

BADA BING!™

FIGHT FOR POWER, CONTROL & SURVIVAL

THE RULES

(GAME GUIDE)



BADA BING!TM

WELCOME TO THE BADA BING FAMILY!

Come in like Gangbusters and go out like Gangsters.
Now let's get down to business!

OBJECT OF THE GAME

Your goal as a Boss (player) is to financially ruin or whack
the competition to become the Boss of Bosses!



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- (1) Gameboard.
- (8) Bosses (player markers).
- (30) An Offer You Can't Refuse cards.
- (30) Special Investigation cards.
- (130) Game Money:
 - (28) 500K
 - (42) 1M
 - (32) 5M
 - (22) 10M
 - (6) 20M
- (28) Territory Titles.
- (1) Pair of dice.
- (56) Soldiers (hat pieces).

THE SETUP

- Place both card decks on the gameboard's designated locations.
- Each Boss (player) selects a marker and places it on the Old Neighborhood.
- Each Boss receives 5 Soldiers.
- Select a Treasurer.
- Select a Title Manager.
- Distribute Game Money:

BOSSSES	500K	1M	5M	10M	20M	TOTAL PER BOSS
2	6	7	8	4	3	150M
3	6	7	4	3	2	100M
4	6	7	3	3	1	75M
5	4	3	5	3	-	60M
6	4	3	3	3	-	50M
7	2	4	4	2	-	45M
8	2	4	3	2	-	40M

- Place 10M aside for the Cash Stash.
- The highest roller starts the game and proceeds clockwise.

THE RULES

- 1 **The Old Neighborhood:** Start the game here by placing all markers on the Old Neighborhood. Each Boss rolls both dice and moves their marker clockwise the number rolled. When a Boss lands on the Old Neighborhood, they receive 5M from the Treasury.
- 2 **Treasurer:** Enforces rules, conducts auctions, collects fines, distributes money from the Treasury, and oversees all financial transactions. The Treasurer receives an additional 5M at the start of the game for their services.
- 3 **Title Manager:** Distributes and collects Territory Titles for Businesses that are purchased or Shut Down (see **Territory Titles** and **Shut Down Businesses**). The Title Manager receives an additional 1M at the start of the game for their services.
- 4 **Uncontrolled/Controlled Businesses:** Uncontrolled Businesses are unowned by a Boss. Controlled Businesses are owned by a Boss.
 - When a Boss lands on an Uncontrolled Business, they may purchase that Business for its listed Street Price.
 - When a Boss purchases a Business, it becomes their Controlled Business.
 - When a Business is purchased 1M goes to the Cash Stash and the balance goes to the Treasury.
 - When a Boss lands on another Boss's Controlled Business, they pay that Boss a Street Tax/Protection Policy fee (see **Street Taxes/Protection Policies**).
 - Should a Boss land on an Uncontrolled Business and choose not to purchase it, that Business goes to auction (see **Auctions**).
 - Bosses can sell their Businesses to each other for the Street Price or more and the seller keeps all the money from the sale.
 - When a Boss sells their Business to another Boss, any Protection Policy on that Business terminates without refund to the seller and their Soldier is returned to them, the Business's Territory Title goes to the purchasing Boss (see **Territory Title**).

5 Street Taxes: When a Boss lands on a Controlled Business, they pay a Street Tax to the Boss that controls the Business.

- Street Taxes cannot be waved or delayed.
- A Boss keeps all their Street Taxes and any Policy fees on that Business (see **Protection Polices**).
- Street Taxes are shown on each Business's Territory Title (see **Territory Titles**).

6 Protection Polices: Protection Policies increase a Business's Street Tax to half of the Street Price. A Boss can purchase a Protection Policy to collect Policy fees for their Businesses during any of their turns. When a Policy is purchased, the Boss must keep 1 of their Soldiers on the Business's board square title to collect Policy fees.

- Policies are purchased from the Treasury for half of the Street Price.
- Policy fees are shown on the Territory Titles (see **Territory Titles**).
- 1 Policy per Business. 1 Soldier per Policy.
- When a Policy is purchased 1M goes to the Cash Stash and the balance goes to the Treasury.
- Polices cannot be transferred or sold.
- Policies terminate when a Boss's Business is Shut Down. *
- Policies terminate when a Boss sells their Business to another Boss. *
- Polices terminate when a Boss removes their Soldier from their Business. *
(* see **Shut Down Businesses** and **Uncontrolled/Controlled Businesses**).

7 Territory Titles: When a Territory Title is purchased 1M goes to the Cash Stash and the balance goes to the Treasury. When a Boss purchases a Business, they receive its Territory Title. Territory Titles must be kept visible. Titles list the following on Businesses:

- Street Price.
- Street Tax.
- Protection Policy fees.
- Shut Down Business refund.

8 Shut Down Businesses: When a Boss chooses to Shut Down their Business.

- The Treasury refunds the Boss half of the Business's Street Price.
- The Territory Title must return to the Treasury.
- Any Protection Policy on that Business terminates without refund.
- The Boss's Soldier is returned to them.
- The Business becomes available to purchase when landed on.

Reasons to Shut Down a Business:

- When money is needed to cover debts.
- When landing on the "Interrogation Room" and choosing to Shut Down a Business.
- When instructed to Shut Down a Business by the cards.
- When a Boss decides to Shut Down their Business.

9 Bosses: The Boss (player) controls a crew of 5 Soldiers (hat pieces). A Boss's goal is to acquire Businesses, Street Taxes, Protection Policy fees, while protecting their Soldiers. A Boss:

- Must have 1 Soldier in the game to play.
- Can be whacked (see **Whacked**).
- Can buckle under (see **Buckle Under**).
- Can be forced out (see **Forced Out**).
- Bosses cannot combine their money and Businesses to team up against other Bosses.
- Cannot lend or give another Boss their Businesses or money (see **Money Trouble**).

10 Soldiers: Soldiers are a Boss's lifeline. If a Boss loses all their Soldiers, the Boss gets whacked.

- Soldiers are used to enforce Protection Policies and are only placed on the board when a Policy is purchased (see **Protection Policies**).
- Soldiers can only be purchased from Bosses and cannot be lent or given away.
- A Boss can purchase 2 additional Soldiers from the other Bosses throughout the game (5 Soldiers to start the game & 2 additional Soldiers = 7 Soldiers total).
- A Boss can sell all their Soldiers but must keep 1 to remain in the game.
- When a Boss purchases a Soldier, that Soldier must be exchanged for their color.
- Soldiers cannot be purchased if they are surrendered, whacked or in Witness Protection (see **Surrendered, Whacked** and **Witness Protection**).
- Soldiers can be purchased for a minimum of 5M or in equal trade.
- Soldiers must be kept visible.
- Soldiers can be eliminated/whacked (see **Whacked**).
- Soldiers can be surrendered to the Treasury for 2½M each (see **Surrendered**).

11 Auctions: When a Boss chooses not to purchase an Uncontrolled Business they land on, the Business goes to Auction, and bidding starts clockwise with the next Boss.

- Every Boss may participate in the Auction including the Boss that landed on the Business.
- Bidding starts at half of the Street Price.
- There is no limit to the amount Bosses.
- Bids must be made in increments of 500K.
- The highest bidder wins the Auction.
- If a Boss wins an Auction and does not cover their bid, they will be dealt with as described in "Money Trouble" (see **Money Trouble**).
- If the bid cannot be covered, the second highest bid wins.
- 1M of the winning bid goes to the Cash Stash and the balance goes to the Treasury.
- If no one bids, the Auction is closed, and the Business can be purchased when landed on.

12 Money Trouble: A Boss cannot lend or give another Boss their Businesses or money. If a Boss does not have the money to cover their debts, the Boss can:

- Sell their passes to another Boss for an agreed upon price.
- Sell their Business to another Boss for its Street Price or more.
- Shut Down their Business for half of the Street Price to the Treasury.
- Sell their Soldier to another Boss for 5M or more.
- Surrender a Soldier for 2½M to the Treasury.

Should a Boss perform all the above options and the debt remains uncovered, they are financially ruined and forced out of the game (see **Forced Out**).

13 An Offer You Can't Refuse and Special Investigation: When a Boss lands on any of these board squares, they draw that deck's top card; read it out loud; show it to all; follow the instructions then return the card to the bottom deck.

Within the decks are 6 passes and 2 exclusive cards:

- **Amnesty Pass** forgives a Boss from paying any fine, penalty, punishment, or arrest ordered by the Special Investigation card.
- **Bada Boost Pass** allows a Boss to grab all the money in the Cash Stash or receive a free Uncontrolled Business valued at maximum of 20M with a free Protection Policy for that Business provided they have an available Soldier.
- **Fly The Coop Pass** gets a Boss paroled (released) from the "Slammer".
- **Gain-A-Goomba Pass** replaces a Boss's whacked Soldier.
- **Street Tax Pass** saves a Boss from paying a Street Tax/ Protection Policy fee.
- **WITSEC Pass** releases a Boss's Soldier from "Witness Protection".
- **Whack Card** (exclusive card) forces all Bosses to take an open vote on whether the card selector gets whacked. (If the game starts with 2 Bosses the Whack Card must be discarded from the An Offer You Can't Refuse deck).
- **Take Down Card** (exclusive card) forces a Boss to Shut Down all their Businesses or surrender all their Soldiers except 1.

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All passes may be held onto until played or sold before use to another Boss for an agreed upon price.

Both exclusive cards cannot be sold and must be played when drawn. All passes and cards can only be played once and returned to the bottom deck.

14 Overpass: The 2 Overpasses are optional to use and allow a Boss to bypass some riskier board squares, but also bypasses favorable board squares.

- To use an Overpass, a Boss must announce their intentions to do so prior to rolling each time they are within boundaries of the "Stone Pathway".
- Whether a Boss decides to use an Overpass or not their decision cannot be changed until their next turn.
- An Overpass is counted as a board square.
- Should a Boss land on an Overpass they roll again and move their marker accordingly.

15 Whacked: When Soldiers and Bosses get whacked, they are eliminated and removed from the game. Soldiers can be whacked by the "Role For Survival" and "Witness Protection" board squares or by the cards. Bosses can be whacked by the "Roll For Survival" board square, the cards or when losing all their Soldiers.

- When a Boss's Soldier gets whacked, that Boss chooses which of their Soldiers to remove from the game.
- When a Boss gets whacked, their Soldiers, Protection Polices and Territory Titles are returned to the Treasury; their money is equally divided amongst the remaining Bosses; their Businesses become available to purchase when landed on.

16 Surrender: When a Soldier is surrendered, they are removed from the game and returned to the Treasury. The Treasury pays the Boss 2½M for their surrendered Soldier. A Boss selects which of their Soldiers are surrendered. Soldiers are surrendered when:

- Instructed by the cards.
- Landing on the "Interrogation Room" board square.
- A Boss chooses to surrender their Soldier.

17 Forced Out: If a Boss is unable to cover their debt as described in "Money Trouble" they are forced out of the game, their Soldiers, Protection Polices and Territory Titles are returned to the Treasury; their money is equally divided amongst the remaining Bosses; their Businesses become available to purchase when landed on.

18 Buckle Under: Should a Boss quit, their Soldiers, Protection Polices and Territory Titles are returned to the Treasury; their money is equally divided amongst the remaining Bosses; their Businesses become available to purchase when landed on.

19 Cash Stash: At the start of the game place 10M aside from the Treasury for the Cash Stash and keep that Cash Stash money separate from all other money.

- Money is collected in the Cash Stash as described in Uncontrolled/Controlled, Businesses, Auctions, Protection Polices, and the cards.
- When a Boss lands on the Cash Stash, they take all the money.
- The Treasury replenishes the Cash Stash with 10M each time it's emptied.
- Each time a Boss passes the Cash Stash, the Treasury pays that Boss 1M.
- Bosses will not receive the 1M when they bypass the Cash Stash when using the Overpass or when directed by the cards.

20 The Slammer: While a Boss is in the Slammer, they will not receive Street Taxes/ Protection Policy fees from any Boss that lands on their Businesses.

- When a Boss lands here, they either pay 5M to the Treasury or roll once for an even number to bust out (escape).
- If a Boss rolls an even number or pays 5M, they roll again and move their marker accordingly.
- If a Boss chooses to roll and does not get an even number, they wait until their next turn to either roll for an even number or pay 5M.

21 Witness Protection: When a Boss lands here, they select 1 of their Soldiers to be eliminated and removed from the game.

22 Bada Bing Social Club: When a Boss lands here, they roll the dice to receive 1M x the dice total.

23 Roll For Survival: When a Boss lands here, they roll the dice. If they roll snake eyes (2 ones), they get whacked (see **Whacked**). If they roll a twelve (12), they select 1 of their Soldiers to get whacked.

24 Interrogation Room: When a Boss lands here, they either select 1 of their Businesses to Shut Down (see **Shut Down**) or Surrender 1 of their Soldiers (see **Surrender**).

25 Court: When a Boss lands here, they pay 1M to the Treasury or select a Special Investigation card.

26 Winner: When all the competition is eliminated, or when all the Bosses acknowledge and declare a Boss as the Boss of Bosses based upon the following attributes:

- | | |
|--------------------------|---|
| ❖ Unequaled | ❖ Soldier might |
| ❖ Unstoppable | ❖ Financial strength |
| ❖ Unbeatable | ❖ Greater assets |
| ❖ Strategically dominant | ❖ Superior survival skills or just plain luck |

GAME TERMINOLOGIES

- **A BEEF:** A COMPLAINT OR DISAGREEMENT ABOUT SOMETHING.
- **BADA BING:** EMPHASIZES SOMETHING SUDDEN, EFFORTLESSLY ACHIEVED, OR IMPRESSIVE.
- **BANG-UP JOB:** AN EXTRAORDINARY ACCOMPLISHMENT.
- **BLACK HAND:** A SYMBOL REPRESENTING THE GANGSTERS SINCE IN THE OLD DAYS.
- **BOOTLEG:** GOODS ILLEGITIMATELY PRODUCED AND SOLD.
- **BOSS:** A PERSON THAT MANAGES A CREW.
- **BOSS OF BOSSES:** THE TOP BOSS.
- **BUMPED UP:** INCREASED TO A HIGHER RANK.
- **CREW:** A GANG UNDER THE COMMAND OF THEIR LEADER.
- **FAMILY:** REPRESENTS THE BADA BING FAMILY INCORPORATED.
- **FORGET-ABOUT-IT:** DESCRIBES GREATNESS OR DISGUST OR SOMETIMES IT JUST MEANS "FORGET ABOUT IT".
- **FUGAZI:** SOMETHING FAKE.
- **GAME OF OURS:** REPRESENTS THE BABA BING GAME.
- **GOOMBA:** A CLOSE FRIEND.
- **HIGHER UPS:** THE UPPER ECHELON.
- **OLD NEIGHBORHOOD:** WHERE HIGH-LEVEL GANGSTERS CONDUCT BUSINESS.
- **PIECE OF WORK:** AN ACT THAT RECEIVES PRAISE.
- **PLUG UGLY:** A VILE MEMBER OF A GANG.
- **RAT:** SOMEONE THAT GIVES LAW ENFORCEMENT INFORMATION OF UNLAWFUL ACTIVITY.
- **RICO STATUTE:** RACKETEER INFLUENCED AND CORRUPT ORGANIZATIONS ACT.
- **RUNNING WILD:** SOMEONE OUT OF CONTROL.
- **SHAKING DOWN:** TO PRESSURE SOMEONE TO GIVE UP MONEY.
- **SOLDIER:** A MEMBER OF A BOSS'S CREW.
- **STRAIGHTENED OUT:** TO BE INDUCTED INTO THE FAMILY.
- **STREET TAX:** A FEW CHARED TO OCCUPY A BUSINESS.
- **TRUNKABLE OFFENSE:** TO BE WHACKED (eliminated from the game) DUE TO COMMITTING AN UNFORGIVABLE ACT.
- **WHACKED:** TO BE KNOCKED-OFF OR ELIMINATED.

AGES
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PLAY OPTIONS

WANT TO CHANGE THINGS UP?
UNANIMOUSLY CHOOSE ANY OPTIONS PRIOR
TO OR DURING PLAY.

(shorten (S) or lengthen (L) game time)

- a. (S) **Game Time Limit:** Set a time limit. When the time limit is reached the Boss with the most Money, Businesses, Protection Polices, Soldiers and Passes becomes the Boss of Bosses (Businesses & Polices are valued by the Street Price. Soldiers & Passes are valued at 5M each).
- b. (S) **Up The Ante:** Double Street Taxes and Protection Policy fees on all Controlled Businesses.
- c. (S) **Ganging Up:** Bosses can sell their Businesses for any price to any Boss. When landing on a Boss's Business that Boss can charge whatever half the Street Price/Protection Policy fee to which ever Boss they choose. Bosses may sell their Soldiers (all but one Soldier) to another Boss for any price.
- d. (S) **Powerplay:** When a Boss has more Money, Businesses, Protection Policies, Soldiers and Passes then all the other Bosses combined they may force a Powerplay and be named the Boss of Bosses (Businesses & Polices are valued by the Street Price. Soldiers & Passes are valued at 5M each).
- e. (L) **Exclusive Cards:** Remove the two cards that can eliminate and financially cripple a Boss. The Whack Card in the "An Offer You Can't Refuse" deck and the Take Down Card in the "Special Investigation" deck.
- f. (L) **Roll For Survival:** Change snake eyes (2 ones) and/or a twelve (12) from whacking a Boss or Soldier to paying a predetermined amount of money to the Cash Stash instead.