

# ACT STRUCTURE

1. RETURN CAPOS (3/3/1 IN ACTS 2/3/4)
2. PLAYER ROUNDS (4/3/3/1 rounds in ACTS 1/2/3/4)
3. LUCKY LUCIANO PHASE (ACTS 1/2/3)
  - 3.1. Mob War



For each district with a face-down Mobster District tile:

- Add a Mobster tile for this ACT to the Mobster board.
- Replace the District tile with a Mobster Strength tile.
- Place a Mobster Speakeasy on each empty building space.
- Replace player's buildings unless they defend:

Your + Associate strength (if you pay) +1 per you discard ≥ Mobster strength (brown box) + strength modifier (red box).



x3

At the end of ACTS 1 and 2, reveal the indicated number of Mobster District tiles, and place each tile in the corresponding district.

### 3.2. Cops Patrol Manhattan



For each district with a Cop District tile, add a Cop and discard the tile.



x4

At the end of ACTS 1 and 2, reveal 4 new Cop District tiles and place face down into corresponding districts.

### 3.3. Payout Zone Control (Safe money)

For each Zone, record players' and mobsters' controlled districts on Zone Control track, and receive Lucky Luciano payout.

## 4. FINAL SCORING ROUND (ACT 4)

Cash + Safe money + Operating buildings + unique Helper card bottles.



# PLAYER TURNS

## 1. HELPER CARD

You may gain the benefit of one Helper card in front of you. Place it in your Safe.

## 2. CAPO ACTION

Send one Capo to “talk” with a person in a location and perform that person's actions from **top to bottom**. Each Person can only “talk” with one Capo\*.

All actions are optional **except changing Turn Order**.

\*Exception: the **Restaurant** can hold any number of Capos.

## 3. TAKE ONE OPERATIONS CARD

Take any one of the four types of Operations cards.

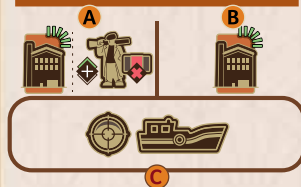
# END OF THE ROUND

1. If Turn Order changed this round, each **Operating** Casino pays \$3 (**2-player**: \$5).
2. Adjust Turn Order. Move markers on lower row to top row, displacing markers still on top row.

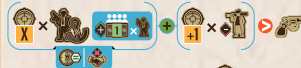
## DOCKS

Ambush a Rum-runner Ship.

*"We unleash the hired guns and snatch their stash."*



- A** Play a Stills card **and** hire a Goon for free.
- B** Play a Stills card.
- C** **AMBUSH A RUN-RUNNER:**



Multiply your strength **X** by any players' **X** at the Zone's Dock. Other players receive from you **+1** per **X** used. May spend **X** for +1 strength each. Total must exceed ship's strength **X**.

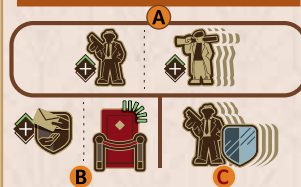
**Note: You cannot use Associates.**

- Gain Crate and place barrel next to Operating building.
- 1x** Return 1 of your **X** to your VIP Room.
- Move ship clockwise.

## CITY HALL

Send Family members to Protect your buildings.

*"Gotta grease the palms of the bulls to stay in business."*



- A** Gain a Family Member **and** hire Goons. Family Members go to your VIP Room (**check limit**) or to any available Dock space (**gain benefit**).
- B** Gain a Leverage token **and** play a VIP card.
- C** **GET PROTECTION:**

Place **X** from your VIP Room next to your buildings. Each placed costs Leverage shown by your Turn Order space. May spend Leverage tokens in addition to Leverage shown on Operations cards.

## RESTAURANT

Change Turn Order, Play City actions, Cook Books.

*"Pay respects. Gotta keep the green flowin' in from our rackets."*



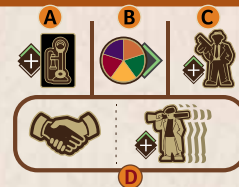
- A** You **MUST** discard an Operations card and you **MUST** change turn order. Depending on the chosen position you may have to discard another card.
- B** Choose **any 2 different**:
  - Play one Operations card.
  - Play up to two City tiles.
  - Cook up to three Books. Place books from your Operations board onto goals you have achieved.

**You may not have more than 1 book on each goal.**

## COMMISSION

Associate with a Mobster.

*"I ain't tryna get on the wrong side of the Don. Ya dig?"*

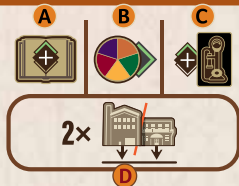


- A** Gain a Helper card.
- B** Increase Strength or **any** Operations by 1.
- C** Gain a Family Member. Family Members go to your VIP room (**check limit**) or to any available Dock space (**gain benefit**).
- D** **GET AN ASSOCIATE:**
  - Take any Mobster tile from the Mobster board and place it Associate face up onto the Associate space on your Operations board.
  - Place your Associate marker in the Mobster's district. You cannot take over Mobster Speakeasis there.
  - Hire Goons.

## CONTRACTOR

Open Speakeasies and Stills.

*"The boss is fixin' to broaden the family's horizons, see?"*



- A** Gain a Book.
- B** Increase Strength or **any** Operations by 1.
- C** Gain a Helper card.
- D** **OPEN SPEAKEASIES/STILLS:**

### Up to two times:

Pay cost of building (\$3, \$5, or \$8).

**Taking over:** Exceed Mobster's strength with your strength . May pay the Associate to add their strength. May spend Goons for +1 strength each.

Place building. If taking over, discard Mobster building. Gain benefit under building.

## CITY PLANNER

Open Nightclubs and Casinos.

*"Runnin' these joints is like swimmin' in dough, ain't no denyin' it."*



- A** **OPEN NIGHTCLUBS/CASINOS:**
- Note: Max 1 Nightclub and Max 1 Casino per zone.**

### Up to two times:

Pay cost of building (\$12 for Nightclubs, \$17 and an Operations card for a Casino).

**If upgrading:** Replace one of your built Speakeasies with a Nightclub or Casino. Cost is reduced by \$3, \$5, or \$8 if you have built all 3 Speakeasies/Stills from a group on your Operations board. Discard Speakeasy.

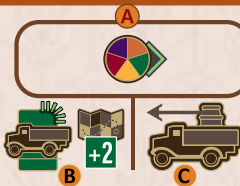
**Taking over:** See Contrator.

- B** Play one Operations card.
- C** Increase Strength or **any** Operations by 1.
- D** Play a Party card.

## GARAGE

Use your trucks to deliver barrels to your businesses.

*"Gotta be sly when distributin' the hooch or get pinched"*



- A** Increase Strength or **any** Operations by 1.
- B** Play a Fleet card. For this action, gain a +2 bonus to your range.

### **C** DELIVER BARRELS:

Each of your truck(s) may move up to your range. Moving to an adjacent zone costs 1 movement.

### Pick up from:

- **Operating** Stills: Take barrels from Stills area.
- Buy from ships: Must be in same district. Pay cost shown and move ship clockwise.

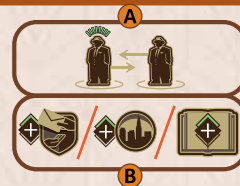
### Deliver to:

- Speakeasies, Nightclubs, and Casinos. **Maximum of 1 barrel next to a building.**

## PARK

Exchange Capos to "talk" with busy people.

*"The Capo's itch for that job to be handled is real."*





- A** Exchange your Capo with another player's Capo from any location space.
- B** Opponent's Capo performs one of the following:
  - Gain a Leverage token.
  - Gain a City tile.
  - Gain a Book.
 Your Capo performs the actions on the location you moved it to as usual.

## OPERATIONS CARD ACTIONS



### GET PROTECTION

Place  from your VIP Room next to your buildings. Each  placed costs Leverage shown by your Turn Order space. May spend Leverage tokens in addition to Leverage shown on Operations cards.



### SELL BARRELS

Sell barrels next to your **Operating buildings**, up to the number indicated by your Party Operations marker.



Gain cash equal to the highest barrel space you have reached on the Infamy track. For Speakeasies gain the lower amount, for Nightclubs and Casinos gain the higher amount.



### PRODUCE BARRELS

**Must have an Operating Stills.** Place the number of barrels indicated by your Stills Operations marker onto your Stills area.



### DELIVER BARRELS

Each of your trucks may move up to their range. Moving to an adjacent district costs 1 movement.

#### Pick up from:

- **Operating Stills:** Take barrels from Stills area on Operations board.
- **Ships:** Must be in same district. Pay cost shown, and move ship clockwise.

#### Deliver to:

- Speakeasies, Nightclubs, and Casinos. **Maximum of 1 barrel per Building.**

## ICON REFERENCE



+2 range to each truck



Take 1 Operations card (any type)



Play 1 Operations card (any type)



Discard 1 Operations card (any type)



Hire Goons



Take 1 VIP Room Operations card



Play 1 VIP Room Operations card



Take 1 Operations card & 1 Helper card



Gain 1 Goon for free



Take 1 Party Operations card



Play 1 Party Operations card



Gain 1 Helper card



Gain 1 Family Member



Take 1 Stills Operations card



Play 1 Stills Operations card



Gain 1 City token



Gain 1 Book



Take 1 Fleet Operations card



Play 1 Fleet Operations card



Play 2 City tokens



Cook up to 3 Books



Increase Strength or any Operation by 1



Increase the Operation shown by 1



Discard any 1 Operations card to increase the Operation shown by 1



Gain a Leverage token



Get an Associate



Change turn order