RULE BOOK


UNBOX THE STRENGTH OF STREET KNOWLEDGE
PLUG WARS
THE GAME
2 TO 4 PLAYERS/90-120 MINS/AGES 17+




Pit your street-smarts against each other in this concrete strategy tabletop.



There's nobody more important in the streets than the *Plug*. But when he's captured by authorities, once-loyal Bosses become rivals, vying to take over his position in the game. Build your Sqwuad by recruiting neighborhood hustlers to 'jump off da porch' and go to war for you. Form your strategy, make power moves, and call the shots! Stack up your money and eliminate the competition. See if you got what it takes to make it out the trap of the streets and survive the "Plug War." Play 'til the last Boss standing, or be the first to collect 8 *Big Mane Tokens*.

A 2-4 player battle-royale, street strategy board game at 90-120 minutes of playtime. Ages 17 and older. *(Use discretion)*




# COMPONENTS

THE STREET




24 SQWUAD MEMBER STANDEES



3 DICE



85 COME UP CARDS




32 BIG MANE TOKENS




4 PITBULLS



30 SET BACK CARDS




12 ASSET CARDS




4 DOG FOOD



48 STASH HOUSES



16 BLOCKS



108 AMMO



24 WHIPS & BIKES



24 STICKS



24 TURNPIKE PASSES




MONEY




24 VESTS



# THE BOARD







# OBJECTIVE

Your primary objective is to start from nothing, build up your Sqwuad and navigate through the streets, while avoiding the snares and pitfalls and try to make it out alive.

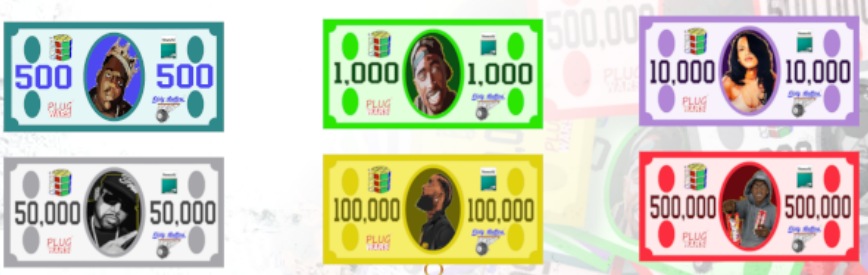


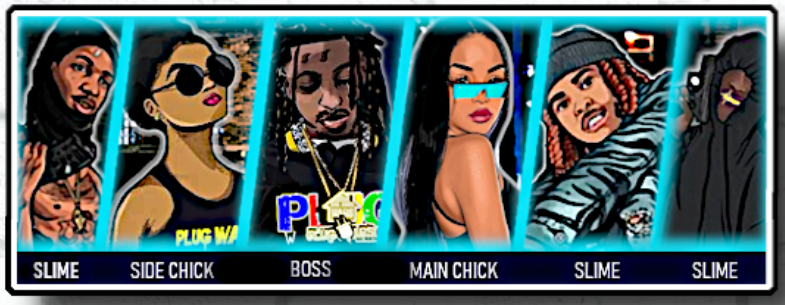

# SET UP

- Pick a **HOOD** (red, green, yellow or blue)

- Select the members of your Sqwuad

## BANK DENOMINATIONS







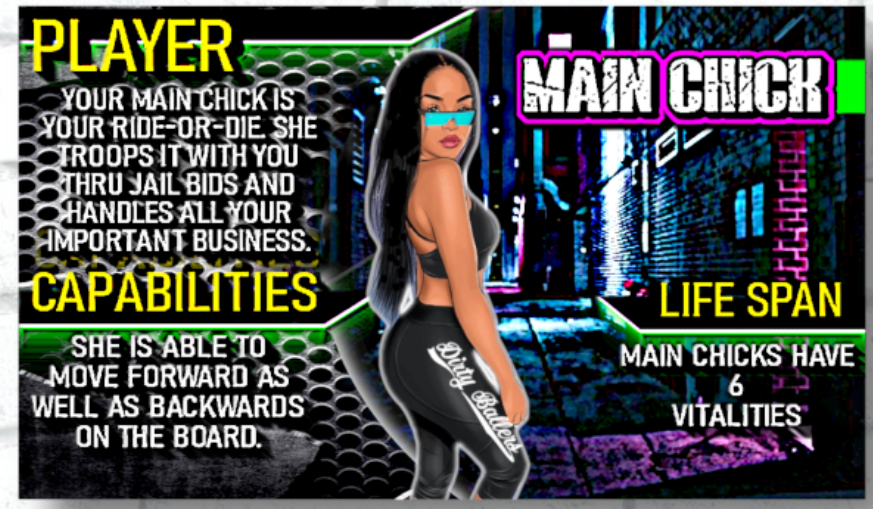




Each player picks 6 members:
A **Boss**, **Main Chick**, **Side Chick**, and 3 **Slimes**.




Your **Boss** is the most important piece on the board. Protect him at all costs. Your best bet is to keep him in your **HOOD** and call all the shots.


PLAYER
YOUR MAIN CHICK IS YOUR RIDE-OR-DIE. SHE TROOPS IT WITH YOU THRU JAIL BIDS AND HANDLES ALL YOUR IMPORTANT BUSINESS.
CAPABILITIES
SHE IS ABLE TO MOVE FORWARD AS WELL AS BACKWARDS ON THE BOARD.
MAIN CHICK
LIFE SPAN
MAIN CHICKS HAVE 6 VITALITIES


SIDE CHICK
LIFE SPAN
SIDE CHICKS HAVE 5 VITALITIES
PLAYER
YOUR SIDE CHICK IS ALMOST AS IMPORTANT AS YOUR MAIN CHICK.
CAPABILITIES
SHE IS ABLE TO MOVE FORWARD AS WELL AS BACKWARDS ON THE BOARD.


LIFE SPAN
SLIMES HAVE 3 VITALITIES
SLIMES
CAPABILITIES
SLIMES CAN ONLY MOVE FORWARD SPACES, UNLESS THEY ARE IN A WHIP.
PLAYER
YOUR SLIMES ARE YOUR SHOOTERS. USE EM LIKE PAWNS ON THE BOARD.

# GETTING STARTED

The game begins with a dice toss. Highest point on the dice goes first, followed by the second highest, then the third, and we all know whose turn is last. After each player has selected their **HOOD**, line your Sqwuad Members up on the **PORCH**.

You are allowed to bring one member *off da porch* on your first turn. Afterwards, you will need to roll a "Big 6," a "Head Crack," or a "Trips" to move other members around the board. Also, you may pluck a **TRAP CARD** that reads: *LET ONE MEMBER OFF DA PORCH* or *LET TWO MEMBERS OFF DA PORCH*.




✳If you *Ace Out* (a 1-2-3 roll), all your Sqwuad Members get to **jump off da porch**.

# MISSION

The *Plug* left a stash of **$250 Bandz** in each TRAP HOUSE. Your mission is to start from nothing, retrieve the stash from as many Trap Houses as you can, and start *"Catching Plays."*

Maneuver strategically through the streets to build up your Sqwuad's operation, buy LOCATIONS and get em *on lock.*

Get *strapped up* and protect your territory from the competition, because it's a war to make it out the streets alive.

## HOW TO WIN

**BE THE FIRST BOSS TO COLLECT 8 BIG MANE TOKENS.**




## BIG MANE TOKENS

Collect BIG MANE TOKENS when you accomplish certain tasks in the game:

- Retrieve a *stash* from a Trap House

- Everytime you get a LOCATION on LOCK

- When you cop your first WHIP

- Everytime you stack up a mil (*$1,000,000)* $1 mil, $2 mil, $3 mil, $4 mil.... and so on.

- When all your Sqwuad members *jump off da porch*

# GAME PHASES

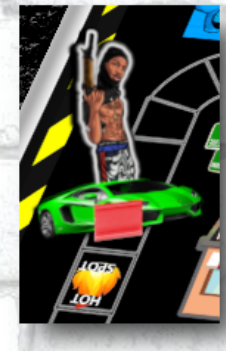
## -[Phase #1]-

"THE SLOW GRIND"

This is the initial phase when each player is making moves, figuring out how to navigate through the street, and has started to get a feel for how to make the best use of their turn at the dice. Once players have begun *Catchin' Plays*, the game transitions into . . .




## -[Phase #2]-




"JUGGIN'"

This is the pivotal phase when Bosses start to acquire assets and possessions. Trades have been made, alliances are formed, and ultimate strategies have begun to take shape. This is the perfect time to prioritize your BANK ROLL and prepare for war.

## -[Phase #3]-

"PLUG WAR"

Once you get all your LOCATIONS on LOCK, you gotta pay off all your TAXES. The only way to win is to go legit and wash your dirty money. Meanwhile, the war has been waged and each Sqwuad goes HOOD-to-HOOD in a Battle Royale.



# DICE

- The total points rolled on the dice equal the amount of spaces you can move

- Spaces can be divided amongst the members of your Sqwuad (as long as they have jumped off da porch)

- You must use up all the points/spaces rolled on the dice



## -[Big 6]-

If you roll a Big 6, one member of your Sqwuad gets to jump off da porch. *(A "Big 6" is when any combination of pairs is thrown with a '6' shown on the dice)*

## -[Trips]-

If you roll a Trips, one member gets to jump off da porch and you get to roll again. *(A "Trips" roll is when the same number is shown on all three dice)*

## -[Head Crack]-

If you roll a 4-5-6, you can do everything a Trips roll will get you, plus you get to pluck a TRAP CARD and free somebody out of JAIL.

## -[Ace Out]-

If you roll a 1-2-3, all your Sqwuad Members get to *jump off da porch.*

# FEATURES

## TRAP CARDS

There are Come-up cards and Set-Back cards, so you never know what you're gonna pluck.




COME UP CARDS




SET BACK CARDS

## WHIPS & BIKES

Driving allows you to move up to five extra spaces. WHIPS can move forward and backwards, and also may be switched out with your other members on the board.

Bikes can be switched out with your members and allows you to move only up to three extra spaces after you've used up the points on the dice.



## POSSESSION

Your Boss can send any member of your Sqwuad to pick up Werk from a LOCATION. On the way to the TRAP HOUSE, you can hand off the package to another member to complete the drop off by landing both of them on the same spot.

If you got Werk on you, and an OPP runs down on you and kills you, they take possession of the Werk you were transporting.

## ASSET CARDS

Acquiring ASSETS allows you to make residual income. When you land on a LOCATION, you can buy it. Build STASH HOUSES on your LOCATIONS and pay off the Taxes. *(If your Boss gets killed, you forfeit all your ASSETS to the game)*




## LOCATIONS

There are 12 different locations on the board where you can pick up Werk from:

AIRPORT • BARBER SHOP • CARRY OUT
LIQUOR STORE • MALL • CAR WASH
RIM SHOP • STRIP CLUB • HOTEL
BEAUTY SALON • LAUNDR-O-MAT • STUDIO

## STASH HOUSES



A Stash House allows you to take a percentage of every transaction made at that LOCATION. Once you've built four STASH HOUSES on a LOCATION, you got that LOCATION on LOCK. Anytime a player draws a TRAP CARD to pick up Werk from your LOCATION, you collect your cut from the Bank.

## HOT SPOT




When you land on a HOT SPOT, you get to pluck a TRAP CARD.

The same Sqwuad member cannot return to the same HOT SPOT that you just drew a TRAP CARD from until your next roll. However, if you have enough points left on the dice, you can move another Sqwuad member to that HOT SPOT.

## SCHOOL ZONE




The SCHOOL ZONE space is a safe spot where you land and cannot be shot at.

## TRAP HOUSES




There are four TRAP HOUSES located on the board. Once you drop off the Werk at a TRAP HOUSE, collect your money from the Bank.



## BLOCKS

You can buy BLOCKS to put on TRAP HOUSES. One BLOCK will double-up your Bankroll when you make a drop off and complete a transaction. Place two BLOCKS on a TRAP HOUSE and you make a triple-flip.




## TOLL BOOTHS

Toll Booths are located at the corners of the CAR LOT. You must pay the TOLL to enter the CAR LOT and purchase a WHIP or a BIKE.

You can also use the TOLL BOOTHS to cross through the board. It costs $1,000 to enter and $1,000 to exit in any direction.




## TURNPIKE PASSES

When you purchase a WHIP or a BIKE from the CAR LOT, you have to buy a TURNPIKE PASS in order to drive. Every vehicle must have a TURNPIKE PASS.

## STICKS, AMMO, & VESTS





You can buy Sticks, Ammo, and Vests from the GUN SHOP.

Sticks do not come with Ammo. Each bullet is sold separately and takes away one VITALITY when used on your opponent.

One Vest protects you for up to three VITALITIES when worn by a Sqwuad member, thus, increasing that member's chances for survival.

*(Sticks and Vests, like Whips, Bikes and Werk, can be handed off to other members)*

## PITBULLS



To prevent other Sqwuads' members from coming into your HOOD and attacking you, you can buy a PITBULL to keep guard.



## DOG FOOD

If you buy DOG FOOD, you can sneak past an opponent's PITBULL and battle a player's Sqwuad members in their HOOD.

## JAIL



When a member of your Sqwuad goes to JAIL, you lose 3 turns. If you had any possessions on you, then you lose 4 turns. On your turn, you get to roll the dice for a chance to get out faster.

You can either roll a "Head Crack" or pay $250,000 to *bail out* on your next turn.

*(If your member goes to JAIL and they have any Werk or possessions - Sticks, Whips, Bikes, Vests - on them, you forfeit those possessions to the game)*

# GAME GUIDE

## GLOSSARY

**Plug** - a connection for everything you need; the main supplier of a commodity.

**Hood** - slang for an inner city neighborhood.

**Sqwuad**- unique spelling of squad.

**Vitalities** - health meter for each Sqwuad member. *(i.e., a Boss can take 7 bullets before he's terminated)*

**Jump off da Porch** - the pivotal moment in a young person's life when they started hustling in the streets. In Plug Wars, Sqwuad member pieces are inactive until they *jump off da porch.*

**Trap House** - an abandoned residence used for the manufacturing and distribution of illegal narcotics. Also, called a "Bando," or the "Trap."

**Trap Door** - Usually, there is one way in and one way out of a trap house. The trap door is typically a hole in the wall, window or door that customers put money in and drugs come out, to a more elaborate operation where entry is granted for specific clients to purchase and possibly use the drugs inside. In Plug Wars, unlocking the Trap Door is referring to a Trap House being in use for players to make transactions.



**Catchin' Plays** - slang for making transactions. To catch a play in Plug Wars, you have to land on a HOT SPOT and pluck a TRAP CARD that tells you to pick up Werk from a LOCATION. You have to roll enough points on the dice to move your piece to that location and pick up the package. You, then, have to make it to one of the Trap Houses to sell the product and collect the money.

**Major Keyz** - Jewels or nuggets of knowledge that are vital to achieving success in you daily life; common sense wisdom that is gained from real, hands-on experiences. However, in Plug Wars, Major Key tokens are used to unlock the Trap Door of a Trap House. Once your Boss gets killed, you lose your Major Key to your opponent and are eliminated. The player who takes out the last Boss and collects all the Major Keyz wins.

**Stash** - a place where drugs, money, guns, or paraphernalia are stored, typically in a fire proof safe or inside of a car, to an actual house with a hidden compartment.

**Bankroll** - Cash rolled up or folded into rubber bands, usually separated by quantities of $10,000. Also called a "bag."





**Brick** - a kilogram *(2.2 lbs)* of powder cocaine or heroin.

**Pound** - 16 ounces of cannabis.

**Lean** - slang for a drink that contains the medications promethazine and codeine. Users often combine cough syrup containing the drugs with soda and flavored candies such as Jolly Ranchers. Also known as “purple drank” or “sizzurp.”

**Pillz** - pharmaceutical tablets of prescription opioids or forms of MDMA. Slang used for Ecstasy or “Molly” - MDMA in its purest form.

**Whip** - slang for a luxury automobile. Differentiated from the term “whip,” which means to cook up or manufacture cocaine into crack.

**Block** - a neighborhood strip or territory where drugs are sold. In Plug Wars, Blocks can be purchased and placed on Trap Houses to increase player’s’ profit margins when making transactions.

**Opp** - slang for opposition; anyone in competition or against you.

**Werk** - slang for a package of drugs.





**School Zone** - in the "game," if you're caught with selling or possessing drugs within a certain proximity of a "school zone" or drug-free zone, these factors are applied as a sentencing enhancement for the offender. In Plug Wars, a School Zone space is a safe spot to land without putting your piece at risk.

**Pick Up** - meeting with the plug to score drugs, typically at wholesale prices.

**Drop Off** - transporting illegal narcotics to a certain destination point; the act of distributing or making a sale at a profit.

**Turnpike** - a road or expressway for the use of which tolls are collected. During the transportation of illegal substances from state to state, dealers risk being stopped at checkpoints which are common on highways and turnpikes.

**Stick** - slang for an AK-47, but is also sometimes used to describe a big (automatic) gun.

## SHOOT OUT



If one of your Sqwuad members is in possession of a Stick, and you have Ammo, you battle by landing on a space occupied by an opponent and take away their Vitalities. If your opponent has a weapon, you both trade bullets until one of you runs out of Vitalities.

## PRICES



$50,000



$250,000



$25,000



$10,000



$150,000



$200,000



$10,000



$500,000



$350,000




$10,000



$30,000



$10,000



$5,000



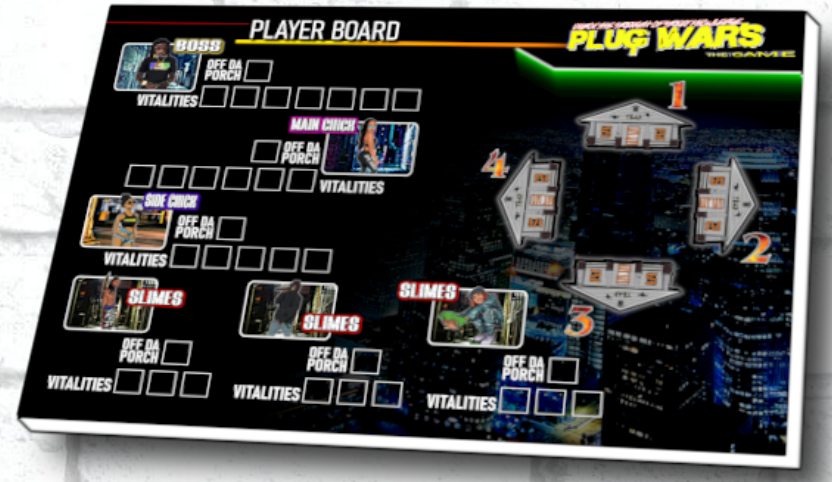
$20,000

## QUICK REFERENCE

| PERCENTAGE | 20% | 40% | 60% | 80% |
|---|---|---|---|---|
| $50,000..... | $10,000 | $20,000 | $30,000 | $40,000 |
| $80,000..... | $16,000 | $32,000 | $48,000 | $64,000 |
| $100,000..... | $20,000 | $40,000 | $60,000 | $80,000 |

Use the Quick Reference to calculate how much an opponent owes you when they pluck a Trap Card to "Pick Up" werk from a LOCATION you own.

# PLAYER BOARDS




## PLAYER BOARDS

Player Boards are for keeping track of your Sqwuad members' VITALITIES, which ones have *jumped off da porch,* and which Trap Houses you have BLOCKS on.

Place wooden cubes on the squares, and BLOCK tokens on the TRAP HOUSES that correspond to their numbers.

Place STICKS and VESTS on the Sqwuad Member's icons when they are in possession.

GAME GUIDES and QUICK REFERENCE cues are provided for each player.

**ORDER**
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PLUG WARS
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$35







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