

# Lawless Empire



Rulebook

# COMPONENTS

Back



Face



Scoring conditions

## Mafioso cards

12 cards

One Mafioso card is dealt to each player at the start of the game. Each role has specific **scoring conditions** written on its front side. Players will assume their roles with the objective of attaining the highest score. Players are to keep their roles a secret.

Experience the different kinds of mafiosi in the underworld.

Back



Face



## Scheme cards

30 mini cards

Scheme cards are assigned to Plans during the Scheming phase. They affect the winning conditions for the relevant Plan.

Ways to make the situation favourable to you.



Ability side Value side

## Soldato tokens

40 chit tokens

Each Soldato has 2 sides - an **ability side** and a **value side**. Each side serves a different function.

Your soldati are soldiers who work for you, and each soldato has an expertise you can tap on. They help to 'get things done' (i.e. control the dice).



## Syndicate tiles

8 square tiles (65mm)

Syndicates are controlled by players who win Organise Plans during the Execution Phase. These tiles represent the different Syndicates players can control. All Syndicates are the same and provide no additional bonus.

You can control all the Syndicates if you have what it takes.

Face



Weak Sabotage

Back



Weak Secure

## Order cards

40 mini cards

Each player will start with 8 exact same Order cards: 1 strong sabotage, 1 strong secure, 3 weak sabotage and 3 weak secure Order cards.

Orders are the decrees of the underworld; you get to determine if a syndicate runs smoothly or gets eradicated.



## Indicator boards

### Indicator boards

4 square boards (90mm)

These are boards to indicate the different Plan types available.



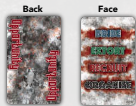
### Plan boards

9 square boards (90mm)

These are set adjacent to the Indicator boards. 4 boards are pre-determined by drawing an Opportunity card. Each player also get to place 1 Plan board next to any Indicator board of the Player's choice.

Players place dice on the relevant Plan to win it. The player collects profit after winning the Plan.

*You plan, you execute and you profit! The problem is that other Mafiosi will be getting on your back to make sure you don't get to execute your plans.*



### Opportunity cards

16 cards

These will randomize 4 of the Plans for each round. The rest of the Plans for the round will be chosen by the players.

*Every situation calls for different planning.*



### Assist tokens

40 acrylic cubes (8 cubes of each colour)

Tokens to show who is assisting the Syndicates.

*Not everyone is altruistic, but at least everyone has ulterior motives.*



### Resource dice

45 six sided dice (9 dice of each colour)

Your resources represent manpower, money, connections, reputations etc.



### Reference cards

12 mini cards + 1 huge card

The mini cards replicate the Mafioso cards to remind players which Mafiosi are currently in play.

1 huge card size reference for the table.



Player reference card

### Bribery and Lucre tokens

45 tokens (yellow) + 45 tokens (blue)

The yellow token represents Lucre and the blue token represents Bribery, they are placed on the Lucre card and Bribery card respectively to keep track of your Lucre and Bribery.

*Proper bookkeeping is essential in all sorts of businesses.*



# SETUP

## Setup the game.

Shuffle all the **Scheme cards** together to form a deck.

Shuffle all the **Opportunity cards** together to form a deck.

Place all the **Soldato tokens** in an opaque bag.

At the beginning of the game, each player receives the following:

- 6 **Resource dice** of their chosen colour



- 8 **Assist tokens** of their chosen colour



- 1 **Player reference card**

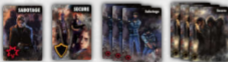


- 2 **Scheme cards** (drawn from the scheme deck)

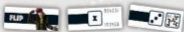


- 8 **Order cards**

- 1 strong sabotage
- 1 strong secure
- 3 weak sabotage
- 3 weak secure



- 3 **Soldato tokens** (randomly drawn from the bag)



Place the rest of the **Resource dice** and **Assist tokens** aside. Stack the **Syndicate tiles** and the **Plan boards** at the side of the playing area.

Set the 4 **Indicator boards** on the table as shown.

## Soldato tokens



Ability side Value side

There are two sides to the Soldato token - the **ability side** and the **value side**.

Each Soldato with the **value side** displayed allows you to control 1 Resource die that matches the value. Players may control any Resource die if the value side displays X.

Each Soldato with the **ability side** displayed grants you a specific dice control ability. There are a total of 8 different abilities which are described in detail in page 11.

An example of how to use your Abilities is provided in the **Abilities phase** in page 13.



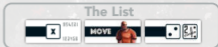
## Planning Area





## Forming the List.

The **list** is an area where **3 Soldati** are displayed. The Soldati are drawn **randomly** from the bag. The side displayed when drawn is **fixed** and cannot be changed during the game. Players choose from the list when recruiting or replacing a Soldato. Anytime a Soldato is taken from the list, draw another random Soldato to replace it.



## Dealing the Mafioso card.

Shuffle all the **Mafioso** cards. Draw a number of Mafioso cards equivalent to the number of players plus one (**n+1**). Find the respective reference cards for each revealed Mafioso card and place them at one side as a reminder of which Mafioso identities are in play. Keep the rest of the Mafioso cards out of the game as they will not be used. Gather the revealed Mafioso cards, flip them over and shuffle. Deal one card (without revealing any cards) to each player and keep the extra last card out of the game as well.



4 players game: 5 Mafioso cards

Shuffle



One for each player.



Keep out of game.

## PHASES

A game of Lawless Empire takes place over **5 rounds**.  
Each round consists of **6 phases**:

Preparation

Scheming

Planning

Abilities

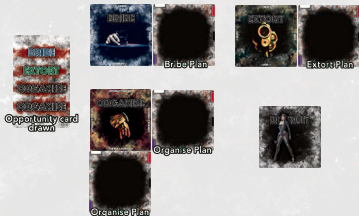
Execution

Command

# PREPARATION PHASE

## Opportunity card.

Draw an **Opportunity card** and set 4 **Plan boards** next to their respective **Indicator boards** according to the Opportunity card.



When all 8 Syndicate tiles are already in play, take the Organise Indicator board out of the game. No Organise Plan can be chosen by players for here on. When an Opportunity card requires a Organise Plan to be set, a Bribe Plan is set instead.

On the fifth (last) round, an Opportunity card will not be drawn. Set 4 Plan boards next to the Bribery Indicator board instead.

## Determine the first player of the round.

Roll all 6 of your **Resource dice** and total the values. Every player does the same simultaneously. After the dice are rolled, you are **not allowed** to change the value of any dice until the **Abilities phase**. The player with the **lowest total value** will choose the **first player** (he can choose him/herself) of that particular round.

If the players are tied, the tied players will pick the **lowest value die** in their roll to reroll. The lowest total value will be determined again after the reroll. This goes on until there are no longer ties for the lowest total value.



Starting from the first player and moving clockwise, each player chooses 1 Plan type for the round, take their Position bonus and collect their Lucre bonus.

## Choose Plans.

Set a **Plan board** next to the **Indicator board** of the Plan type that you chose. Each player will choose a Plan type during their turn. All the Plan boards set by the players, together with the Plan boards set by the Opportunity card will be the **planning area** for the round.



## Collect Position bonus.

The **First player** draws 1 Scheme card.

Players who are **not** the First or Last player can choose 1 Syndicate and look at all the Order cards given to that Syndicate. As the first round of the game has no Syndicate in play, this bonus is not applicable.

The **Last player** collects no tangible bonus.



**ALWAYS WINS TIES  
+1 SCHEME CARD**

In the phases that follows, plans will be won. The profits of winning and characteristics of each Plan are as follows:

### Bribe: Bribery +1

**Bribery** allows you to affect Syndicates by giving Orders. Winning more lets you dominate the **Command phase**.

### Organise: Control a Syndicate

**Syndicate** is directly tied to the scoring for the game for some Mafiosi. Winning more not only deters others from scoring, but also increases your score if you are playing the appropriate Mafioso.

### Extort: Lucre +1

**Lucre** gives you bonus at the start of every round. Winning more gives you more ammunition for the **Planning phase**.

### Recruit: Soldato +1

**Soldato** grants you more actions and flexibility during the ability phase. Winning more generally puts you up in the negotiation game.

## Collect Lucre bonus.

Lucre is gained by winning the **Extort Plan** during the **Execution phase**. Lucre accumulates throughout the game and will never be discarded. Each Lucre lets you choose one out of the three possible bonuses.

### - Draw 1 Scheme card.

Draw a Scheme card from the Scheme deck. There are only two ways to get more Scheme cards during the game: from Lucre bonuses and from being the First player.

### - Roll 1 extra Resource die.

An extra Resource die is rolled. It will be placed together with the rest of your dice during the Planning phase. A player can only have a maximum of 9 Resource dice. Once 9 Resource dice are rolled, this bonus cannot be chosen.

### - Pick a Soldato from the List. Replace any Soldato with it.

Discard a player's Soldato and replace it with a Soldato drawn from the list. The displayed side of a Soldato is fixed. You can only replace Soldato tokens which display the same side as the token chosen from the list.

Preparation phase will end when each player has chosen a Plan and collected bonus from their Lucre.

## SCHEMING PHASE

Starting from the first player and moving clockwise, players take a turn each to play Scheme cards.

## Play Scheme cards.

Each **Scheme** card has conditions which will alter the way Plans are won. During your turn, you may play a Scheme card **face down** on a Plan board of your choice. **Only one\*** Scheme card is allowed to be played on each Plan board.

You may play as many Scheme cards as you have during your turn, provided that there are still Plan boards without a scheme. You may also choose not to play any Scheme.

Scheme cards are known only by the player playing them, and will only be revealed and made known to everyone else during the **Abilities phase**.

This phase will end when each player is done with their turn.

\*If a Plan board already has a Scheme card, no other Scheme cards can be played on it.



Not discarded

+1



or

+1



or



replace same side



## In case you forget.

Lawless Empire is not a memory game.

One side of the Plan board has colour markers on the edge for convenience. Players will place their Scheme card with the arrow pointing towards the player's colour.

The owner of the Scheme card can check the face of the card at any time.

## Scheming phase example:

The First player (white) starts the Scheming phase by playing 2 Scheme cards one on the Bribe Plan, another on the Organize Plan.

Red player goes second and plays on the Recruit and Extort Plan.

Next, Purple player chooses to play only 1 Scheme card, on the Recruit Plan.

The last player (black) wanted to win the Recruit Plan. Since a Scheme card has been played on all Recruit Plans, Black player chooses not to play any Scheme card this round.

Scheming phase ends and the players proceed to the **Planning phase**.



## Details of the Scheme cards.

**Deceive:** This card does nothing except to mess with the minds of your opponents.

**Gang Up:** Each pair of the same colour has a value of 10. Each triplet of the same colour has a value of 20. Even if the pair is made up of 2 sixes, the value of the 2 dice is still 10 (not 12). If there are more than 3 of the same valued dice, take the highest possible value. (4 fives will have a value of 20 + 5, not 10 + 10)

**Less is More:** Each die with a face value of 4, 5 or 6 has value of 0 instead.

**Let Fate Decide:** Reroll all the dice on the Plan board during the Execution phase.

**Level the Field:** Players choose only one die of their colour to compare against other players (players can lose on purpose).

**Organised Hit:** Each set of 3 dice with consecutive running sequences of face value is considered to have a value of 20. Each set of 4 dice with consecutive running sequences of face value is considered to have a value of 30 (2,3,4,5 have a value of 30, not 14). If there are more than 4 dice with consecutive running sequence, take the highest possible value. (1,2,3,4,5,6 will have a value of 30 + 5 + 6, not 20 + 20)

**Same Old Shit:** Dice are considered repeated even if the repeating dice are not from the same colour.  
(Yellow: 2, 3, 5) (Red: 1, 2, 3) (Blue: 5, 5)  
(Red wins with 1 vs 0 vs 0, all the 2s, 3s and 5s are considered to be repeated)

**Size Matters:** Each die with a face value of 4, 5 or 6 has a value of 10 instead.

**Stack the Odds:** Each die with a face value of 1, 3 or 5 has a value of 0 instead.

**Underhand Attacks:** The lowest total value will win in the Execution phase.

# PLANNING PHASE

Starting from the first player and moving clockwise, players take turns to place their Resource dice on Plan boards they want to win until all the players are out of dice.

## Place Resource dice.

Plans are won and executed in the **Execution phase**. To win Plans, place **Resource dice** on the Plans you want. The player with the **highest\* total value** for each plan will win and execute it.

During your turn, place your **Resource dice** following these two placement rules:

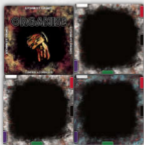
- You must have the same or fewer number of remaining dice than the player on your right.
- You must place at least 1 die each turn.

The planning phase will **continue** clockwise and will only be over when all players are **out of Resource dice**.

\*Exception: For the Underhand Attacks Scheme card the player with the lowest total value will win.

## Planning phase example:

First  
Second  
Last



Purple starts with 6 dice. Black has 8 dice. Green has 6 dice.

The player on the right of Purple is Green. Purple satisfies the first rule by having the same number of remaining dice as Green. Purple still has to place at least 1 die this turn to satisfy the second rule. Purple chooses to place 1 die.

On Black's turn, at least 3 dice need to be placed as Purple has only 5 remaining dice. Black places 4 dice.

Green places 2 dice, satisfying both rules.

The turn goes on to Purple and continues until everyone's dice are placed in the Planning area.

# ABILITIES PHASE

All played schemes are simultaneously revealed to all players. Starting from the first player and moving clockwise, players each take their turn to activate any Soldato abilities they have.

## Reveal Scheme cards.

**Simultaneously** reveal all the Scheme cards played in the planning area.

## Activate Soldato abilities.

**Soldato abilities** lets you control Resource dice placed on Plans. This is the chance to disrupt played Scheme cards.

You may activate as many Soldato abilities as allowed to control the Resource dice in the planning area.

The Abilities phase is considered over when the last player activates and resolve the last Soldato ability.

## Soldati combinations.



Having 1 ability side and 2 value sides displayed, this player can activate a Flip ability on **two dice**. One die must have a value of 2 and the other die must have a value of 3. Both dice can be of any colour.



Having 2 ability sides and 1 value side displayed, this player can activate **either** a Move or Rotate ability on one die. This die must have a value of 1. It can be of any colour.



Having 2 ability sides and 2 value sides displayed, this player can activate **either** a Switch or Flip ability on two dice. One die must have a value of 3 and the other die can be any die with any value.

## Soldato Abilities

\*Target die: Any die matching the same value as one of your soldato with the value side displayed.

### Exchange

Swap target die with any other die.



### Flip

Rotate target die to its opposite face. (1 becomes 6, 2 becomes 5, 3 becomes 4 and vice versa.)



### Move

Move target die to any plan.



### Occupy

Move target die to any plan with no other dice matching the same value.



### Remove

Remove target die from the plan and out of play for this round.



### Reroll

Roll target die, and keep the new value.

### Rotate

Rotate target die to any value.

### Switch

Swap target die with another die of the same value.



# EXECUTION PHASE

In resolving the effect of schemes, the player with the highest\* total value on each plan will win and execute the plan. Starting from the first player and moving clockwise, players take a turn each to execute their plans for profits.

## Execute Plans.

Count the **total value** of each player's dice on each Plan board. If there is a Scheme card played on the Plan, its **conditions** must be resolved. The player with the **highest\* total value** wins and execute the Plan. In the event of a tie, the player who is **higher up in the order of play** for this round will win (i.e. the First player always wins in a tie). In the event where there is no dice on a Plan, the First player will win the Plan.

Executing a Plan will give the following profit:

### - Bribe Plan: Bribery +1

Collect a **Bribery token**. Bribery can be used in the Command phase for 3 different types of action.

### - Extort Plan: Lucre +1

Collect a **Lucre token**. Lucre gives you a choice of 3 different bonuses at the start of each round.

### - Recruit Plan: Soldato +1

Pick a Soldato token from the List. Do not change the displayed side of the Soldato, it is fixed when it was drawn. **Add** the soldato to your existing Soldati.

### - Organise Plan: Control a Syndicate

Take a new **Syndicate** tile and place it before you. This Syndicate is now under your **control**. You must decide now, which player/s you want to call upon to **assist** your Syndicate.

## Assist.

Whenever you gain control of a new Syndicate, you may call upon **any number** of players to assist. Starting from the first player and going clockwise, players may do the following:

### Players who are called upon to assist,

- Accept by placing an Assist token on the Syndicate tile.
- Decline and the play continues.

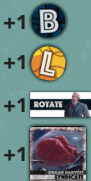
### Players who are not called upon to assist,

- Give 1 Lucre or Bribery token to you in exchange for placing an Assist token on the Syndicate tile. You must accept this offer.
- Do nothing and the play continues.

## Discard Scheme cards.

All the Scheme cards played this round will be discarded.

\*Exception: For the Underhand Attacks Scheme card the player with the lowest total value will win.





## Execution phase example:



In this simplified example, Green is the first player, followed by Purple and Black. Currently, Green is winning two Organise Plans and Purple is winning one.

The Soldato abilities of Green is rather limited this round. There is nothing exactly useful that can be done. Green passed.

Purple has the ability to Flip, but only for dice with value 2 or 3. It will be great if Purple can Flip one of the value 1 die. Purple performs a Flip on a Black die of value 3 to 4.

Black is the last player. Initially, Black was losing the Plan with an Underhand Attacks played (3 vs 1). With the ability of Rotate, the die with value of 1 can be changed to value of 6, allowing Black to be the lowest total.

But Purple spotted that and negotiated a deal with Black to Move that die to the Plan board on the top right instead. Due to the Gang Up Scheme card, this will allow Purple to have a value of 10. Black accepted the temporary alliance and helped Purple.

### Green



### Purple



### Black



Each of the player wins 1 Organise Plan and proceed to collect a Syndicate tile and place it under their control.

In the order of play, Green has to ask for assist first. Green chooses to ask no one to assist.

Purple asks both Green and Black to assist. Green declines. Black accepts and place an Assist token on the Syndicate.

Black seems to find Purple an interesting partner (at least for a while) and asks Purple to assist. Purple accepts and place an Assist token on the Syndicate.

# COMMAND PHASE

Starting from the first player and moving clockwise, players each take a turn to give Order cards to Syndicates and/or use Bribery actions.

## Give Order cards.

You may give as many Order cards as you want to the **Syndicates you control** or the **Syndicates you assist** in the Command phase.

Giving Order cards is crucial in this game. Order cards will determine whether syndicates are **sabotaged** or **secured** at the end of 5 rounds.

There are 2 different Order types: to **secure** or to **sabotage**. Each Order type has a **strong** and a **weak** version. The strong version is equivalent to **100 points** and the weak version is equivalent to **1 point**.

Order cards given to each Syndicate tile will **accumulate** through the game. At the end of 5 rounds, accumulated Order cards from each Syndicate tile will be revealed. The points from each Order type will be added up separately. A Syndicate is considered **sabotaged** when the total points of sabotage Orders is more than the total strength of secure Orders. A Syndicate is considered **secured** when the total points of secure Orders is equals to or more than the total strength of sabotage Orders.

Depending on your agenda, choose the appropriate Orders you want to give to each Syndicate. Place the Orders face down (unrevealed) on the Syndicate tile. You may give any number of Orders to any number of Syndicates which you control or has your Assist token during your turn. No Orders can be given to Syndicates with no Assist token.



Sabotage: 103 points



Secure: 201 points

## Use Bribery actions.

Bribery is gained by executing a Bribe Plan in the Execution phase. Bribery accumulates throughout the game and will never be discarded. Each Bribery lets you perform one of the following Bribery action:

### - Steal 1 Order from a Syndicate or a player.

The order is randomly chosen and is taken into your hand. It is also revealed to you the moment it enters your hand. This action lets you gather information about other players' agenda.

### - Add 1 Order onto any Syndicate.

This allows you to add Order cards to any Syndicate, including Syndicate with no Assist token.

### - Swap 1 Order from a Syndicate of your choice with another.

Randomly pick 1 Order card from a Syndicate tile and randomly pick another 1 Order card from another Syndicate tile, swap them. Do not look at the Order cards being swapped.

### Syndicate with no Assist token:

Order cards cannot be given to a Syndicate with no Assist tokens on it (the owner who controls it also cannot give orders to it). The only way to secure or sabotage them is to **add** 1 Order card to the Syndicate each time, using Bribery action.



Not discarded

# END OF GAME

A game of Lawless Empire ends after 5 rounds.

## Determine which syndicates are sabotaged or secure.

Reveal all the Order cards on each Syndicate tile.

For each Syndicate tile, add up all the points from **sabotage orders** and **secure orders** separately. A syndicate is considered **sabotaged** when the total points of sabotage orders is more than the total points of secure orders. A syndicate is considered **secured** when the total points of secure orders is equals to or more than the total points of sabotage orders.

For each **sabotaged syndicate**, remove the Assist token/s on it and flip the board to the **sabotaged side**.

## Scoring Mafioso Points (MP).

All players reveal\* their Mafioso cards. Total the MP for each player according to the **scoring conditions** written on their Mafioso card. Add 1 MP to the total for each Lucre, Bribery and Soldato that player has.

## Declare winner.

The player with the **highest MP** is the true mafioso who has risen to the top through cunning and ruthlessness to rule the Lawless Empire.

Players who are tied in MP win the game together. They run the lawless empire in an unbeatable alliance.

## Scoring example:



The scoring conditions for the **Undercover** are  
**+3 MP for each sabotaged syndicate in your control and  
+2 MP for each sabotaged syndicate.**

The Drugs Trade Syndicate is controlled by the Undercover. Since it is also sabotaged, the Undercover scores **3 MP**.

Drugs Trade and Counterfeit Money Syndicates are both sabotaged. These yield the Undercover another **4 MP**.

The Undercover ends the game with **5 Soldati**, **4 Lucre** and **5 Bribery** for a total score of **21 MP**.



The scoring condition for the **Sociopath** is  
**+4 MP for each secured syndicate with at least one sabotage order.**

The Antiquities Trade is the only Syndicate that is secured with at least one sabotage order. The Bootlegs Syndicate is secured but did not meet the scoring condition. These yield the Sociopath **4 MP**.

The Sociopath ends the game with **7 Soldati**, **1 Lucre** and **7 Bribery** for a total score of **19 MP**.

\*If there is an **Informant** in the game, that player who held the Informant Mafioso card will reveal his card before the other players. The Informant has to guess the **mafioso roles** of each other player. Only **one guess per role, per player**. Each correctly guessed role will yield the informant 4 Mafioso points.

# CREDITS

## Game testers.

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