THE APACHE IS THE SCOURGE OF PARIS

More than 30,000 hoodlums against 8,000 city police

Game material

Game board

	x7 leaders	x3 novices	x7 leaders	x3 novices	x7 leaders	x3 novices	x7 leaders	x3 novices

10 Apaches
The "Bruisers of La Villette"

10 Apaches
The "Rebelrousers of Batignolles"

10 Apaches
The "Tattooed of Ivry"

10 Apaches
The "Mohicans of Montpar"

x4 The bourgeois

x5 The reinforcements

x3 Prohibited district counter

x20 x20 x20 60 notes

x1 1st player counter

4 wallets

x6 5	x5 6	x5 4	x4 7	x4 3	x4 2	x3 1

31 stashes in 7 different colours

1. Set up

CHOICE OF CONFIGURATIONS FOR A GAME:

The districts used for a game depend on the number of players. For your first games, take the configurations from the table below.

Districts	District no. 1	District no. 2	District no. 3	District no. 4	District no. 5	District no. 6	District no. 7	Bourgeois district no. 8	Fence district no 9
Number of stashes	3	4	4	5	6	5	4	0	0
4 players	✔	✔	✔	✔	✔	✔	✔	✔	✔
3 players	✔	🚫	🚫	✔	✔	✔	✔	✔	✔
2 players	✔	✔	✔	🚫	🚫	✔	🚫	✔	✔

> For games with 2 or 3 players, some districts are TOTALLY prohibited. In order to better visualise these during the game, place a "prohibited district" counter on each one.

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> The "fence" and "bourgeois" districts don't have "stashes", and come in all configurations.

Other configurations are possible.
> Games with 2 players: No. 5.6.7.8.9 / 3.5.6.8.9 / 2.5.6.8.9 / 3.4.5.8.9 / 4.5.7.8.9 / 2.4.5.8.9 /1.2.3.4.8.9 / 1.2.4.7.8.9 / 1.3.4.7.8.9 / 1.2.3.6.8.9 / 1.2.4.7.8.9 / 1.3.6.7.8.9.
> Games with 3 players: No. 2.3.5.6.7.8.9 / 2.3.4.5.7.8.9 / 1.2.4.5.6.8.9 / 1.3.4.5.6.8.9.

- Place the board in the centre of the table.
- Mix the stashes, with *roofs visible*, on the districts of their colour in a single pile (not on their location).
- Place the 5 recruits next to the board.
- Mix the 4 bourgeois on their district, face up.
- Each player takes his gang of 10 Apaches: 7 leaders, 3 novices, and 500 F that he places under his wallet.

Randomly remove a stash per district and place it, roof visible, outside of the board, without any player having seen its value.

At the start of the game, the 1st player is randomly chosen and takes the 1st player counter. The 1st player changes at the start of each round in a clockwise direction.

The game is made up of 3 rounds, and each round consists of 6 complete turns.

Picking up the stashes

> Starting with the 1st player, and in a clockwise direction, everyone takes a stash of their choice in one of the districts. This is repeated 6 times until the stashes are exhausted.

> Each player places his 6 stashes in front of him so that only he can see the value of each of them.

Setting up a 3-player game

Reinforcements

Stashes removed for the round

Bourgeois counters

Prohibited counters

Green player's wallet and notes

Stashes picked up

Novice Apaches

Leader Apaches

Stashes picked up

Novice Apaches

Leader Apaches

Novice Apaches

Red player's wallet and notes

Prohibited district counters

1st player counter

Stashes picked up

Purple player's wallet and notes

Leader Apaches

Novice Apaches

OBJECT OF THE GAME

At the head of your Apache gang, you must be in the majority in the lucrative districts. That way you will avoid the worst and gain notoriety.

One single goal: to develop your illicit earnings to become the richest.

2. Game turn

In turn, clockwise and starting with the 1st player, each player must do the following:

0 OR 1 OF THE 2 OPTIONAL ACTIONS >>> **then** >>> **THE OBLIGATORY ACTION**

a. THE 2 OPTIONAL ACTIONS

1. Place as many Apaches from your reserve as you want in a single district per turn.
> You can place Apaches on a district, as long as you don't create an equal number of Apaches in this district.

2. Move 1 or 2 Apaches from one district to another
It is possible to move 1 or 2 Apaches from 1 or 2 districts to 1 or 2 other districts.
To do this:
> the districts must be adjacent,
> a move cannot create any tie, either in the district of departure, or in the district of arrival.
It is possible, following a move, to leave a district without any Apaches.
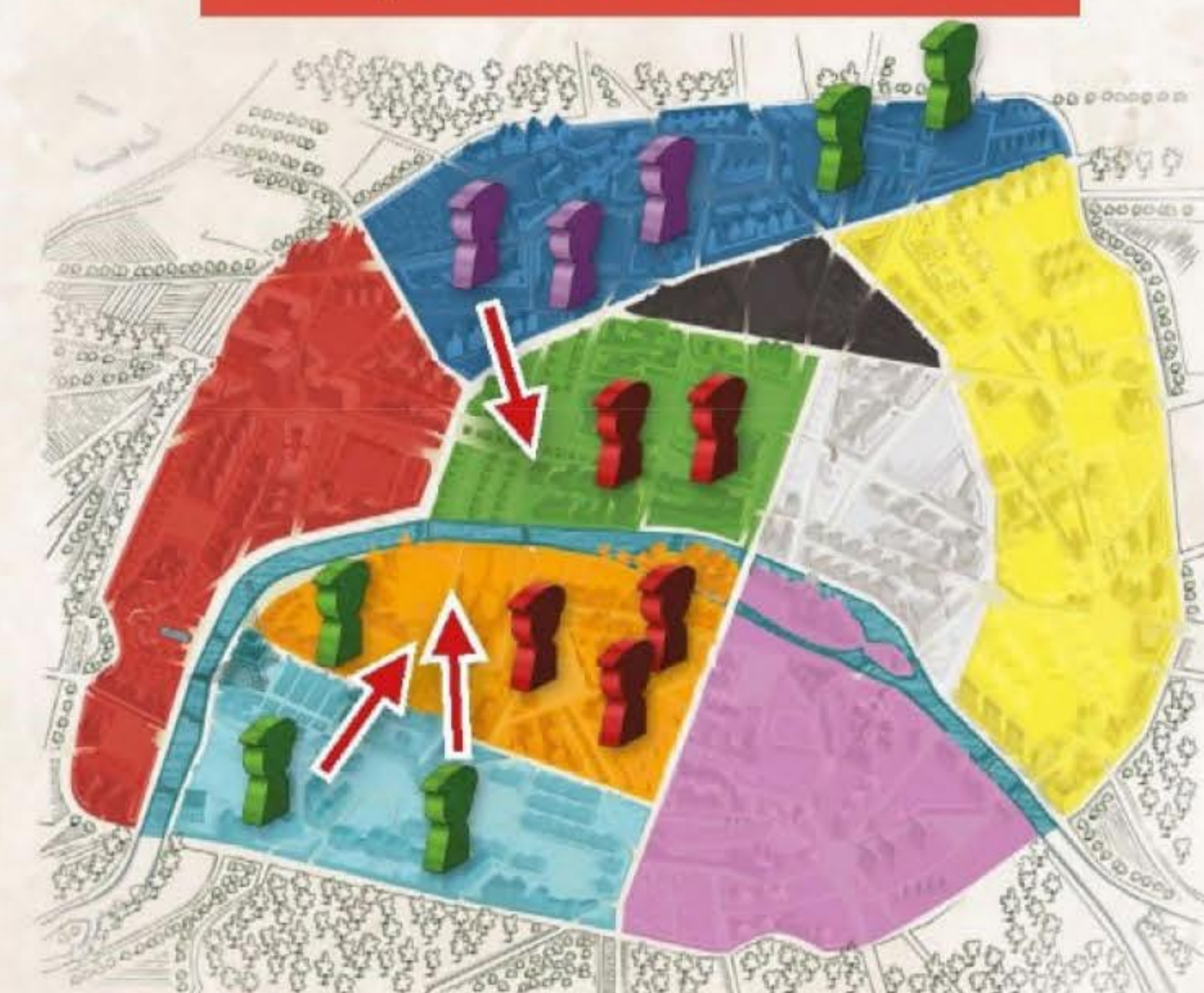

Possible moves

Impossible moves

Movement of the green Apaches: the 2 green Apaches create a majority in the orange district, and leave the sky blue district empty. Movement of the purple Apaches: the 2 purple Apaches create a majority in the green district coming from 2 different districts.
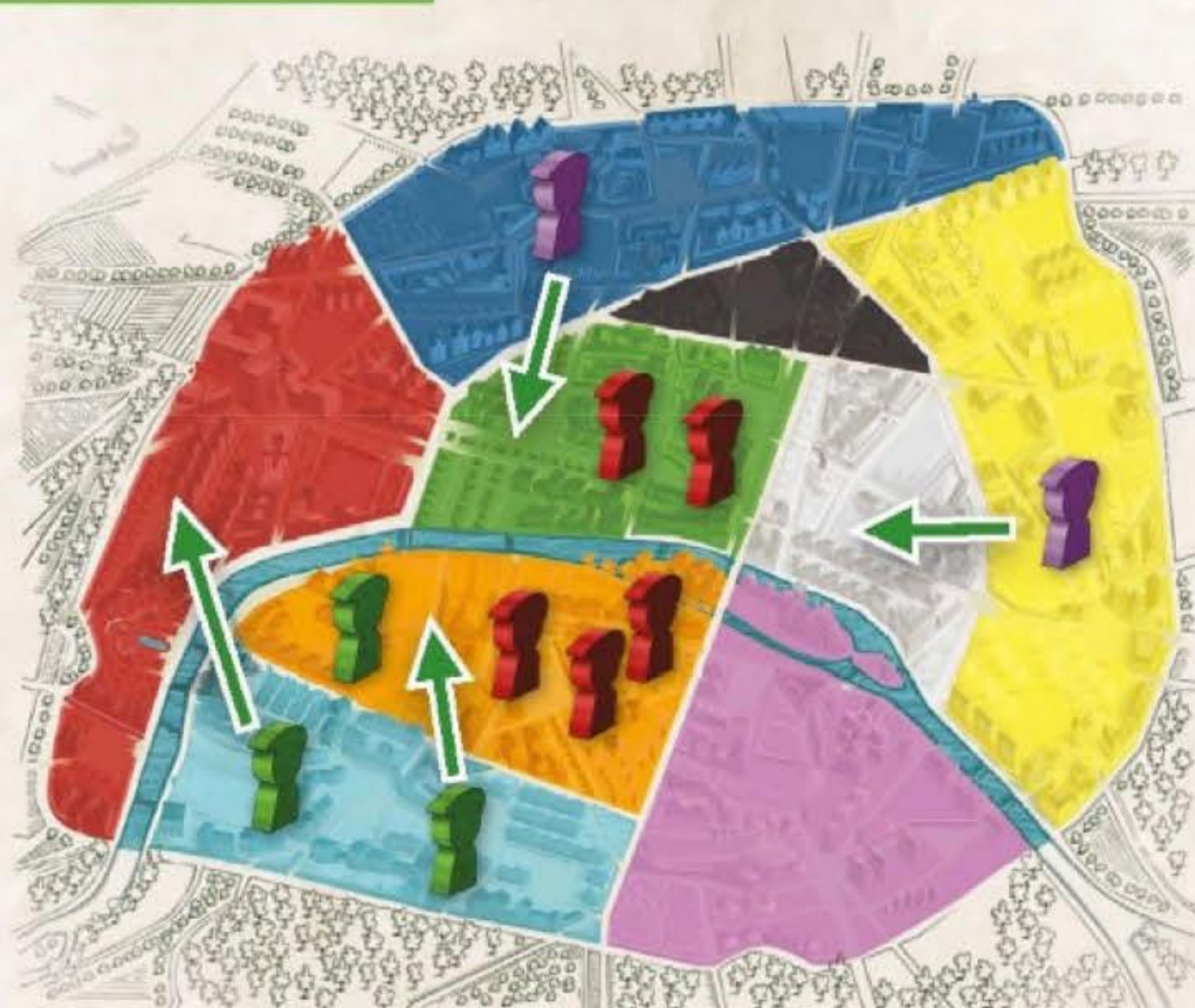
Movement of the green Apaches: the 2 green Apaches move from the same district to 2 different districts, creating a majority in the red district and a minority in the orange district. Movement of the purple Apaches: The 2 purple Apaches move from 2 different districts to 2 different districts, creating a majority and a minority.

Movement of the green Apaches: when moving, the 2 green Apaches create a tie in the orange district, so this movement is impossible.
Movement of purple Apaches: by moving, the purple Apache will create a tie in the blue district it leaves. This move is therefore prohibited.

b. OBLIGATORY ACTION

The player shows the value of one of his stashes to the others and places it in the corresponding location on the board, roof facing upwards.
Players are not required to place a stash in the district where they just placed Apaches.

The player leading the purple gang places an Apache in the red district (optional action), and in the same turn he chooses to place a red stash on the corresponding location (obligatory action).

The player leading the yellow gang places 3 Apaches in the yellow district (optional action), and in the same turn he chooses to place a purple stash on the corresponding location (obligatory action).

3. Novice Apaches

Novices (3 small counters) HAVE THE SAME VALUE as the leaders (big counters), but:
> They can only be used once per game, and then are permanently removed.
> They can never be in a district without having at least one leader of their colour with them.
> They can never be killed, injured or imprisoned.
> They can move around a district on their own, provided they join at least one leader of their gang.
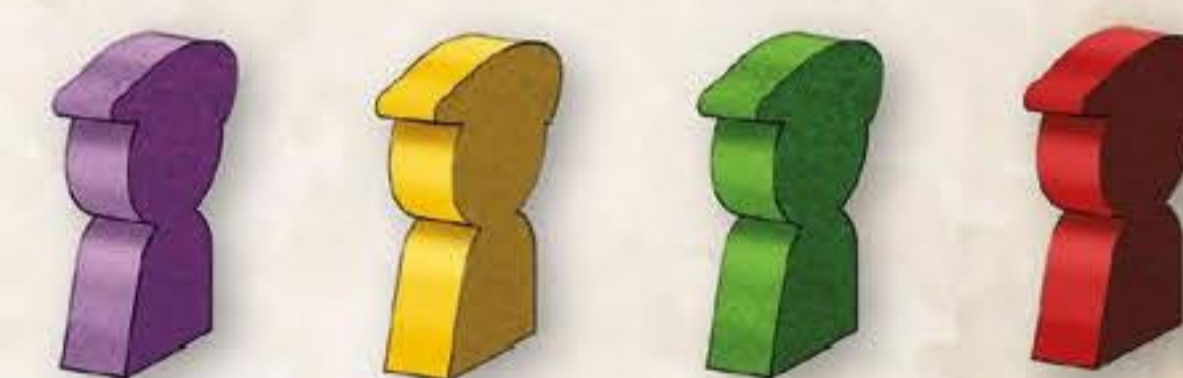
4. Duration of the round

> Once the players have placed all their stashes, the round ends.
> A round is therefore made up of 6 turns.

5. Gains and losses

At the end of each round, in each of the districts, the player with the highest number of Apaches (leaders + novices + reinforcements) in a district wins (gains) or loses (losses) the contents of any stash still visible in the district (not covered).

Example:
At the end of the round, a stash with 400 F is not covered:
> The yellow gang, which has 3 Apaches in the district, is in the majority and therefore wins the 400 F.

Gains

Win from 200 to 500 F

Steal valuables from 100 to 400 F

Steal from other gangs
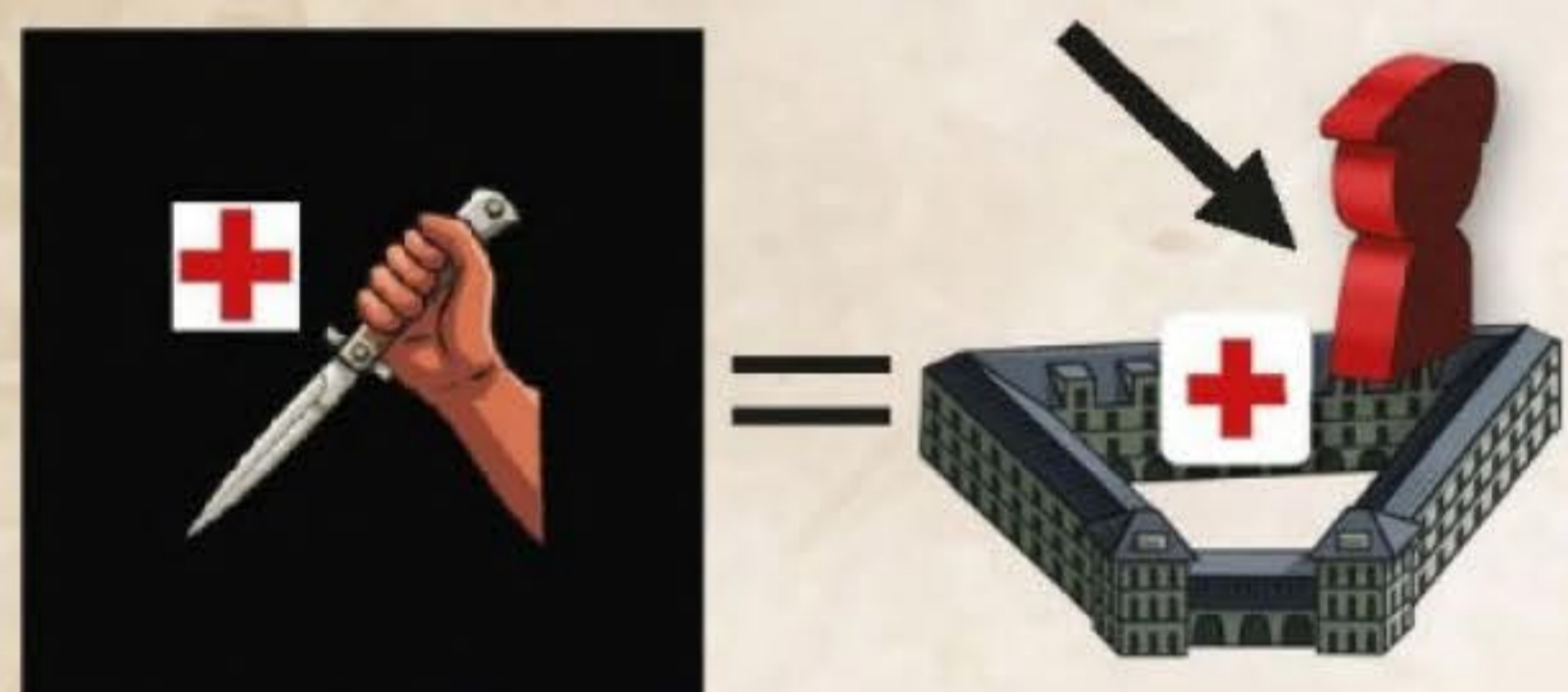A player who steals from the other gangs receives from each:
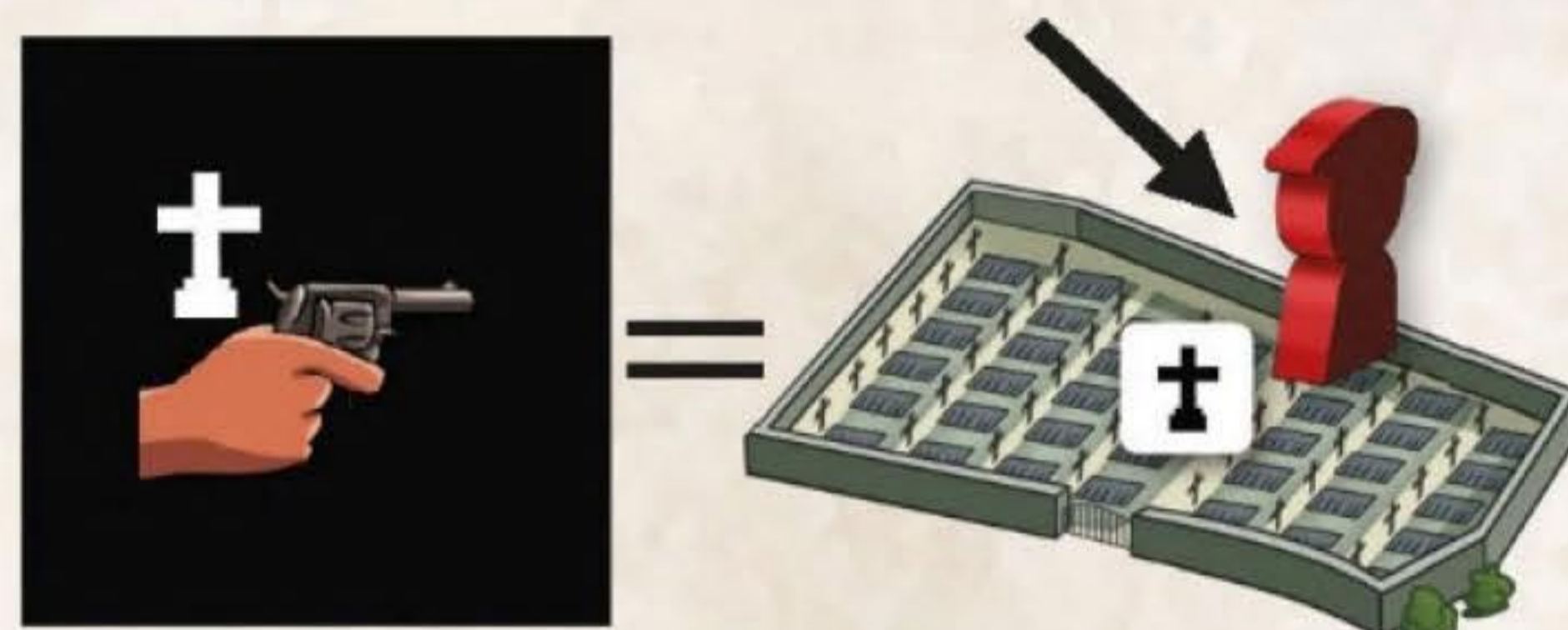> 300 F for 2 players
> 200 F for 3 players
> 150 F for 4 players

Collect two reinforcements, who must be used in the next round.
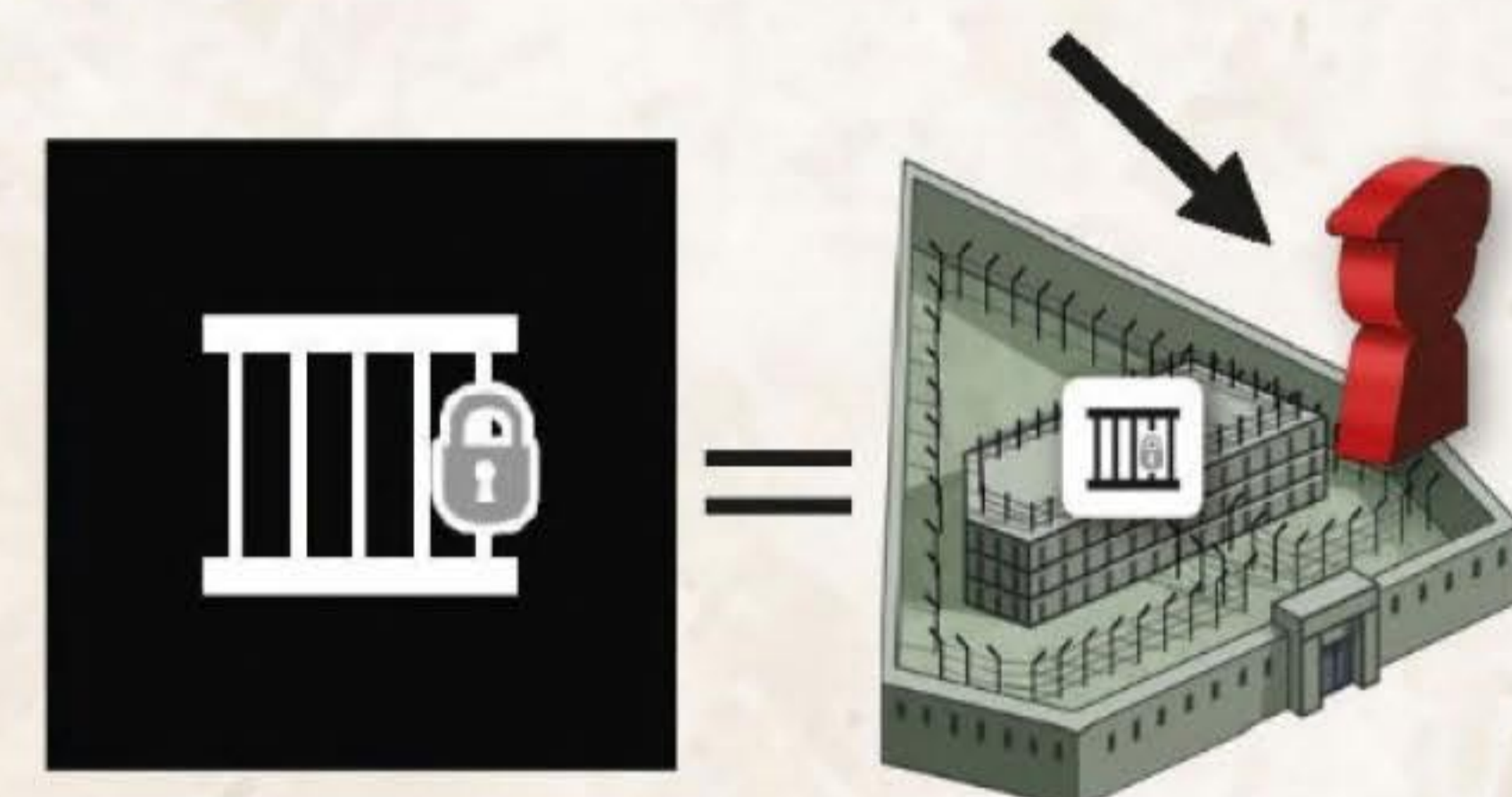A reinforcement has the same characteristics as a novice.

Losses

Only the leaders can be penalised.

1 Apache (leader) who is wounded is placed in the hospital for a round, and rejoins his gang at the end of it.

1 Apache (leader) who is killed is placed in the cemetery

1 Apache (leader) who is placed in prison for 1 round, and rejoins his gang at the end of it*.

* An imprisoned Apache can be freed before the end of the round if the player pays a deposit of 150 F to the bank at the end of one of his turns. The freed Apache will rejoin his gang, and will be usable **from the turn following**.

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6. The 2 districts without stashes

1. The **bourgeois district** (district number 8)
In this district, the Apaches attack the bourgeois in order to rob them. Among the 4 bourgeois, one of them is an undercover city policeman. The identities of each are only visible on the hidden side of the 4 counters.
The majority player in this district at the end of a round randomly takes one bourgeois, looks at his identity without revealing it, and keeps the counter in front of him, with the identity hidden until the end of the game.
The same gang can perfectly well attack one bourgeois in each round.

BOURGEOIS

2. The **fence district** (district number 9)
The majority player in the fence district at the end of a round collects

> 250 F per successful theft during this round, plus
> A reinforcement, who must be used in the next round.

FENCE

7. Last turn of a round

We are on the last turn of a round, when each player has only one stash in front of them. To play this last turn, the order of placement can change. It is determined as follows:
Players play from first to last in descending order of the number of Apaches still in front of them at that time. The player with the most Apaches (novices + leaders + reinforcements) will play first, the one with the fewest will play last.
If players have the same number of Apaches, their order in the turn is set clockwise from the 1st player.

8. End of the round

At the end of each round, after the settlement of districts (gains and losses), the players recover their leaders then discard the novices and reinforcements used. The "1st player" counter changes hands in a clockwise direction. The stashes are all regrouped by colour and mixed, and then 1 stash is removed per district before a new round can begin.

9. How to win the game

At the end of the 3rd round:
1- The gains and losses of the 3rd round are settled
2- The bourgeois are unveiled

Each gang earns 200 F per bourgeois.

The player who holds the undercover policeman loses 200 F, and one of his leaders goes to prison.

3- Each player receives 50 F per operational Apache.
Example:
In the 3rd round, a player recovers 5 remaining leaders. He has also collected 2 recruits in this round, and he still has a novice that he did not use during the game. He therefore has a total of 8 operational Apaches*. This therefore allows him to collect 400 F.
* Leaders who leave the prison or hospital at the end of the 3rd round will be counted as operational.
* On the other hand, leaders who have been imprisoned, injured or killed following the 3rd round are not counted as operational.

The total gains of each player are calculated by adding:

1- The amounts obtained in the stashes throughout the game.
2- the bourgeois who have been robbed.
3- The number of Apaches remaining.

Whoever has the most money wins the game.
If there is a tie, the one with the most Apaches wins.
If there is still a tie, the victory is shared.

End