

hazard
editions

HOTEL

SPEEDY
HOTEL

ROOMS

INOSTRA CITY

Rules

NY



INTRODUCTION

New York, sometime in the 90's.

War rages between organized crime and the Feds. After years of procedure, surveillance and undercover work, Johnny Gota, the Godfather of the biggest crime syndicate in the "Big Apple" has been arrested and faces 246 charges ranging from simple extortion to homicide.

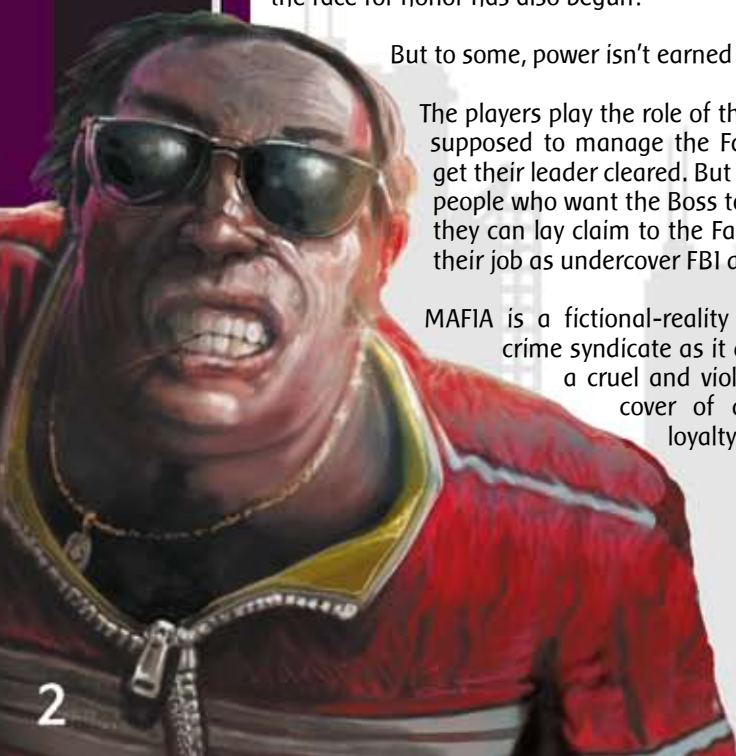
After what promises to be an explosive trial, the Don will probably end up in a locked subterranean cell for 23 hours a day for the rest of his life. He's made it known to his faithful lieutenants that if he gets off scot-free, he'll retire and leave his place to whoever takes the best care of the Family's business while he is away...

For the Made Men, the message is clear: corrupting the jury, bumping off witnesses, and bribery will decide the verdict of the trial! Not only that, the race for honor has also begun!

But to some, power isn't earned – it's taken!

The players play the role of the Boss' lieutenants, who are supposed to manage the Family's business and plot to get their leader cleared. But turncoats hide among them, people who want the Boss to be found guilty just so that they can lay claim to the Family by force, or because it's their job as undercover FBI agents!

MAFIA is a fictional-reality game starring a New-York crime syndicate as it appears in Gangster movies: a cruel and violent world where, under the cover of a tradition of silence and loyalty, everything is allowed.



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PRESENTATION AND DESCRIPTION OF GAME PLAY

To help with understanding the rules, the game phases are always **CAPITALIZED** and game terms (card types, game effects, etc.) always start with a Capital letter.

The game takes place over 6 game turns, called Month, at the end of which the Verdict of the TRIAL against the Godfather will be heard.

Each Month is divided into 4 distinct phases:

-  The **BUSINESS** is when the Wiseguys Cash-in repeatedly for each Traffic in which they take part. They are supposed to share the "fruit of their labor" with the other Wiseguys who have these Traffics in common with them. If they forget to give them the share they deserve, the players who are Cheated out of their earnings will receive one or more Vendetta cards which will allows them to get revenge later.
-  The **MEETING** is the moment when all the Wiseguys gather around a table to fight over the new opportunities to be found in The Street, auction-style. These are new Turfs (neighborhoods associated with Traffics), new Wiseguys, luxury purchases which will earn the player Respect and, lastly, Police Investigations. Players will bid, secretly and in turn, on these opportunities in order to obtain them for themselves.
During the third Month (March), an "election" will take place to distribute the titles which will grant a Respect bonus to the players.
-  The **TRIAL** describes the attempts at Corruption that the players will perform on the Jury to try and influence the FINAL VERDICT, revealed at the end of the sixth Month. The players will place, in turn and secretly, under-the-table bribes on the Corruption Pile, in the form of Innocent or Guilty Bills.
-  The last phase, the **RECEPTION**, where all the "Family" gather for a special celebration (wedding, Baptism...), is a maintenance phase which consists of refilling The Street and making any Wiseguys used during the current Month available again.

At the end of every Month until the sixth, a new game Turn is started. The FINAL VERDICT then takes place (at the end of the sixth Month) and determines, with its result, the winner.



BOX CONTENTS



- | | |
|---|---|
| 1 1 game board | 8 1 Date token |
| 2 46 Street cards | 9 5 Made Men tokens of different colors (black, white, red, yellow, blue) |
| 3 27 Vendetta cards | 10 5 sets of 4 Location cards of different colors (black, white, red, yellow, blue) |
| 4 3 Title cards (Underboss, Consigliere & Primo Capo) | 11 52 Bills (10 x 5,000\$, 24 x 10,000\$, 12 x 20,000\$ et 6 x 50,000\$) and 1 Police Raid card |
| 5 3 Zealous Corruptor cards | 12 1 First Player card |
| 6 3 End of Game Bonus cards | |
| 7 1 Verdict Token | |

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EXIT

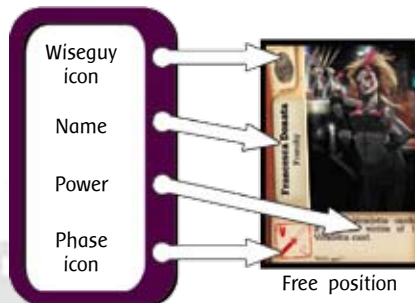
LOVELY
PHI
lightclub

The Game board



The Street cards

The Wiseguys



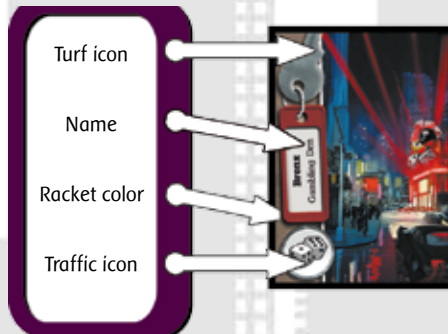
Free position



Busy position

These cards represent the gangsters controlled by the players. They each have a specific power the use of which is described later on. These cards have two positions: the Free position, which means that this Wiseguy has not acted so far this Month and the Busy position, which means that this Wiseguy has already done something this Month.

The Turfs



Traffics



Rackets

Staten Island

Queens

Brooklyn

Bronx

These cards represent the places where the illegal activities of the «Family» take place. They are defined by a Racket color and a Traffic icon.

Two Turf cards are slightly different: they have two colors and count for two Racket colors (see Cash-in section). They have no Traffic icon and are worth bonus Respect.

The Respects



These cards represent luxuries and statuses which increase the Respect of a player among those of the «Family». Other cards (Turf, Wiseguy, Vendetta) can grant bonuses or penalties to Respect.

The Investigations



The cards represent investigations by different agencies. When one of these cards ends up in The Street, it causes a negative game effect for the «Family». The players will have to pay a certain sum (as defined by the Backhander entry) to discard it.



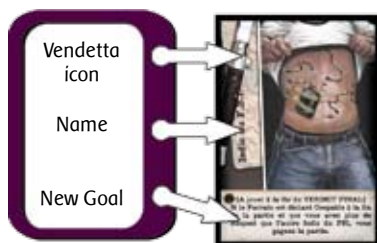
The Vendetta cards

The Paybacks



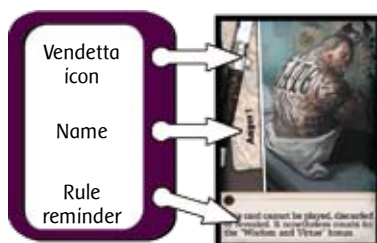
These cards represent possible conflicts which occur among members of the «Family» and which are generally started by players Cheated by their peers.

FBI Snitch



These cards represent a change of heart for a player and a new victory condition to be met.

Anger

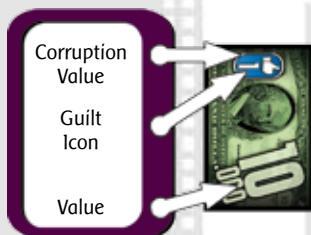


These cards represent the rancor of the player who receives them. They have no direct effect on the game (other than to make everyone else believe that the player with these has something up his sleeve) and cannot be shown, played or discarded once drawn.

There are also, among the Vendetta cards, one Wiseguy («Anthony Gota») and one Turf (Atlantic City).



The Bills and the Police Raid card

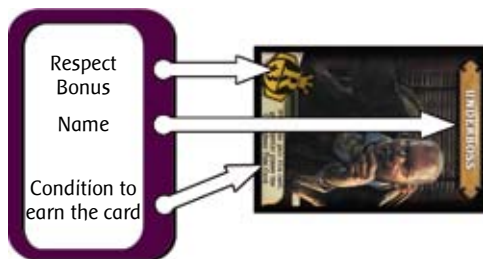


Police Raid

These cards represent sums of money used by the players throughout the game. Bills worth \$10,000 and more have a Guilt icon (Guilty or Innocent) and a Corruption Value used to determine the Verdict of the TRIAL. In the Bills draw pile is also found the Police Raid, which has no value and has an effect during the Cash-in.



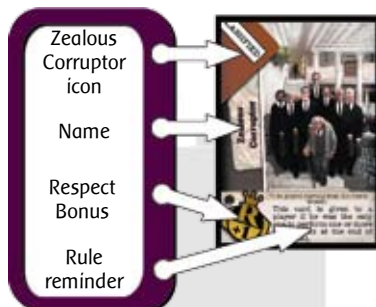
The Title cards



These cards represent upper echelon positions in the «Family». They grant a Respect bonus and are put into play at the middle of the game.



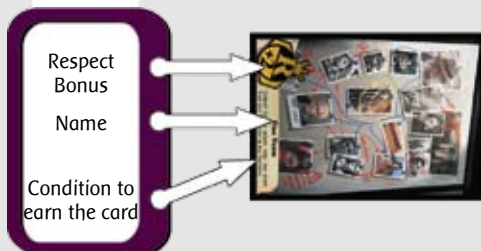
The Zealous Corruptor cards



These cards represent the players most intent on changing the Verdict of the TRIAL. These are worth bonus Respect and come into play during the fourth Month (April).



End of Game Bonus cards

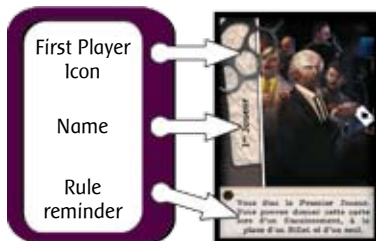


These cards grant a Respect bonus to the players who meet their conditions during the FINAL VERDICT.

NY



First Player Card



This card identifies which players begins every phase each Month. It can be given to another player during the BUSINESS phase. This player becomes the new First Player at the start of the next phase.



GAME SETUP

The Wiseguys and the Turfs must be sorted into 2 distinct piles.

The 20 Wiseguys are shuffled. Three Wiseguys are dealt out and placed, face up, in front of each player.

The 14 Turfs are shuffled. One Turf is dealt and placed, face up, in front of each player, under his Wiseguys.

The entirety of the Wiseguys, Turfs and Respects in front of a player constitutes that player's Territory.

Each player chooses a Made Man token which is placed on the 0 square of the Respect track. The player then gets a set of 4 Location cards of the same color as his Made Man token.

The players each get their starting money: two \$5,000 Bills, one \$10,000 Innocent Bill and one \$10,000 Guilty Bill, which are placed next to each player, face down. These Bills are each player's Bank.



Street cards which were not dealt out are shuffled and then placed in a facedown pile next to the game board. Four cards from this pile are drawn and placed, face up, on the four Spaces of The Street. Any Investigations drawn during this setup are discarded and reshuffled back into the pile.

Bills which were not handed out and the Police Raid card are shuffled and then placed in a pile, next to the game board. The Bills discarded during the game will be placed in a pile, face up, next to this face down pile. This discard pile cannot be searched.

Vendetta cards are shuffled and placed in a pile, face down, next to the game board.

The three End of Game Bonus cards are placed, face up, next to the game board. The three Zealous Corruptor cards are placed on top of these and finally, the three Title cards are placed, face up, on top of those (so that when the Titles have been earned, the Zealous Corruptor cards become accessible and then the End of Game Bonuses are just in time for the FINAL VERDICT).

The Verdict token is placed in the Jury Box on the following square:

 for a 3 players game

 for a 4 players game

 for a 5 players game

The Date token is placed on the 1st Month (January) of the Calendar.

The oldest player is chosen as First Player due to the respect that player inspires and immediately gets the First Player card, which is placed in his Territory to indicate his status.





GOAL OF THE GAME

At first, the goal of every player is to get the Godfather cleared by placing Bills on the Corruption Pile and gain more Respect points than the other players.

At the end of the game, if the Godfather is Innocent, the player with the most Respect points wins the game.

When a player draws a FBI Snitch Vendetta card, that player's winning condition changes – that player must now make sure that the Godfather is Guilty to have a chance to win the game. The player must also have more Respect points than another possible FBI Snitch to win (the FBI is only interested in the biggest fish).



GAME TURN

The game takes place over 6 turns, called Months.

A Month is divided in 4 distinct phases: the BUSINESS, the MEETING, the TRIAL and the RECEPTION.

The First Player starts each phase of the Month. Each phase must then be played by each player, clockwise, before the next phase can start.

Each phase (except the RECEPTION) allows a player to perform a specific action. To engage in this action, a player must choose one of his Free Wiseguys and put that Wiseguy in the Busy position. This is called making a Wiseguy Busy. In this same way, it is possible to get a Turf Busy during BUSINESS.

At each phase, a player can choose to pass his turn and not engage in the proposed action in order to keep his Wiseguys free for the following phases. A player can also choose to commit the proposed action many times, if that player has enough Wiseguys which can still be made Busy.

A Wiseguy which has become Busy in a phase will remain so for the rest of the Month. That Wiseguy will therefore not be able to perform another action in a later phase.

Occasionally, the text of a card goes against the rules written in this book. If this is the case, the text of the card supersedes the rules of this book.

During this phase, a player can choose to pass his turn and not engage in the proposed action in order to keep his Wiseguys free for the following phases. A player can also choose to commit the proposed action many times, if that player has enough Wiseguys which can still be made Busy.



This phase allows a player to perform the **Cash-in** action through which the players become richer by drawing Bills.

This action consists of choosing a Traffic icon from among the three possibilities (  ) or a Racket color from among the four possible(**Staten Island** , **Brooklyn** , **Queens** , **Bronx**), counting the number of Turf(s) in the game corresponding to the player's choice and drawing as many Bills as that number, and then splitting (or not) these Bills with the players who have one or more Turfs among those counted.

In the following order, the player:

1. Makes one of his Free Wiseguys Busy;
2. Makes a Turf from his Territory Busy;
3. Announces to the other players what sort of Cash-in he chooses to make using that Turf: the Racket (color) or the Traffic (icon)
4. Counts the number of Turfs with the selected Traffic icon or the Racket color present in the Territories of all players. Turfs currently in The Street are not counted,
5. Draws a number of Bills equal to the number of Turfs counted,
6. Gives one of these Bills to each player for each Turf that player owns with that Traffic icon or Racket color. This split is optional (see Cheated Player).

A Turf in the Territory of a player, can always be counted, even if it is Busy. However, a Busy Turf cannot be used to start a Cash-in action.

You cannot, when splitting Bills after a Cash-in, use Bills from your own Bank.



When all players have performed their Cash-in, the First Player begins the MEETING.

Example : Marco makes one of his Wiseguy Busy and announces that he is performing a Racket on the **Bronx**. He can do that since he has a **Bronx** Turf he gets Busy to start his Racket.

He then counts the total amount of **Bronx** Turfs in play, so in this case, one for himself (the one he just got Busy) and one in Luigi's Territory.

There are therefore two **Bronx** Turfs in play, which allows him to draw two Bills. To finish his Cash-in, he has to give or not give one of the two drawn Bills to Luigi after having looked at them.

Police Raid

If, during a Cash-in, the Police Raid appears at the top of the Bills pile, no other Bill is drawn for that Cash-in and the Bills pile is shuffled with its discard pile. This situation may force a player to Cheat another one as a player cannot, while splitting bills, use Bills from his Bank.

Cheated Player

When a player splits the Bills from his Cash-in, he can choose or be forced, not to give any Bills to one or more players who are supposed to receive some.

A player who does not get the exact amount of Bills he should've gotten is considered to have been Cheated. For each Bill the player has not received, a Cheated player draws one Vendetta card.

A player who doesn't keep a Bill for himself is never considered to have been Cheated.

Example : Marco decides to Cash-in on a  Traffic. He counts the amount of  Turfs.

He owns one and Luigi, one of his opponents, has two, for a total of three  Turfs. Marco thus draws three Bills. He must now decide if he will split the fruit of his Cash-in with Luigi. Knowing that Luigi can expect two Bills as he owns two  Turfs.

If he gives two of the Bills drawn to Luigi, he has split the money properly and the Cash-in is over.

If he only gives one Bill to Luigi, then Luigi is Cheated and draws one Vendetta card.

If he gives no Bills to Luigi, then Luigi is Cheated and drawn two Vendetta cards.

First Player Card

When he splits the Bills from a Cash-in, the owner of the First Player card can give it to another player instead of a Bill. That player is not considered to have been Cheated.

The order of the current phase is not changed and the player who has just received the card will become First Player at the beginning of the next phase.

The First Player card cannot change ownership more than once per Month.

Example: In the last example, if Marco gives a Bill and the First Player card to Luigi, Luigi is not Cheated and becomes First Player when the MEETING begins.

Dual-coloured Turfs

Two dual-colored Turfs can be found among the Street cards: Connecticut and New-Jersey. They have no Traffic icons and are never counted for that sort of Cash-in. However, they are counted for Racket Cash-in with either one of their colors.

Atlantic City

Atlantic City is a Vendetta card which is immediately placed in the Territory of the player who draws it.

It is then treated like a Turf counted for all Traffic Cash-in but never for Rackets. Moreover, this card can never become Busy to start a Cash-In.

Example: Antonio has the following 3 Turfs in his Territory:

Queens , **New Jersey**  and Atlantic City  .

Thanks to his Turfs, he can perform the following Cash-in:

Queens Racket, **Staten Island** Racket et  traffic.

He is implicated in any Cash-in performed by other players of the following kinds:

 Traffic and  Traffic thanks to Atlantic City, but he can't perform them himself.

Maximum Cash-in per phase

A player cannot perform more than a single Cash-in on a given Traffic icon and can only perform one Racket Cash-in. In total, a player can only Cash-in 4 times on his turn:

One  Traffic, One  Traffic, , One  Traffic, and only one Racket. Of course, the player must have enough Wiseguys and Turfs to make Busy.

However, many players can perform the same type of Cash-in during a given phase.



Example: Luigi has the following 2 Turfs in his Territory:

Queens and **Bronx**.

*Using his Turfs, he could perform the following Cash-in: **Bronx** Racket, **Queens** Racket et Traffic.*

*However, in a single phase, he cannot perform a Cash-in of **Bronx** Racket and **Queens** Racket. Just the same, in a single phase, he cannot perform two Traffic Cash-ins.*

THE MEETING

During this phase, a player can choose to pass his turn and not engage in the proposed action in order to keep his Wiseguys free for the following phases. A player can also choose to commit the proposed action many times, if that player has enough Wiseguys which can still be made Busy.



The MEETING is a reunion where the players bid over the opportunities found in town. At the beginning of the phase, the players are free to deal between themselves to find an agreement on how to «theoretically» split the cards from The Street.

This phase allows players to perform the **Auction** action through which the players gain one (or more) card(s) present in The Street.

This action consists of choosing, secretly, one of the cards in The Street and bidding, still secretly, a certain amount of Bills to claim it.

In the following order, the player:

1. Makes one of his Free Wiseguys Busy,
2. Places on that Wiseguy the Location card, face down, corresponding on the Space in The Street of the card he wants,
3. Places on that Wiseguy, under the Location card, a number of Bills from his Bank, face down, equal to his Bid (with a minimum of one Bill).

The Location cards and the Bills are placed face down. The number of bills in each player's Bid can be counted.

You cannot announce, using a number, the amount of your own Bid or that of another player.

The number of Auctions a player may perform is limited by the number of Location cards that player owns and by the number of Free Wiseguys in his Territory.

***Example:** Marco is interested by an Underling card in Space #2 of The Street, he makes one of his Wiseguys Busy and places on him his Location #2 card face down as well as an amount of Bills he believes to be sufficient to win the auction.*

When the First Player has performed his Auction(s), the next player does the same and so on until all players have played.

At that point, the Location cards placed on the Wiseguys are revealed at the same time. Each then sees what was Bid on each card.

The Auctions are performed in the order of The Street: from Space #1 to Space #4.

Resolution of the Auctions

- If a player was the only one to bid on a card, he wins it automatically. He chooses one of the Bills of his Bid which he keeps and discards the rest. He does not have to reveal the amount of his Bid.
- If many players have bid on the same card, they reveal their Bills. Whoever bid the most wins the card. All Bills are discarded.
- In the case of a draw for an Auction, no one gets the card and all Bills are discarded. This card remains on its Space for the next Meeting.

Cards won during the MEETING are immediately placed thus:

- The Wiseguys, in Free position, in the player's Territory next to the other Wiseguys
- The Turfs, in a Free position, in the player's Territory next to the other Turfs
- The Respects, face up, next to the Wiseguys. The Respect Score of the player is updated on the Respect Track.

Then all Auctions are resolved, the First Player starts the TRIAL.

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The Investigations

Investigations can appear in The Street just like the Wiseguys, the Turfs or Respects (see the RECEPTION). However, their mechanics are different.

Following the Month of its arrival in The Street and for as long as it is there, an Investigation causes an Effect on all players around the table. This Effect is described on the card itself.

To get rid of an Investigation, one or more Auction(s) must be performed on its Space in The Street, as described previously. The Bids of the players are not compared but instead are combined.

If their sum is greater than or equal to the Backhander value of the Investigation, then it is removed and its effect stops immediately. The player who has bid the most wins the card. He places it in his Territory next to his Respect cards and immediately moves his Made Men token one space on the Respect Track. If the winning Bids are equal to one another, no one wins the card, and it is removed for the rest of the game.

If the sum of the Bids is lower than the Backhander value, the card remains in its Space. The Bills are, of course, discarded as usual.

If a player is the only one to Bid on an Investigation, he gets no Bills back from his Bid.

Each Investigation which is not removed from The Street during this phase will generate one Guilt point at the end of each Month (see the RECEPTION).

The more Investigations in The Street and the harder things are for the players. Be careful not to get overwhelmed.

Underboss, Consigliere and Primo Capo Cards

At the end of the second Month (see the RECEPTION) the Underboss card is placed in The Street in the first free Space. The players will be able to win it during the next MEETING.

- The player who wins the Underboss card gains three Respect points and must immediately give the Consigliere card to another player of his choice.
- The player who gets the Consigliere card, gains two Respect points and must immediately give the Primo Capo card to another player of his choice, other than the Underboss.
- The player who gets the Primo Capo card gains a Respect point.

Any player who gets no title during this distribution is considered to have been Cheated and immediately draws a Vendetta card.

The distribution of these Title cards takes place as soon as the Underboss card is won. The players resume the Auction resolution after this distribution.

Player Cheated during the MEETING

A player who has performed at least one Auction and who gets no card during this phase is considered to have been Cheated. That player immediately draws a Vendetta card.

During the MEETING, a player who gets a Title card (Underboss, Consiglieri, Primo Capo), Investigation, Atlantic City or any other Street card won through the use of a Wiseguy's power is not considered to have been Cheated.

THE TRIAL

During this phase, a player can choose to pass his turn and not engage in the proposed action. A player can also choose to commit the proposed action many times, if that player has enough Wiseguys which can still be made Busy.



During this phase, depending on their winning conditions, the players will try to bribe the members of the Jury in order to clear or condemn the Godfather.

This phase allows players to perform the Corruption action through which the players will influence the FINAL VERDICT for or against the Godfather.

This action consists of a player placing a Bill from his Bank, face down, on the Corruption Pile of the game board.

In the following order, each player will:

1. Make one of his remaining Free Wiseguys Busy,
2. Place a single Bill, face down, on the Corruption Pile of the game board.

When all the players have gone through this phase, the game moves on to the last phase of the Week: the RECEPTION.

Ny



Zealous Corruptor

Starting during the fourth Month (April), if a player is the only one to perform one or more Corruption actions during the TRIAL, he gets a Zealous Corruptor card. This card gives him one Respect point.

If multiple players perform Corruption actions, no one gets a Zealous Corruptor card.

During the FINAL VERDICT, Zealous Corruptor cards which were not won during the game are removed for the rest of the game.

THE RECEPTION

In this phase, the players cannot perform actions. This is a maintenance phase to prepare the board for the upcoming Month.

In the following order:

-  1. Players return their Wiseguys to a Free position.
-  2. Players check to see if they have more than 6 Bills in their Bank. If they do, they must discard Bills until they have 6. They are free to choose which Bills they discard.
-  3. For each Investigation still on a Space of The Street, the First Player moves the Verdict token one space to the right, unless the token already is on the last space to the right.
-  4. If there are still free Spaces on The Street, the First Player fills them: He drawn Street cards which he places, face up, on these Spaces.
-  5. The Date token is moved one space, to the next Month.

During the RECEPTION of the second Month (February) the Underboss Title card is immediately placed on the first free Space of The Street, starting by Space #1. It can be won during the next MEETING.

If there are no free Spaces, it replaces the first Turf, Wiseguy or Respect card. This replaced card is immediately removed for the rest of the game.

On the sixth Month, the RECEPTION is replaced by the FINAL VERDICT.

VERDICT & END OF GAME

First Verdict

At the end of the RECEPTION of the third Month (March), the First Player Tallies the Corruption Pile.

In the following order, the First Player:

1. Takes the Bills from the Corruption Pile,
2. Shuffles them,
3. Reveals them one at a time while announcing their Guilt icon (Guilty or Innocent) as well as their Corruption Value. Another player is in charge of moving the Verdict token to the right (Guilty) or to the left (Innocent) in the Jury Box, as many spaces as the announced value.

All Bills from the Corruption Pile must be counted during the Tally. If, for any reason, the Verdict token ends up on the last space of either side and there are still Bills in favor of that side, these have no effect.

After the Tally, all Bills (Corruption Pile, Draw Pile, Police Raid and Discard Pile) are shuffled in order to create a new Bill Draw Pile.

Final Verdict

During the sixth Month, instead of playing the RECEPTION, the FINAL VERDICT falls instead.

In the following order:

1. Starting with the First Player, a last turn around the table is made so that players who still have Vendetta cards can play them, if they so desire,
2. Zealous Corruptor cards which were not won during the game are removed for the rest of the game,
3. Check to see if some players fulfill the required conditions to gain End of Game Bonus cards and their Respect is adjusted accordingly. If there is a draw for a bonus card, no one gets the bonus,
4. A Tally is performed as explained in the First Verdict,
5. For each Investigation present in The Street, the Verdict token is moved one space to the right (Guilty), unless the token is already on the last space to the right,
6. Any possible FBI Snitches reveal themselves,
7. The winner of the game is determined.

Ny



- If the Verdict token ends on a blue space (Innocent), the Godfather is declared Innocent. The player with the highest Respect Score and who isn't an FBI Snitch wins the game. If there is a draw in Respect points, the player with the highest Title card (the one worth the most points) wins the game.

- If the Verdict token ends on a red space (Guilty), the Godfather is found to be Guilty. The FBI Snitch with the highest Respect score wins the game. If there is a draw in Respect points, the player with the highest Title card (the one worth the most points) wins the game.

- If the Godfather is found to be Guilty and no player is an FBI Snitch, all players lose. The Don enter the Witness Security Program and provide informations to law enforcement that sealed the « Family's » doom.

End of Game Bonus cards

These cards grant a Respect bonus to the players who meet their conditions during the FINAL VERDICT.

If there is a draw for the acquisition of a bonus card, no one gets the bonus.

- "Fine Team" gained by the player who has most Turf and Wiseguys in his Territory.

- "Wisdom and Virtue" gained by the player who has most unused Vendetta cards.

- "Full of cash" gained by the player who has the biggest sum of money in his(her) Bank.



POWERS OF THE CARDS



FIRST PLAYER

The player who has the First Player card is the one who begins each phase of the Month.

While conducting BUSINESS, during a Cash-in, the First Player can give this card to another player instead of a Bill. The player who receives this is not Cheated. However, this card only replaces a single Bill.

The play order will only be changed starting with the next MEETING.

The power of the First Player card can only be used a single time each Month. A player who gets it will have to keep it until the next Month.



THE WISEGUYS

Each Wiseguy has a Power, described on its card.

Some Powers are tied to an action (Cash-In, Auction, Corruption) . In this case, a Wiseguy who is made Busy to perform the action will automatically

activate its Power. a Wiseguy with this type of Power cannot be made Busy only to activate his Power. Such a Wiseguy can be made Busy to perform an action not tied to its Power, but in this case, the Power will have no effect.

Example: Gisella Agnello (BUSINESS: Draw a Vendetta card if she gets hit by a Police Raid):

If this Underling becomes Busy for a Cash-in, her Power activates and allows the player to draw a Vendetta card if the Police Raid is drawn while the Bills are drawn.

If this Underling becomes Busy for an Auction or a Corruption, its Power does not activate.

Other Vendetta Powers take effect outside of actions. In this case a Wiseguy made Busy to activate a Power of this sort will not be able to perform an action during this Game Turn. Inversely, if it is made Busy to perform an action, it will not be able to activate its Power.

Example: Francesca Donata (VENDETTA: Draw an extra Vendetta card when you are Cheated):

The player who owns this Underling can make it Busy to perform an Action (Cash-in, Auction, Corruption) and its Power will not take effect, or a player could make it Busy when that player becomes Cheated, but in this case this Underling will no longer be able to perform Actions for this turn.

THE VENDETTA

When a player is Cheated, he draws a Vendetta card.

A player is Cheated when:

-  1. He does not get the exact amount of Bills he should be getting from a Cash-in.
-  2. He gets no cards during the MEETING despite having performed at least one Auction.
-  3. He gets no Title card during their attribution.

At any moment, a player may play as many Vendetta cards as he has. Making a Wiseguy Busy to play them is not required. If effects require knowing which card takes effect before another, they are then resolved clockwise, starting from the First Player.

FBI Snitch card change the winning condition of the player who gain it. This card stay in the player's hand until the FINAL VERDICT.

Grudge cards have no direct effect on the game and cannot be shown, played or discarded once drawn. It nonetheless counts for the "Wisdom and Virtue" bonus. during the FINAL VERDICT.

The Vendetta cards representing a Wiseguy and a Turf are played as soon as they are drawn. These go with the other cards in their owner's Territory.

The powers of each Payback is described on its card. They are discarded after their use, with the exception of the «Shame on you!» cards, which are placed in an opponent's Territory, next to possible Respect cards. They remain there until the end of the game. The Respect Track is changed accordingly.

Right before the final Tally, a last turn around the table is made to allow each player to play any of his remaining Vendetta cards.

THE INVESTIGATIONS

An Investigation can end up in a Space on The Street during the RECEPTION. Its Effect starts at the beginning of the next Month.

Example: IRS (The players Discard their entire Bank during the RECEPTION): This Investigation can come into play during a RECEPTION, but its Effect will only be active during the RECEPTION of the next Month.

An Investigation causes its Effect for as long as it is on The Street, but ends immediately as soon as it is discarded or won by a player (see the MEETING). This can cause strange timing questions, notably for the FBI card described in the example below.

Example: FBI (The Powers of the Wiseguys are inactive): When the Effect of this card ends, any Wiseguy already Busy whose action is resolved (his Auction has already been resolved) will not be able to play any Power it may have. However, any Wiseguys Busy with Auctions not yet resolved will be able to use their Power if they can.

Each Investigation not removed from The Street will generate one Guilt point at the end of each Month (see the RECEPTION).

Credits & thanks

Authors : Sébastien Gigaudent & David Rakoto

Illustrations : Nicolas Fructus

Layout : Frédéric Condette & David Rakoto

Translators : Eric Harlaux & Eric Franklin

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