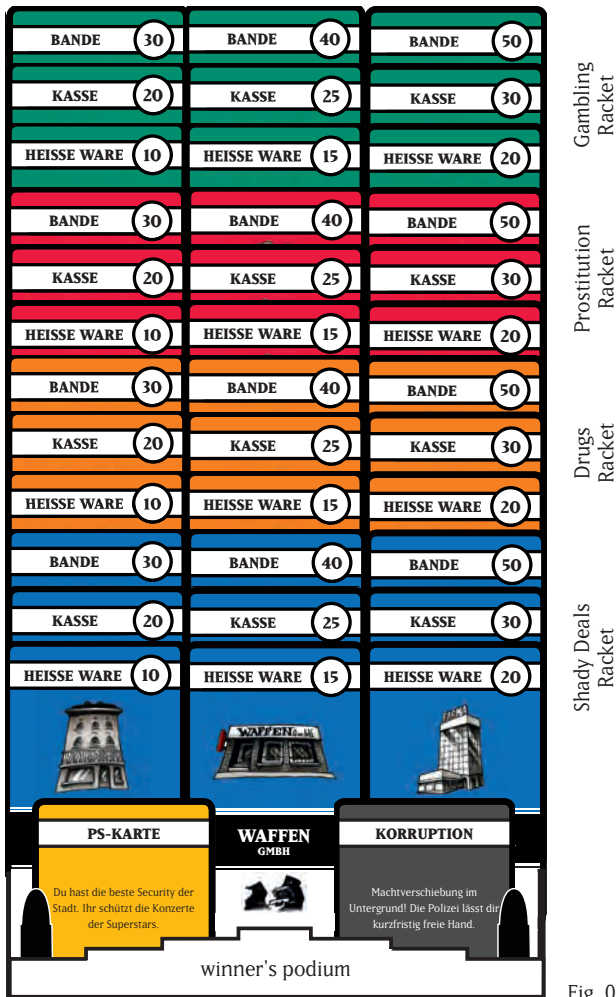


Fig. 02

- ◆ Sort all business stakes into the display according to rackets and businesses: on the left the cheap ones, in the middle the mid-priced ones and on the right the expensive ones.
- ◆ Put the Turbo and Corruption cards separately on the left and right behind the winner's podium.

**Important:** In the course of the game, the players must place their Turbo and Corruption cards as well as their business stakes openly in front of them and clearly visible to everyone – preferably with the business stake cards shown in the same way as in the display.

- ◆ Place both bullets in the outer slots of the winner's podium. The winner's podium is the score indicator for the dice duels.

## WHAT ARE THE BOARD SPACES?

You move your player token around the board by counting along the Business, Authorities, and Sports Car spaces. At each Business and Authority, there is also a Cash marker.

- ◆ The entrance fee for a business is shown on the businesses' cash marker. There, the Kiezdollar collect in the course of the game by entry and purchase of stakes.
- ◆ The cash markers of the authorities show the amount for the Corruption per business stake. In the course of game, kiezdollars accumulate there through corruption.

## WHAT ARE BUSINESS STAKES GOOD FOR?

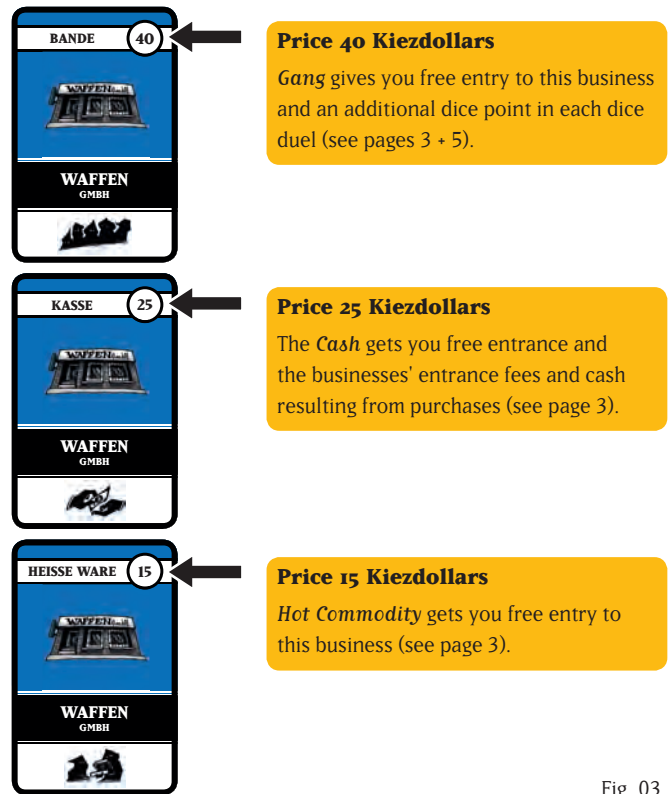


Fig. 03

**Do you own all 3 stakes of a business?** Then you can use this to attack other businesses in this racket, in whole or in part.  
**Do you own all 3 businesses of one racket?** Then you are invincible in this racket and in a four or five-player game you are now Kiezkönig!

## WHAT ARE THE OTHER CARDS GOOD FOR?

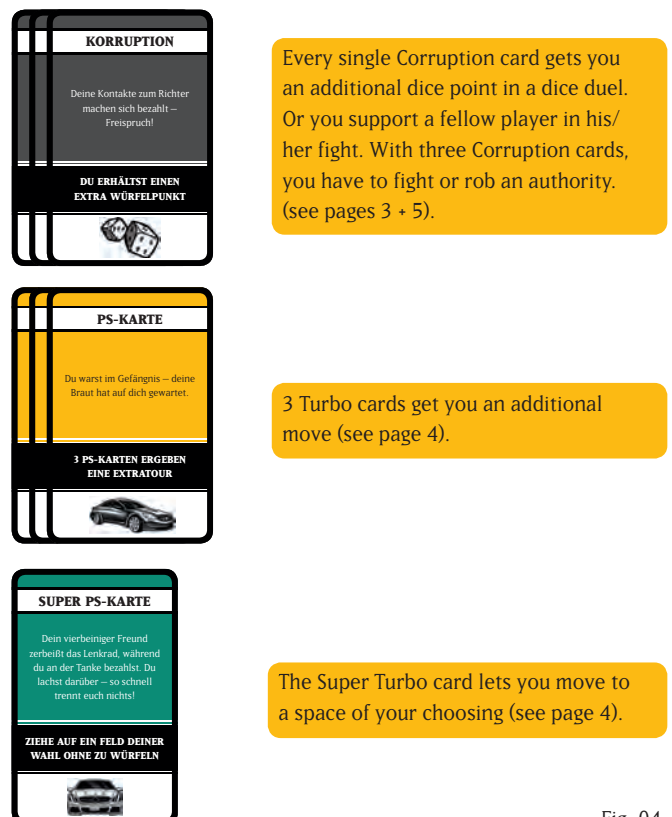


Fig. 04

## HOW DO I BECOME KIEZKÖNIG?

The player tokens of all players are on the Start: Everyone throws a dice and the winner goes first, followed by the others in turn. Players move according to the dice score they throw each turn, and move in a clockwise direction.

### WHAT DO I DO WHEN I LAND ON THE SPORTS CARS?

Step on the gas – what else! If your token lands on a Sports Car, you may advance up to 5 spaces, including the next authority, but no further.

### WHAT DO I DO ON THE AUTHORITIES?

Corruption is integral to your business activities! Every Corruption card gets you an additional dice point in a dice duel.

If your token lands on

- ◆ the Law Courts? Then pay 5 kiezdollars for every *Hot Commodity* card you own on the Court of Law's cash marker.
- ◆ the Tax Office? Then pay 10 kiezdollars for every *Cash* card you own on Tax Office's Cash marker.
- ◆ the Police? Then pay 15 kiezdollars for every *Gang* card you own on the Police's Cash marker.

Take a Corruption card from the display and **throw the dice again**. You don't pay anything if you don't own any business stake relevant to the authority. Do not draw a Corruption card. **Throw the dice again**. You only receive one Corruption card per visit to the Authorities – no matter how many business stakes you had to pay for.

### What do I do if I own 3 Corruption cards?

You have to decide:

- ◆ You can fight! – Then put your game piece on an appropriate business (see page 4: How do I fight for business stakes? and page 5: How do I win a fight?).
- ◆ Or you rob the Authority your token is on! – Take all the kiezdollars from the Cash marker and throw again.

**Important:** The Corruption cards are used up in both cases at the end of your turn and are returned to the display. Even if you didn't use them or only used them partially in combat.

### WHAT DO I DO WHEN I LAND ON A BUSINESSES?

This is where the Kiez action takes place: If your token lands on a Business, you have two jobs to do, one after the other!

#### You do the First Job inside the Business:

- ◆ You pay the entrance fee.
- ◆ You don't pay any entrance fee.
- ◆ Or you don't pay any entrance fee and cash in.

#### You do the Second Job inside the racket:

- ◆ You buy a business stake.
- ◆ You fight for a business stake.
- ◆ Or you draw a Turbo card.

**After the Second Job, your turn ends. There is one exception after you have drawn the third Turbo card.**

## THE FIRST JOB

### It's all about one thing: kiezdollars!

Depending on the location, the entrance fee is 5, 10, or 15 kiezdollars. Put the kiezdollars on the business's Cash marker.

- ◆ You pay the entrance fee, if you don't own a stake in this business.
- ◆ You don't pay any entrance fee, if you own the business's *Hot Commodity* and/or *Gang*.
- ◆ You don't pay any entrance fee, if you own the business's *Cash*. You cash in the kiezdollars on the Cash marker. If there aren't any, you get nothing.

### Overview: Paying and cashing in

- ◆ The entrance fee is put on the Cash marker of the business your token is on.
- ◆ The sales price is put on the Cash marker of the business you're buying a business stake from (see page 4: How do I buy a business stake?).
- ◆ You may only cash in after your token lands on a business of which you own the Cash business stake.

## The Start, Authorities and the »Shady Deals Racket«





## THE SECOND JOB

Either you buy a business stake, fight, or draw a Turbo card. Choose either one of the three options.

### First option – How do I buy a business stake?

To buy a business stake of a particular racket:

- ♦ your token must be on the racket you want to buy a business stake in, but not necessarily on the business you want to buy one in (see example).
- ♦ the business stake has to be available in the display.

The sales price is on the right of the business stake card. Put the kiezdollars on the business's Cash marker and take the business stake from the display. You can buy one business stake per turn.

#### Example:

You are Arms Ltd. (Waffen GmbH) of the *Shady Deals* racket. From there, you can buy any business stake of the *Shady Deals* racket, for example the *Gang* of the Shell Company (Scheinfirma) or *Hot Commodity* of the Pawn Shop (Pfandhaus), and, of course, any card belonging to Arms Ltd. (Waffen GmbH).

### Second option – How do I fight for business stakes?

**Important:** Fights are only allowed within one racket! It is not possible to bet business stakes from the *Shady Deals* branch to fight for business stakes from the *Red Light* branch.

In order to fight,

- ♦ your token must be within the racket of the business stakes you want to fight for, but not necessarily on the business belonging to the business stakes you want to fight for (see example).
- ♦ your opponent's token need not be in the same racket.
- ♦ you have to bet the whole stake from one business.

**Are you betting on one or two stakes from one business?** If so, your opponent must bet all his or her stakes from the same business.

#### Are you betting three stakes from one business?

Then your opponent must bet all his or her stakes from another business of your choosing of the same racket.

**Example:** There are three ways to fight for the Arms Ltd. *Cash* card:

- ♦ either you use one or two business stakes of Arms Ltd (*Gang* and/ or *Hot Commodity*).
  - ♦ or you use all three business stakes from the Pawn Shop
  - ♦ or you use all three business stakes from the Shell Company
- ♦ As an attacker you have to put fight money to your bet if your used business stakes have a lower purchase price than that of the defender. This difference is the fight money?) (see page 6: Fight scenarios). The defender never pays any value adjustment.

**Note:** See page 5 for Who wins a fight.

### Third option – When do I draw a Turbo card?

If fighting or buying is not an option, take a Turbo card from the display.

#### What do I do if I own three Turbo cards?

One or two Turbo cards are not enough. As soon as you own a third Turbo card, you have to make one further move without throwing the dice. Hit the gas and move to any space.

**Important:** After you use the three Turbo cards, place them back in the display.

## WHEN SHOULD I PLAY THE SUPER TURBO CARD?

As soon as it is your turn, you can hit the gas and use the Super Turbo card move to any space without throwing the dice.

**Important:** Once the Super Turbo card is used, it is out of the game.



Fig. 05





## HOW DO I WIN A FIGHT?

A fight consists of multiple dice duels between you and your opponent. The winner is who throws the highest dice score.

- ◆ Each dice pip counts as one point.
- ◆ Each Corruption card played counts one time only as a dice point.
- ◆ If you use the **Gang** business stake, it counts for one dice point in each duel of this fight.

The winner of a die duel puts his or her bullet one level higher on the winner's podium. As an attacker, you play the golden bullet and your opponent the silver bullet. The winner of a fight is the first to win three dice duels and reaches the top of the winner's podium.

### How to conduct a dice duel:

1. Put both bullets in the outer slots of the winner's podium.
2. Place your bet in the middle of the game board. The same goes for your opponent.
3. If necessary, add fight money to your bet.
4. Decide, ahead of any dice duel, if and how many Corruption cards you want to use- If you own any, that is.
  - ◆ As the attacker, you decide first, if you want to use none, one, or two (or three\*) of your Corruption cards.
  - ◆ Then your opponent decides if he wants to use none, one, or two of his or her Corruption cards.
  - ◆ In a game with three, four or five players, the other players decide if they want to support either of the duelists: If so, he or she will add one or two of his or her Corruption cards to their chosen duellist's stake.
5. You throw first each time! Then your opponent throws, and the winner moves his or her bullet one step higher up the podium.

**Important:** All Corruption cards used are expended after a duel and are returned to the display. A dice duel is a draw if both players throw the same. Both bullets remain in their positions. All Corruption cards are expended after a draw and are returned to the display.

6. Duel it out until there's a winner. There's no going back once you have started a fight.
7. The winner keeps his or her stake and takes the opponent's stake.

\* It is only possible to use three Corruption cards in a fight if the third corruption card in the first part of your turn was obtained from an Authority. (see page 3: What do I do once I have three Corruption cards?)

\*\*The rules with which you started the game apply (s. p. 1, So what's the deal?)

## SPECIAL CASES:

### What do I do if I lack kiezdollars?

#### for fight money:

You cannot fight this fight.

#### for buying a business stake:

You cannot buy this business stake.

#### for entrance fees:

Then you have to part with a business stake of your choice and sell it to another player at the price on the card. You pay the entrance fee from the proceeds.

You have to offer it to the player who owns the most expensive business stake of the business your token is on.

Then you do the Second Job: buy a business share (if you have enough kiezdollars), fight, or draw a Turbo card.

If the other player is not interested in your business stake or no one owns a share of the business, you must move to the next Authority.

#### for Corruption:

Then you don't have to pay anything, but you must part with a business stake. On the Law Court of a *Hot Commodity* stake, on the Tax Office of a *Cash* stake and on the Police of a *Gang* of your choice. The business stakes return to the display. For the loss of your business stake you will receive a corruption card. Then you throw again.

### What do I do if I have to change kiezdollar?

During your turn, you may take a stack of kiezdollars from a Cash marker in order to exchange it. Otherwise, you are not allowed to pick up a stack of kiezdollars to count them.

## ALL'S WELL THAT ENDS WELL?

Forget it! If it's going badly for you, the business stakes in the display are all sold and you no longer own any business stakes, you're a tourist and out of the game!

Once you've spent your last kiezdollar on entrance fees, take your token off the board – someone else \*\* will win. But chin up! One day, you'll be Kiezkönig too.

### FIGHT RULES SUMMARY:

- ◆ Fights are only possible within one racket.
- ◆ Your token must be within the racket you want to fight for.
- ◆ You have to bet all your business stakes from one business.
- ◆ Do you want to bet one or two business stakes?  
Then your opponent must bet all his business stakes from another business of your choosing from the same business.
- ◆ Are you betting three stakes of a business?  
Then your opponent must bet all his or her stakes from another business of your choosing from the same racket.



EXAMPLE FIGHT SCENARIOS:

**Attacker** ✓ **Defender**

The *Gang* and *Hot Commodity* of the attacker have a higher purchase value than the defender's *Cash*. The attacker does not have to provide fight money.

**Attacker** ✓ **Defender**

The attacker's *Cash* has a lower purchase value than the defender's *Gang*. The attacker has to add 15 kiezdollars of fight money to his bet.

**Attacker** ✓ **Defender**

The attacker has to bet all three business stakes of a business in order to fight for another whole business. The attacker has to add 20 kiezdollars of fight money to his bet.

**Attacker** ✓ **Defender**

The attacker always has to bet all three business stakes of a business to fight for parts of another business.

**Attacker** ✗ **Defender**

This scenario is not allowed because the attacker has to bet all three business stakes of a business to fight for parts of or the whole of a business.

**Attacker** ✗ **Defender**

This scenario is not allowed because the attacker has to bet all three business stakes of a business to fight for parts of or the whole of a business.

Fig. 06





## MANUAL

- ◻ What's the deal? – What's inside the box? – How do I set up the game? – What makes up a business?
- ◻ How do I set up the display? – What are the board spaces? – What are business stakes good for? – What are the other cards good for?
- ◻ How do I become King of Vice? – What do I do when I land on the Sports Cars? – What do I do on the authorities? – What do I do when I land on a Businesses? – The first job
- ◻ The second job (three options) – When should I play the Super Turbo card?
- ◻ How do I win a fight? – Special cases: Bankruptcy and changing Kiezdollar
- ◻ Example fight scenarios

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**Thanks to** Martin Wolke, Anja Mörke, Lara Blackwood, Ascan Aldag, André Kröker, Henrik Liebel, Olaf Blohm, Carsten Bolda, Swantje Böttcher, Tobias Jeglinski, Katharina Dyk, Oliver Ahrends, Jamie Walker, Sean Lee, Christopher Sabbatinelli, Michael Heyer, Alja Blomberg, Christof Schepers, Sebastian Grothe, Gabriele Wolters, Matthias Wolters, Manuela Maciol, Volker David, Heinz Pensky, Anna Ehrenstein, Gabriel Lieberum, and all test players.

