

A game by
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The Godfather

CORLEONE'S EMPIRE

Art by
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ON



SPAGHETTI
WESTERN
GAMES







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GAME COMPONENTS

1 GAME BOARD



1 RULEBOOK



18 ALLY CARDS (DIVIDED INTO 3 ACTS)



32 ILLEGAL GOODS CARDS (GUN, BLOOD MONEY, BOOZE, AND NARCOTICS)



12 BUSINESS TILES



44 JOB CARDS



120 MONEY CARDS (VALUED \$1, \$2, \$3, AND \$5)



**1 HORSE HEAD
TOKEN**



**1 POLICE CAR
TOKEN**



**45 CONTROL MARKERS
(DIVIDED INTO 5 PLAYER COLORS)**



5 METAL SUITCASES



34 FIGURES

DON VITO CORLEONE



ALLIES



POLICE CHIEF



MAYOR



UNION BOSS



**DON MARZULLO
(DON)**

MARZULLO FAMILY



**SALVO MARZULLO
(CONSIGLIERE)**



**ROSARIO MARZULLO
(HEIR)**



3 THUGS

MATARAZZO FAMILY



**LEOLUCCA MATARAZZO
(DON)**



**JAMES SPIDER O'REILLEY
(CONSIGLIERE)**



**TANINO MATARAZZO
(HEIR)**



3 THUGS



**GIANNI VITALE
(DON)**

VITALE FAMILY



**SOFIA VITALE
(CONSIGLIERE)**



**TANGREDI VITALE
(HEIR)**



3 THUGS

CACCAMO FAMILY



**CARLO CACCAMO
(DON)**



**ERIC COLEMAN
(CONSIGLIERE)**



**TARA CACCAMO
(HEIR)**



3 THUGS

PIZZINO FAMILY



**TOMMASO PIZZINO
(DON)**



**IL MACELLAIO
(CONSIGLIERE)**



**CHIARA PIZZINO
(HEIR)**



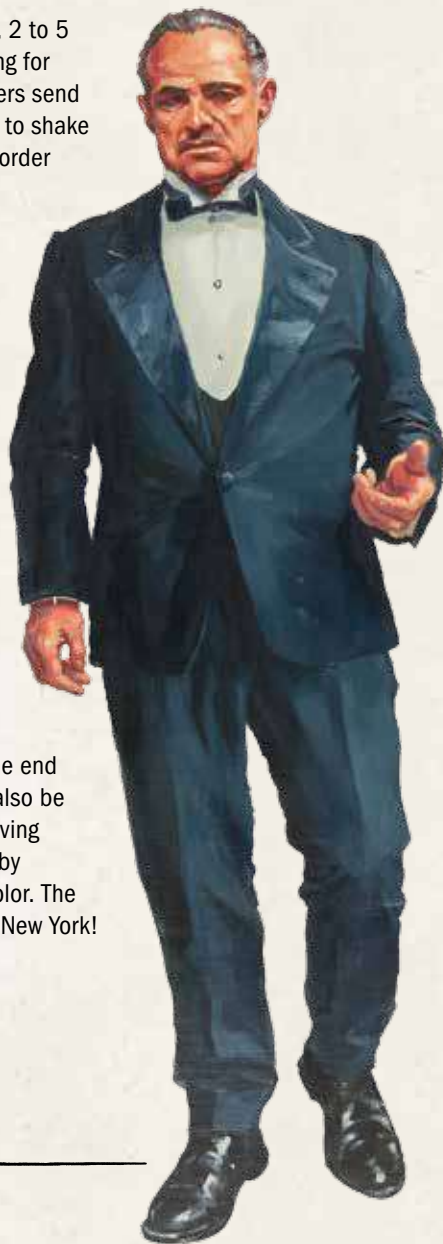
3 THUGS

GAME OVERVIEW

"Don Corleone, I am honored and grateful that you have invited me to your home on the wedding day of your daughter." – Luca Brasi

In *The Godfather: Corleone's Empire*, 2 to 5 players control different families vying for dominance in 1950s New York. Players send out their Family Members and Thugs to shake down businesses all over the city in order to obtain Money, Illegal Goods, and other benefits. These can be used to accomplish different jobs for Don Corleone, and to bribe allies, gaining more money and all sorts of special abilities. Turf wars give control of the various turfs to the families, granting them extra bonuses as the game progresses.

Ultimately, your family's victory will be decided by the money you have. However, money in your hand must often be given as tribute to Don Corleone and doesn't count toward your victory. You must find ways to launder your money in order to stash it in your suitcase where it will be safe until the end of the game. Additional money can also be gained at the end of the game by having the most control over each Turf and by completing the most Jobs of each color. The family with the most money will rule New York!



Don Vito Corleone





GAME SETUP

Perform the following steps to prepare the game:

1. Open the **Game Board** in the middle of the table.
2. Place the **Don Corleone** figure in the Act I space of the **Act Track**.
3. Place the **Police Car** token on the first space of the **Phase Track**.
4. Create individual faceup common piles with the different types of **Money** cards and **Illegal Goods** cards and place them next to the board.

5. Shuffle the **Business** tiles and create two facedown decks, one with the Blue tiles and one with the Red tiles.

5a. In a **4-player** game, draw a Blue Business and place it faceup in the empty Business space of Turf 1 (Wall Street).

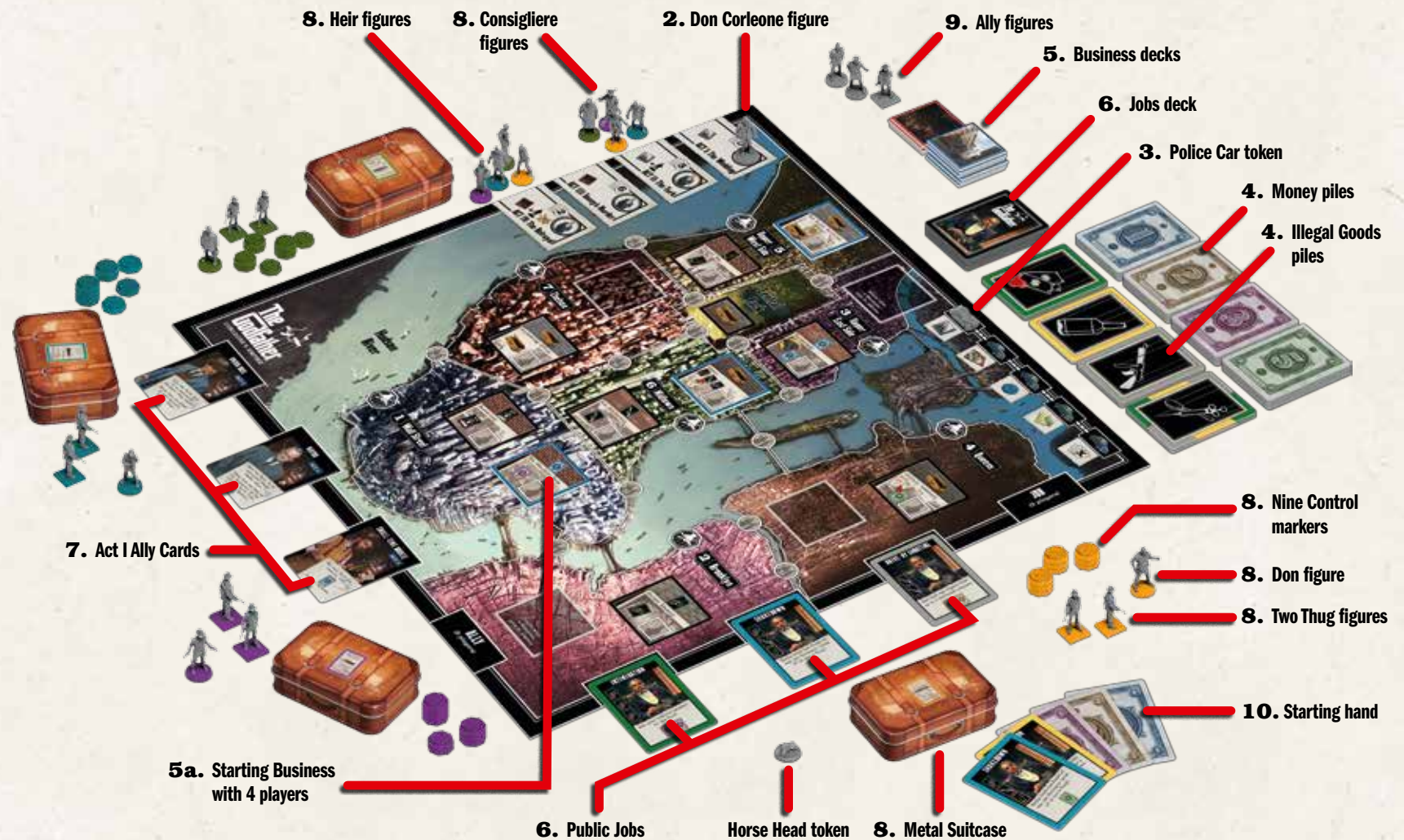
In a **5-player** game, draw 3 Blue Businesses and place them face-up in the empty Business spaces of Turfs 1, 2, and 3 (Wall Street, Brooklyn, and Upper East Side).

6. Shuffle the **Job** cards and place the deck facedown next to the board. Place a number of Job cards faceup in the spaces along the right edge of the board, according to the number of players:

2 players - 2 Job cards

3 or 4 players - 3 Job cards

5 players - 4 Job cards



7. Take the six Act I **Ally** cards, shuffle them, and place a number of Ally cards faceup in the spaces along the bottom edge of the board, according to the number of players (return the rest to the box):
- 2 players** - 1 Ally card
 - 3 players** - 2 Ally cards
 - 4 players** - 3 Ally cards
 - 5 players** - 4 Ally cards
8. Each player chooses a Family and takes all components belonging to that Family color:
- 1 Metal Suitcase
 - 9 Control markers
 - 2 Thug figures (or 3 Thug figures in a 2-player game)
 - 3 Family Member figures. Each player keeps only their Don figure, placing the other two next to the Act Track by the board: The Consigliere on Act II and the Heir on Act IV.
9. Place the three Ally figures next to the board (Mayor, Union Boss, and Police Chief), and return any unused figures to the box.
10. Each player gets the following cards and adds them to their hand, keeping them hidden from their opponents:
- One \$1 Money card
 - One \$2 Money card
 - One \$3 Money card
 - Two random Job cards

Give the **Horse Head token** to the player who last watched *The Godfather* (or decide randomly). They will be the first player. You are now ready to start the game.

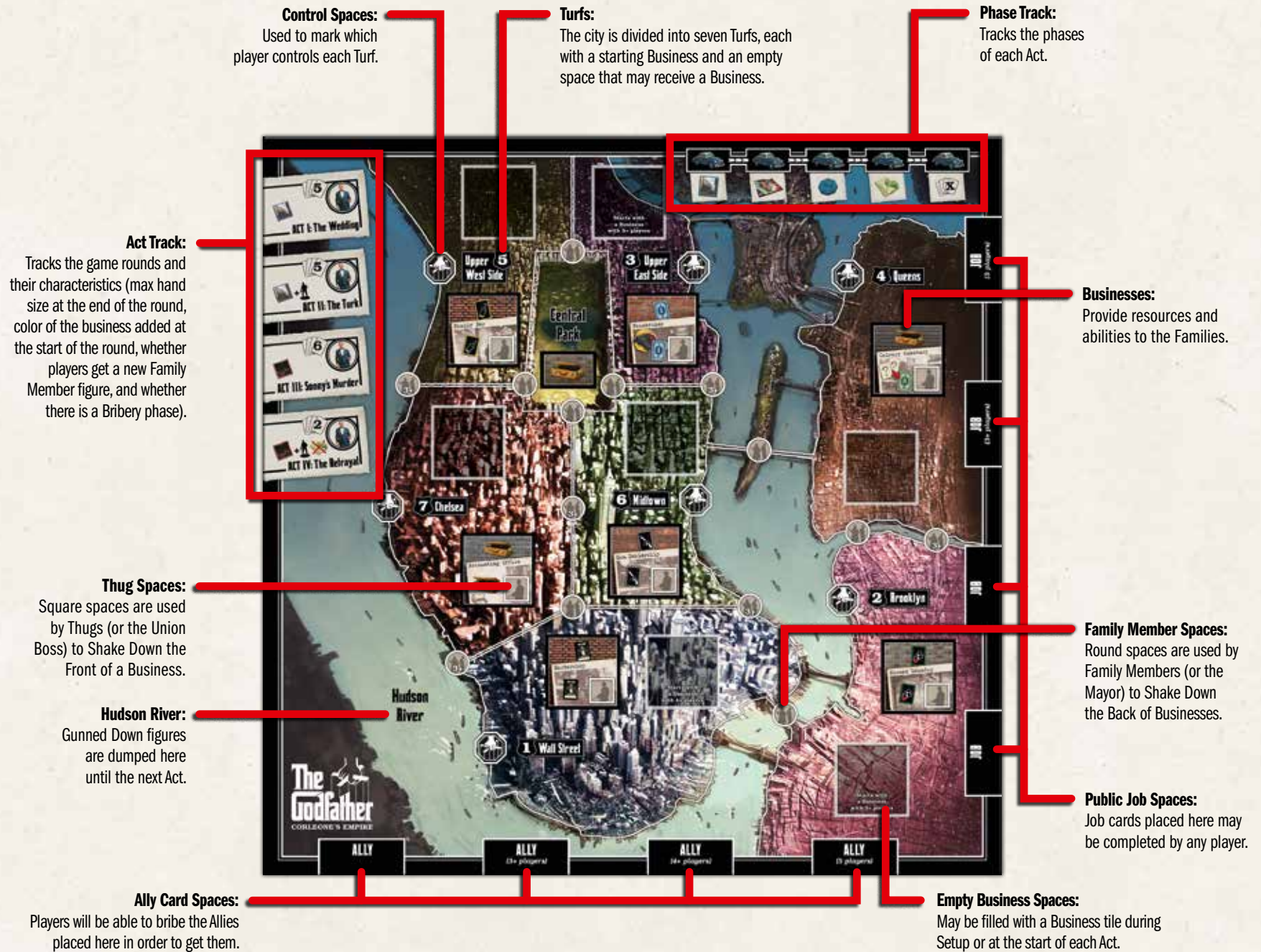


Capo

Don Leoluca Matarazzo
Matarazzo Family

THE GAME BOARD

The Godfather: Corleone's Empire is played on a board representing 1950s New York, with its turfs and businesses. These are the different features seen on the board:



- ADJACENT TURFS -

Family Member spaces are always adjacent to either two or three different Turfs. It is important to identify all Turfs that are adjacent to each of these spaces, as that determines which Businesses you can Shake Down the Back of (see page 15) and which Turfs your Family Member influences during Turf War (see page 19). The following diagrams show a couple examples of which Turfs are adjacent to a Family Member space.

Important: Figures in the Family Member spaces adjacent to a Turf are considered to be **in** that Turf.



Family Accountant

*Tara Caccamo
Caccamo Family - Heir*



EXAMPLE 1: The Marzullo Family Member figure is adjacent to Chelsea, Midtown, and Central Park.



EXAMPLE 2: The Pizzino Family Member figure is adjacent to both Midtown and Queens.

THE ACTS OF THE GAME

The Godfather: Corleone's Empire is played over a series of 4 rounds, or Acts, covering the span of the first movie. The Don Corleone figure on the Act Track is used to keep track of which Act the game is on and the different characteristics of that Act.

Each Act is divided into 5 Phases. The Police Car on the Phase Track is used to keep track of the current phase and should be moved as each phase is completed.



Eric Coleman
Caccamo Family - Consigliere

Don Carlo Caccamo
Caccamo Family

The phases are:



Open New Business – Add a new Business tile to the board.



Family Business – The players use their figures and Allies to Shake Down Businesses and try to accomplish Jobs.



Turf War – Control of each Turf is determined by comparing each Family's influence there.



Bribery – Players bid Money from their Suitcases to gain new Allies.



Tribute to the Don – Players must discard cards from their hands down to the limit of the current Act.

Let's examine each phase in detail.

- OPEN NEW BUSINESS PHASE -

"Now we have the unions, we have the gambling; an' they're the best things to have. But narcotics is a thing of the future. An' if we don't get a piece of that action, we risk everything we have." – Tom Hagen

As the game progresses, new Businesses are added to the board, giving players more gameplay options and changing the strategic value of the Turfs.

At the beginning of each Act, *including Act I*, take the top facedown Business tile in reserve and place it faceup in the empty Business space of the lowest-numbered Turf available.

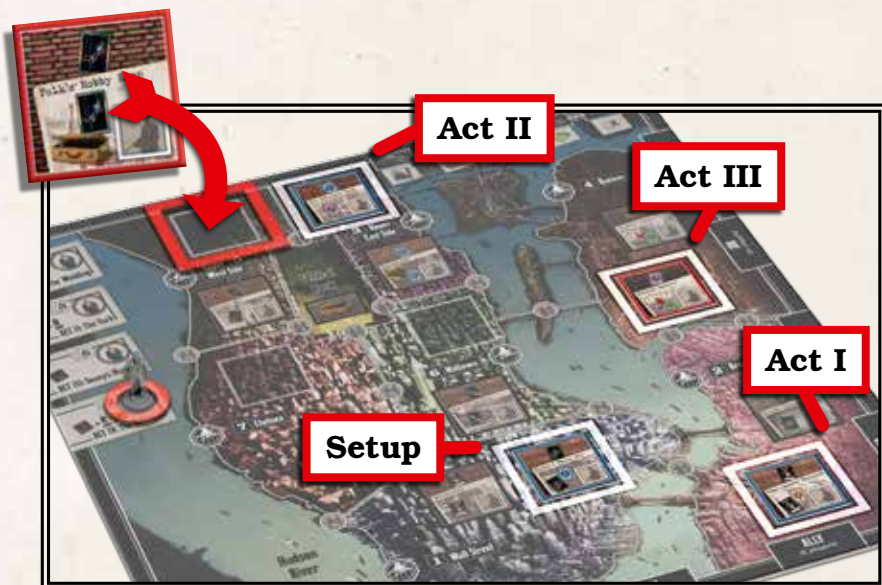
The color of the Business added depends on the current Act being played, as indicated on the Act Track.

- On Act I and II, a **Blue** Business is added
- On Act III and IV, a **Red** Business is added.

Note: Red Businesses are stronger than Blue Businesses, also possibly allowing players to gain a powerful new type of Illegal Good: Narcotics.



EXAMPLE 1: In **Act I** of a **5-player game**, a random Blue Business tile is added to Turf 4 (Queens), since Turfs 1, 2, and 3 already got a Business during Setup.



EXAMPLE 2: In **Act IV** of a **4-player game**, a random Red Business is added to Turf 5 (Upper West Side), since Turf 1 got a Business during Setup, and Turfs 2, 3, and 4 had a Business added in the previous 3 Acts.

- FAMILY BUSINESS PHASE -

"Today I settle all Family business, so don't tell me you're innocent, Carlo. Admit what you did." – Michael Corleone

This is the core of the game, where players send their Thugs and Family Members to Shake Down Businesses to power their money-generating operation of Illegal Goods, dirty Jobs, and Money laundering.

This Phase is played over a series of Turns, starting with the First Player (the player with the Horse Head token) and continuing in clockwise order. On their Turn, each player performs a **single** Action, then play passes to the player to their left.

The Actions a player can perform are:

Play a Thug - Use a Thug figure to Shake Down the Front of a Business.

Play a Family Member - Use a Family Member figure to Shake Down the Backs of all Businesses in adjacent Turfs.

Complete a Job - Discard Illegal Goods from your hand to accomplish a Job card, either from your hand or from the Public Jobs.

Play an Ally - Play an Ally card from hand to benefit from its ability.

Play continues around the table, with each player taking a single action, then passing the turn to the player to the left. Players cannot pass.

Once a player has no more Family Members or Thugs to play, they are out of that Family Business Phase. Even if they still have Allies they could play or Jobs they could complete, they cannot do so if they no longer have any of their Family's figures available, and so their turn is skipped.

End of the Phase - Once all players run out of Family Member and Thug figures, the Family Business Phase is over.



Let's take an in-depth look at the different Actions available to players:

• PLAY A THUG

"Hey, Mickey, tomorrow get a couple of guys, you go over to Luca's apartment; hang around, waitin' for him to show up..." - Sonny Corleone



James Spider O'Reilley
Matarazzo Family - Consigliere

Tanino Matarazzo
Matarazzo Family - Heir

Thugs are the workforce of any family. These ruthless enforcers Shake Down the front of Businesses to gain Money, Illegal Goods, and other benefits for their family.

Important: Each player has only 2 Thugs to use during each Act. It is only in a 2-player game that players have 3 Thugs available.

When playing a Thug, the player takes one of their family's Thug figures (the ones with a square base) from their personal reserve and uses it to Shake Down the Front of a Business.

SHAKING DOWN THE FRONT OF A BUSINESS

Place the Thug on the empty Thug space of any Business on the board to Shake it Down. The player immediately uses all the abilities listed on the **bottom** section of the Business tile. See what all the Ability Icons grant you on page 27.

A Thug can only Shake Down a single Business, and it must not already have a Thug on it.



EXAMPLE: The Marzullo Family player places one of their Thugs in the Front of the Penn Central Railroad Business, taking the top two cards from the Jobs deck and choosing one, as well as a \$2 Money card, and placing them in their hand.

CONTROLLED TURF: Whenever a player Shakes Down the Front of a Business in a Turf controlled by another player (if another player gained control of this Turf in a previous round's Turf War - see page 19), the controlling player also gets to use the same abilities. The active player decides who uses the abilities first.

NO CHANGE

Players cannot, for whatever reason, ever change Money between their hand, Suitcase, or common piles. You cannot, for example, change five \$1 cards from your hand for one \$5 card from the common pile.

• PLAY A FAMILY MEMBER

"What is the interest for my family?" – Vito Corleone

The Family Members are the most resourceful asset of a family. These influential individuals can access the shady back of all Businesses in their area, shaking them down to reap numerous benefits.

When playing a Family Member, the player takes one of their Family Member figures (the ones with a round base) from their personal reserve and uses it to Shake Down the Back of **all** Businesses in the two or three adjacent Turfs (see Adjacent Turfs on page 11). All Family Members work in the same way, with no difference whether they are a Don, a Consigliere, or an Heir.

Important: Each player starts the game with only one Family Member available to them: their family's Don. The Consigliere is added at the start of Act II and the Heir is added at the start of Act IV.



SHAKING DOWN THE BACK OF BUSINESSES

Place the Family Member on any empty Family Member space on the board. The player immediately uses the abilities listed on the **top** section of all Business tiles in the two or three Turfs adjacent to the space where the Family Member was placed. See what all the Ability Icons grant you on page 27. The player decides the order in which to use all the abilities.

2-Player Games – Six of the Family Member spaces on the board are marked with "3+". That means those spaces can never be used on a 2-player game.



EXAMPLE: The Pizzino Family player places their Don Family Member figure in the space adjacent to Chelsea, Midtown, and Wall Street, Shaking Down the Back of all four Businesses in those Turfs. They can Suitcase one of their Money cards, take two Job cards and choose one, and take a Gun card and a Blood Money card into their hand.

CONTROLLED TURF: A player having control of a Turf (see Turf Wars on page 19) has no effect whatsoever when one of their opponents Shakes Down the Back of Businesses in that Turf. The controlling player only benefits when the Front of a Business in a Turf they control is Shaken Down (see previous chapter).

CENTRAL PARK

Central Park is a special case in the game. It's not really a Turf, as it cannot be controlled by any player. Its Business only has a Back that may be Shaken Down by players' Family Members (getting a Suitcase ability).

• COMPLETE A JOB

"Listen, you drive him and you pick him up after the job, okay?" – Sonny Corleone

Doing dirty jobs for Don Corleone is a powerful way in which the families can not only gain money, but also try to outmaneuver each other. The Don recognizes those who serve him the most.

On their turn, instead of playing one of their figures, players can choose to Complete a single Job card. This can either be a Job card that's in their hand or it can be one of the Public Jobs placed faceup at the edge of the board.

Each Job displays on the top left of the card the Illegal Goods cards that are required to complete it. The player must take from their hand the number and type of Illegal Goods cards displayed on the Job they want to complete and discard them back to the common piles.



NARCOTICS

The Narcotic Illegal Goods cards (which might only enter the game through some of the Red Businesses) work like "wild" Illegal Cards. They can be used in place of a Gun, Booze or Blood Money card when Completing a Job.

After discarding the required Illegal Goods cards, the player executes the ability written on the Job card and collects the Money listed at the bottom of the Job. The player takes from the common piles the exact Money cards listed on the Job and adds them to their hand. (For example, if \$2 and \$2 is listed, you cannot choose to instead take \$1 and \$3.) The ability described on the Job can be executed either before or after taking the Money reward, as the player prefers.

Once that is done, the player takes the completed Job card, either from their hand or from the Public Jobs on the edge of the board, and places it inside their Suitcase, as a reminder of the Jobs they have completed. These Job cards in players' Suitcases have no effect throughout the game, but will grant bonuses at the end of the game to the player who collects the most of each color (yellow, blue, green, or gray). See Endgame Bonuses on page 23.

If a player completes one of the Public Jobs, its slot is **not** replenished from the Jobs deck. Once the faceup Public Jobs run out, there will be none available until the next Act, meaning players can only complete Jobs from their hand.

Important: Remember that a player cannot perform a Complete a Job action if they don't have any of their own figures still in their personal reserve.



Salvo Marzullo
Marzullo Family - Consigliere

Rosario Marzullo
Marzullo Family - Heir

GUNNING DOWN FIGURES

Some Jobs or Allies may allow you to "Gun Down" a figure. When a figure is Gunned Down, it is removed from its Space and laid down on the Hudson River. This figure is out of play for the remainder of that Act and cannot be retrieved for any reason until the Entr'acte phase.

**Required
Illegal Goods**

**Ability and
Money rewards**



EXAMPLE: The "Shakedown" Job is available among the Public Jobs. On their turn, the player discards a Blood Money, a Gun, and a Booze card from their hand to complete this Job. They take a \$5 card into their hand and are able to use the Front ability of any Business on the board (if it's in a controlled Turf, the controller also gets to use the ability). Finally, the player takes the Job card and places it inside their Suitcase, leaving the Public Job space empty.



• PLAY AN ALLY

"I'm attorney for the Corleone family. These men are private detectives hired to protect Vito Corleone. They're licensed to carry firearms. If you interfere, you'll have to appear before a judge in the morning and show cause." — Tom Hagen

Any family needs outside allies to protect its interests and to extend its influence into all of the city's circles. While their allegiance depends on the strength of your bribes, their help is invaluable.

Players may only add Ally cards to their hands during the Bribery Phase towards the end of each Act (see page 20). On their turn during the Family Business Phase, a player with an Ally card in hand may choose to spend their action to play it.

The chosen Ally card is placed faceup in front of the player, to show that it's been played this round. The player doesn't lose their played Ally cards, and they will go back to their hand at the start of the Tribute to the Don phase. However, each Ally card can only be played once per Act.

The player then uses the Ally's ability, performing special actions and/or gaining cards as described on the Ally's card.

Important: Remember that a player cannot perform a Play an Ally action if they don't have any of their own figures still in their personal reserve.



EXAMPLE: On their turn, the player takes the Family Accountant card from their hand and places it faceup in front of them. They are able to Suitcase two Money cards from their hand.

NEUTRAL FIGURES

Some Ally cards give the player temporary control over a neutral figure that can be placed on the board or moved on the board if it's already there: The Mayor, Union Boss or Police Chief. When played, the figure works as if it belonged to the player's Family. However, as soon as that player's turn is over, the figure goes back to belonging to nobody and acts as a neutral faction on the board when deciding Turf Wars (see page 19).

As there may be different cards for these Allies in Acts I, II, and III, different players may be able to control them at different times during the same Family Business Phase.



Mayor:

Its figure is placed in a Family Member space.



Union Boss:

Its figure is placed in a Thug space.



Police Chief:

Its figure is not placed in any of the usual spaces, instead being simply placed in the area inside the chosen Turf.

RUNNING OUT OF CARDS

If an Illegal Goods pile is depleted, no cards of that type can be taken.

If a Money pile of a specific value is depleted, players may instead take cards of the next lower value available.

If the Jobs deck is depleted, shuffle the Jobs discard pile to create a new deck. If there is no discard pile, no Job cards can be taken.



Il Macellaio
Pizzino Family - Consigliere

- TURF WAR PHASE -

"Some of the other families won't sit still for all-out war!" – Tom Hagen

They who control the turfs, control the city. The turf wars waged by the family agents all over the city define who controls each region, receiving tributes and power.

Once the Family Business Phase is over, players have to analyze the state of the board to determine the outcome of the Turf Wars in each of the Turfs and who, if anybody, gains control of them.

Starting with Turf 1 (Wall Street) and proceeding in order to 2, 3, etc., players compare the Influence each Family has on the Turf. Each figure in the Turf, or in one of the Family Member spaces adjacent to it, has 1 Influence on that Turf. Players add together the total Influence of all figures from each Family that's influencing that Turf to determine who has the highest influence. If it's a tie, nobody gains control of that Turf. If one Family is above the rest, it gains control of that Turf by placing one of its Control markers in that Turf's Control space. If the Turf already has a Control marker in it, the player places their Control marker on top of it (even if they both belong to the same player).

Continue resolving the Turf Wars in all Turfs of the board in order. Keep in mind that since figures in the Family Member spaces are adjacent to several Turfs at the same time, they will influence several different Turf Wars independently.

If a player runs out of Control markers, when they gain control over a new Turf they may choose to remove one of their Control markers that is already on the board and place it on top of the Turf they just gained control of.

Neutral Figures – The Mayor, Union Boss, and Police Chief figures act as a neutral faction during Turf War. Each has 1 Influence, like any other figure. If this neutral faction has the most influence or ties for most influence in a Turf, then nobody gains control of that Turf.



EXAMPLE: Let's resolve the Turf War in two adjacent Turfs:



TURF 6 - Midtown: The Pizzino Family (green) has 3 Influence with two Family Members and a Thug, the Matarazzo Family (blue) has 2 Influence with two Family Members, and Neutral (gray) faction has 1 Influence with the Mayor. So a green Control marker is placed on this Turf.

TURF 7 - Chelsea: The Matarazzo Family (blue) has 2 Influence with a Family Member and a Thug, the Pizzino (green) and Marzullo (yellow) Families each have 1 Influence with a Family Member. However, the Neutral (gray) faction has 2 Influence with the Mayor and Police Chief. As there's a tie, no Control marker is placed on this Turf (though any previous markers would remain there).

CONTROLLING TURFS

Only the topmost Control marker in each Turf counts to determine who currently controls it. The markers underneath it are only used to determine dominance at the end of the game (see Endgame Bonuses on page 23).

When a player controls a Turf, the Businesses inside it have to pay them tribute from time to time. If an opposing player uses a Thug or card ability to Shake Down the Front of one of these Businesses, the controlling player is also able to use the same abilities offered by that Business Front. See "Shaking Down the Front of a Business" on page 14.



- BRIBERY PHASE -

"Even the police departments that've helped us in the past with gambling and other things are gonna refuse to help us when it comes to narcotics." – Vito Corleone

Getting Allies to help your Family can turn the game in your favor. However, getting their services may require some heavy bribing, and players need to decide how much they're willing to deplete their reserves to get them.

In this phase, players may bid Money from their Suitcases to try to add to their hands one of the Ally cards currently placed faceup at the bottom edge of the board. The player who bids the most gets first pick, followed by the others. As there's one less Ally card available than the number of players, the player who bids the least will get no Ally cards (but will spend no Money).

Each player opens their Suitcase and secretly takes any Money cards they wish from it and places them inside the lid of the Suitcase, holding it vertically, hidden from the other players. Players can use as many Money cards as they wish, of any value, as long as they were all already inside their Suitcase. A player may even secretly choose to not bid anything.

Once all players have placed their bribes in the lid of their Suitcase, they all simultaneously drop them open, revealing their bribes to the other players. The player who bid the most discards their bribe Money to the common piles, chooses one of the available Ally cards, and places it in their hand. Then, the player with the second highest bribe does the same, and so on. The last player has no Allies to take, so they may place their bribe Money back inside their Suitcase. If there is a tie between players, the advantage goes to the player who's first in the play order (starting with the player with the Horse Head token and going clockwise).

Important: If a player didn't bid any Money, they cannot take an Ally card, even if other players lower in the play order didn't bid any either.

While gaining Allies is a powerful move, they do count against your hand limit and may force you to discard extra cards during the Tribute to the Don phase (see next chapter).

In the last Act of the game, there is no Bribery phase, since they wouldn't get used.

- TRIBUTE TO THE DON PHASE -

"You don't offer friendship. You don't even think to call me Godfather. Instead, you come into my house on the day my daughter is to be married, and you ask me to do murder, for money." – Vito Corleone

At the end of each Act, all Families must pay tribute to Don Corleone, being forced to let go of any excess resources they weren't able to safely hide in their Suitcases.

First, players take back into their hands any Ally cards they played during that Act (as well as any they just acquired in the Bribery phase).



The Act Track indicates the Hand Limit for each Act. While players may have many more cards in their hands throughout the Act, at the Tribute to the Don phase, all players must discard down to the Hand Limit of the current Act. Players with excess cards in hand may choose freely which of their cards they wish to discard. Money and Illegal Goods cards go back to their respective common piles. Job cards go to a facup Jobs discard pile. Any discarded Ally cards are removed from the game.

Once the number of cards in each player's hand is equal to or lower than the current Hand Limit, the Act is over. If it's the end of Act IV, the game is over and players need to calculate their Endgame Bonuses to determine the winner (see page 23). Otherwise, players proceed to the Entr'acte phase before moving on to the next Act.



Don Marzullo
Marzullo Family

- ENTR'ACTE PHASE -

After an Act is over and before starting the next Act, players need to perform a few tasks:

- Remove all figures from the board, both those on the Turfs and any that may be in the Hudson River after being Gunned Down. Family Members and Thugs go back to their respective players' reserves. Neutral figures go back to the side of the board.
- Move the Don Corleone figure to the next Act on the Act Track.
- If players are going into Act II, they add their family's Consigliere figure to their reserve. If they're going into Act IV, they add their family's Heir figure to their reserve.
- Replenish any emptied Job spaces on the right edge of the board with new cards from the Jobs deck (don't remove old cards). Make sure to pay attention to the number of Public Jobs according to the number of players in the game (see Setup).
- Remove from the game any Ally card that might have been left at the bottom edge of the board. Then, shuffle the six Ally cards matching the upcoming Act and place a number of them faceup in their respective spaces, according to the number of players (see Setup). This is not done when going into the last Act, as there will be no Bribery phase.

With that done, a new Act begins by Opening a New Business and so on.



Chiara Pizzino
Pizzino Family - Heir

Don Tommaso Pizzino
Pizzino Family



THE END OF THE GAME

"Kay, my father's way of doing things is over — it's finished. Even he knows that." — Michael Corleone

Once Act IV is done, the game is over and it is time to see which Family managed to amass the most money. During the Tribute to the Don phase of Act IV, players were only allowed to keep up to 2 cards in hand. **Unlike other rounds, players now place the cards from their hand inside their Suitcases, as long as they are Money cards.** Any other type of card in hand must be discarded.

Players then open their Suitcases and take all the cards out of it. Separate the Money cards from the Job cards and then proceed to assign the bonuses for each player.

- ENDGAME BONUSES -

While the Money players accumulated throughout the game is key to their victory, there are a couple of very important bonuses players may get at the end of the game:

• TURF DOMINANCE BONUS

Players get a **\$5 bonus** for **each** Turf where they have the most Control markers. In case of a tie, the bonus goes to the tied player that has their topmost Control marker higher in the stack.

• JOBS BONUS

Players divide the Job cards they had in their Suitcases by color and compare quantities. For each different Job color (yellow, blue, green, and gray), the player who has the most cards of that color gets a **\$5 bonus**. In case of a tie, all tied players get the bonus.

After applying all bonuses, players compare their total Money. The Family with the most Money is the winner, becoming the dominant Family in New York City!

In case of a tie, the tied player who gained the most Turf Dominance Bonuses is the winner.



Hired Muscle

The Union Boss

Hollywood Producer

Small-Time Bookie



Police Evidence Manager

Police Chief



Tax Advisor

Mayor



Thug

Sofia Vitale
Vitale Family - Consigliere

Tancredi Vitale
Vitale Family - Heir

Don Gianni Vitale
Vitale Family

ABILITY ICONS

The icons displayed on Businesses and some Ally cards indicate abilities that the players may use. If an icon is depicted several times, it means that ability may be used that same number of times. Here is what each icon means:



Take **ONE** Money card from your hand, show it to the other players, and place it inside your Suitcase.



Discard 1 card of your choice from your hand and take either a **Booze**, **Gun** or **Blood Money** card into your hand.



Take the top **TWO** cards from the Jobs deck, **choose ONE** and add it to your hand, discarding the other.



Take the Money card of the indicated value from the common piles and add it to your hand. Remember the **No Change** rule (page 15), you must take the exact cards indicated, with no exchanges from your hand.



Discard 1 card of your choice from your hand and take a **\$5 Money** card into your hand.



Take the indicated **Illegal Good** card from the common piles and add it to your hand.



Discard 2 cards of your choice from your hand and take a **\$5 Money** card into your hand.



Take the **Horse Head** token and place it next to you. You are the first player from now on.



Discard 3 cards of your choice from your hand and take a **\$3** and a **\$5 Money** card into your hand.

CREDITS

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RULES SUMMARY

- SETUP -

- Place Public Jobs and Allies according to player count.
- Place starting Businesses in 4 and 5-player games.
- Each player gets its Family's Don figure, two Thugs (three in 2-player games), Control markers, Suitcase, and a hand of \$1, \$2, \$3, and two Jobs.

- PHASES OF EACH ACT -

• OPEN NEW BUSINESS

Add a Business tile to the empty Business space of the lowest-numbered Turf available.

• FAMILY BUSINESS

Each player takes one action, in clockwise order, until they run out of figures.

- **PLAY A THUG** - Place a Thug on a Business to Shake Down its Front (player controlling this Turf also gets the ability).
- **PLAY A FAMILY MEMBER** - Place a Family Member on the board to Shake Down the Backs of all Businesses in adjacent Turfs.
- **COMPLETE A JOB** - Discard from hand the necessary Illegal Goods to complete a Job card either from hand or from the Public Jobs. Gain benefits indicated in the Job card and Suitcase it.
- **PLAY AN ALLY** - Place an Ally card from hand faceup on the table to use that Ally's ability.

• TURF WAR

Compare each player figures' Influence on each Turf. Highest Influence places a Control marker on the Turf. If tied, no marker is placed (neutral figures also compete).

• BRIBERY

Players bid Money from their Suitcases to gain new Allies. Players pick in bidding order, with ties going to the player earliest in play order. Last player gets no Ally, but returns bid Money to Suitcase.

• TRIBUTE TO THE DON

Players take played Allies back in hand, then discard cards from their hands down to the Hand Limit of the current Act.

• ENTR'ACTE

Remove all figures from the board. Advance Corleone figure in Act Track. Receive new figures when indicated on the Act Track. Replenish Public Jobs and place current Act's Allies.

- ENDGAME -

Place the 2 Money cards left in your hand inside your Suitcase (any other type is discarded).

- \$5 bonus for each Turf where you have the most Control markers. Ties go to the highest marker.
- \$5 bonus for each Job color in which you have the most cards. In case of ties, all tied players get the \$5 bonus.

The player with the most Money is the winner. Tiebreaker: player with most Turf dominance bonuses.