

SPEAKEASY

EXPANSION PACK

The following mini expansions are available separately from www.Eagle-Gryphon.com in the *Speakeasy: Upgrade Pack*.

After playing the base game rules a few times, you may choose 1 of the following Player Power decks to play with in a multiplayer game: Variable Powers, Once per Act, or Once per Game. The Public Goals tiles can be used in conjunction with any of the Player Power decks. The Solo Achievements deck is to be used with the solo variant.



VARIABLE POWERS (12 cards)

Drafting the Cards:

During setup, each player receives 3 random Variable Powers cards. Each player chooses 1 card, discards another card and passes the remaining card to the player to their left.

Then, from the 2 cards in hand, each player discards 1 card and places the remaining card next to their Operations board face up.

This card displays a unique special ability that the player may use for the entire game.

ONCE PER GAME (24 cards)

Drafting the Cards:

During setup, each player receives 4 random Once per Game player power cards. All other Once per Game player power cards are returned to the game box.

Each player chooses 1 card, discards another card and passes the 2 remaining cards to the player to their left.

From the 3 cards in hand, each player chooses 1 card, discards another card, and passes the remaining card to the player to their left.

Then, from the 2 cards in hand, each player discards 1 card and places the remaining card next to their Operations board face up.

This card displays a unique special ability that the player may use once during the game. Once the ability is used, the card is flipped face down.



ONCE PER ACT (18 cards)

Drafting the Cards:

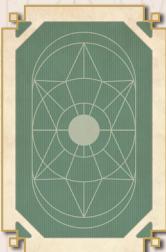
During setup, each player receives 4 random Once per Act player power cards. All other Once per Act player power cards are returned to the game box.

Each player chooses 1 card, discards another card and passes the 2 remaining cards to the player to their left.

From the 3 cards in hand, each player chooses 1 card, discards another card, and passes the remaining card to the player to their left.

Then, from the 2 cards in hand, each player discards 1 card and places the remaining card next to their Operations board face up.

This card displays a unique special ability that the player may use once per each Act. Once the ability is used, the card is flipped face down. Once per Act player power cards are flipped face up again at the beginning of each Act.



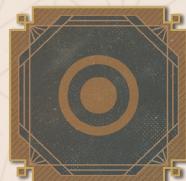
SOLO ACHIEVEMENTS (14 cards)

During setup, select up to 3 Solo Achievement cards or draw up to 3 at random. Each achievement reached earns \$10 money after the Final Scoring.

1. Rivalry	8. Showtime
2. High Stakes	9. High Roller
3. Business Savvy	10. Nightlife
4. The Vault	11. Rum-runners
5. The Muscle	12. Lone Wolf
6. Cook the Books	13. Underlings
7. Infamous	14. Big Spender

For the amount of money above \$0, your rank is as follows:

Score	Rank
\$1-20	Goon
\$21-40	Family Member
\$41-60	Capo
\$61-80	Boss
\$81+	Godfather



PUBLIC GOALS (16 tiles)

These Public Goals may be used in solo or multiplayer games.

During setup, shuffle the 16 Public Goal tiles, then form a face down stack. Each player draws 3 tiles in turn order, chooses 1 (**2 in a 2-player game**) to be placed next to the main board, forming a display. Then, new public goal tiles are revealed from the stack until a display of 5 face up tiles is formed.

During Final Scoring, each player gains \$10 for each Public Goal they have achieved. Some goals may be achieved by more than one player.

1. Have the highest (or tied for highest) position on the Infamy track.



2. Cook the most (or tied for the most) Books than all other players.



3. Have 3 or more of your Operations/Strength levels at level 5.



4. Have at least 6 Speakeasies opened in Manhattan (they do not have to be Operating).



5. Have 20+ Infamy.



6. Have 3 Protected Nightclubs in Manhattan.



7. Have the most (or tied for the most) Helper cards in your safe.



8. Score the most (or tied for the most) money for your Protected buildings.



9. Have 10 Family Members in play. (At the Docks, protecting your buildings, or on your Operations board.)



10. Have 3 Cooked Books of the same type. - i.e. 3 Cooked Books for Crate tiles.



11. Have 3 or more Crate tiles.



12. Cook at least 1 Book in each of Downtown, Midtown and Uptown Zone Goals.



13. Have 3 Protected Casinos in Manhattan.



14. Have 2 Protected Casinos & 2 Protected Nightclubs.



15. Have all three Speakeasies opened for an \$8 discount when upgrading.



16. Have the most (or tied for the most) Goons.

