

MAFIA CITY

The Board Game (for 3 to 5 players, play time 60–90 min, for 12 years+)

Content of the box

Box of the MAFIA CITY – the board game contains:

- 7 hexagonal map tiles, locations of the city;
- 60 Mafioso chips, 12 pieces of the same color for each player;
- 3 preprinted figures (*Policeman, Hitman and Mayor*);
- 30 victory point tokens in values of 1, 5 and 10;
- 1 first player token;
- 7 marking cubes;
- 66 cards:
 - 49 action cards,
 - 10 reference cards, 2 for each player,
 - 7 blank replacement cards;

this rulebook.



Victory point tokens



Mayor



Hitman



Policeman



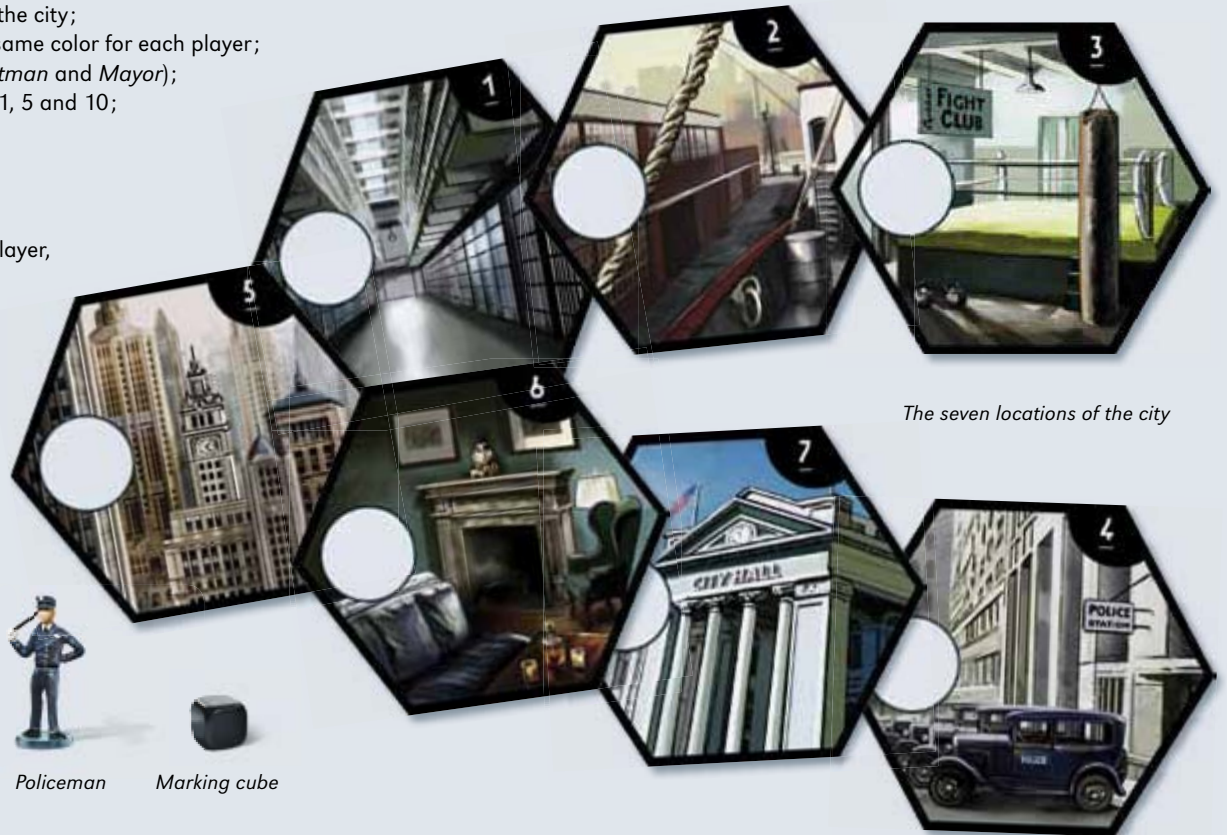
Marking cube



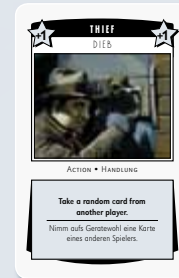
Mafioso chips



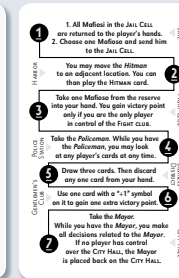
First player token



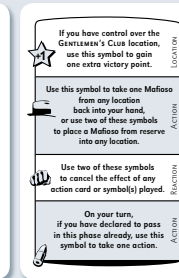
The seven locations of the city



Action cards



Location effects reference card



Symbol effects reference card



Blank replacement card

Goal of the Game

The goal of the game is to be the first player who gains a certain number of victory points, proof of power over the city. Victory points are gained only by controlling locations (i.e. parts of the city). As the head of a mafia clan, each player fights for control over locations by sending his Mafiosi into locations, playing their action cards effectively, using the effects of locations under the player's control and using special characters that appear in the game to his advantage.

1. Game setup

1.1 Choose the **first** player; the **next** player is always on the left. The first player receives the **first player token**. The first player token always determines the first player in the course of the game. Each player, starting with the first one, chooses the color of his **Mafioso** chips. The number of chips depends on the number of players and it is defined by the following table:

No. of PLAYERS	No. of MAFIOSO CHIPS		
	in Hand	in Reserve	Total in Play
3	8	4	12
4	7	4	11
5	6	4	10

This means that each player has at their disposal from 11 to 12 pieces of Mafioso chips of the selected color and **never** of any other. All the rest of the chips that are not "in hand" nor "in reserve" are out of play and are put back into the box. Each player has chips that are "in hand" in front of him while all the chips in the "reserve" are placed aside.

1.2 **Randomly** place all seven **locations** in the center of your play area, so that the central one is edging by its sides with the remaining ones. This is the play board – **the City** that consists of seven different parts, varying in constellation in each game.

At the beginning of the game, place the figures *Hitman* on the **HARBOR** [2] location, *Policeman* on the **POLICE STATION** [4] and *Mayor* on the **CITY HALL** [7] location.



The setup of a game for four players



1.3 Place all **marking cubes** and a pile of **victory points** near the play board. The following table shows the number of victory points required to end the game and to declare a winner:

No. of Players	Experienced	Beginners
3	15	10
4	13	8
5	11	7

1.4 Shuffle all **action cards**. This deck of 49 cards (excluding blank cards) creates a **draw deck** that is placed face down near the play board within reach of all. From the draw deck players draw cards into their "hand".

1.5 Near the play board, a face-up **discard pile** will be situated, where all played, used or discarded cards are put.

When a player cannot draw a card (draw deck is empty), shuffle the discard pile and create a new draw deck.

1.6 In the beginning of the game, each player draws two (2) cards. Then each player, starting with **the first**, may discard both (meaning not only one) cards in hand and draw two (2) new cards, but may do so only once.



2. Gameplay

Each game is played in **rounds**. The playing round consists of four **phases** in this defined order:

- I. ACTION PHASE
- II. LOCATION PHASE
- III. STRATEGY PHASE
- IV. END OF ROUND



I. ACTION PHASE

Within this phase players are taking actions (by sending their Mafiosi into the city and by using action cards) to gain the best positions in the city.

In the Action Phase players take their turns in cyclic order, always starting with the **first player** and following with the next.

In ones turn each player **must** perform **one** of the following **actions**:

A. PLACE A MAFIOSO FROM "HAND" (not from the "reserve") on any chosen location in the city. Each location has one circular space where Mafioso chips are placed, each on top of the previous one (over each other), forming a stack.



B. PLAY A CARD FROM THE "HAND":

- one card with the effect (written on the card) that is of the ACTION type; player executes the effect of the card and discards the card (ignoring the symbol),
- one or two cards with a **Hat** symbol (see chapter 4. Action Cards); player executes the effect of the symbol and discards the card(s), ignoring the text effect on the card(s),



ATTENTION: If the effect of a card (or a symbol) is canceled by an opponent, the player's turn is over and the turn of the next player starts.



- any one card can be discarded as a *temporizing action* (ignoring its effect and symbol).

C. DECLARE TO "PASS" and do nothing. This means on such a player's next turn no action can be performed while he has declared to pass already. This action ends the player's current action phase.

ATTENTION: If a player has declared to "pass" already, he may, on his turn, perform one of above actions only if:

- Player receives his Mafioso(i) back to hand via the effect of the card **POLICE RAID**; then such a player is "back" in the current Action Phase, performs an action as usual and will declare to "pass" later again.
- Uses a card with a **Bullet** symbol (ignoring the text effect of this card) and then performs a single action **A** or **B** as described above. This action does not bring the player back into the current Action Phase and on his next turn he may not perform any action while he has declared "pass" already.

Both of these paragraphs above are to be taken as rules at any given moment.

NOTE – A player must declare to "pass" if he does not have any Mafioso left in his hand nor any action card (of the ACTION type) he wishes to play. However, a player may declare to "pass" as desired, even if he has some Mafiosi and cards left on his hand, even this can be a part of some nifty plan!

The action phase ends when the last active player declares to "pass". From now on no further action can be taken (not even by using the **Bullet** symbol); II. Location Phase takes place immediately.

POLICE RAID
DURCHSUCHUNG

ACTION • HANDLUNG

All Mafiosi from a location where there are at least two of your Mafiosi are returned to their player's hands.
Alle Mafiosi von einem Ort an dem es mindestens 2 von deinen Mafiosi hat kehren in die Hände eines jeden Spielers zurück.

HITMAN
AUFTRAGSKILLER

LOCATION • ORT

Eliminate any Mafioso in a location where the Hitman is.
Eliminiere einen Mafioso der in dem Ort des Auftragskiller ist.

II. LOCATION PHASE

Within this phase the consequences of the previous one (as well as of the previous game progress) are to be resolved. The continuous dramatic moments are caused by the particularities of the individual locations and by the order of solving their effects.

The Location Phase always consists of seven (7) cycles. In each cycle one location is chosen and solved, each location is proceeded only once per phase (marking cubes are used to keep track). This phase is important for being the only one in which players gain victory points.

Each cycle has five steps in a given sequence: **CHOOSING A LOCATION** ; **DETERMINING THE CONTROL** ; **GAINING THE VICTORY POINT** ; **SOLVING THE EFFECT OF LOCATION** ; **MARKING THE LOCATION AS SOLVED**.

Each cycle is processed by following rules:

- 1. CHOOSING THE LOCATION** that is to be resolved in this cycle depends on the position of *Mayor* figure:
 - a) If the *Mayor* is situated on the location CITY HALL [Z], then the locations are selected by their numbering from 1 up to 7. (This means in the first cycle the location 1 is resolved, in the second one location 2 etc.)
 - b) If any player has the *Mayor*, then such a player is free to select any location without a black marker regardless of its numbering.

NOTE — *The reference card of location effects states (7) “decisions related to the Mayor”. This refers right to this step of II. Location Phase.*

- 2. DETERMINING THE CONTROL** – on the chosen location there is a single player determined who controls it by having the biggest amount of Mafiosi in the location:
 - If two or more players have the same (and highest) count of Mafiosi, then the control has the player whose Mafioso was earlier there (meaning it is lower in the column).
 - In case of the locations FIGHT CLUB [3] and CITY HALL [Z] the control is determined slightly differently (order of Mafiosi does not matter) and is described in detail in the chapter no. 3. Locations.

3. The player who controls the location, gains one (1) victory point.
4. The player who controls the location, may execute the effect of the location.

NOTE — *Some locations allow to play Location type of cards or cards with a “+1” symbol (see chapters 4.Locations and 5.Action cards) —*

5. Place one marking cube on the location.

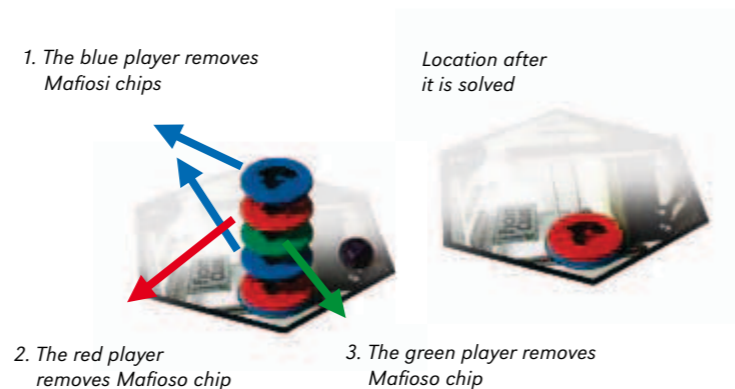
This whole cycle is to be repeated seven times per phase, it is not possible to choose a location with a marking cube on it.

The phase ends by resolving the last location, when there are marking cubes on each of the seven locations.

AT THE END OF THIS PHASE (LATER IN THE GAME) ONE OR MORE PLAYERS MAY HAVE REACHED THEIR GOAL AND THEREFORE THE WINNER MAY BE DECLARED AND THE GAME ENDS. (see below: End of Game)

III. STRATEGY PHASE

In this phase players may gradually, one from each location, pull back their Mafiosi into the hand (to have them operational for the next round) or leave them there (to ensure a certain strategic advantage); the decisions are up to the player only. Each player has but one chance to do so per location and his decision may have impact on the player that follows next.



Strategy Phase is again proceeded in seven cycles; in each of which one of seven locations is solved in the following steps, in this given order: **CHOOSING OF THE LOCATION** ; **SELECTING PLAYERS** (to take back Mafioso/Mafiosi) one by one; **MARKING AS SOLVED**.

Proceeding of Strategy Phase depends on where the *Mayor* is situated. Each cycle is solved by following rules:

- a) The player who has the *Mayor* figure is free to choose any location that contains a marking cube. Then he selects one player who has at least one Mafioso in this location, this can be himself as well. Selected player removes the desired number of his Mafiosi (any, all, none) back into the “hand” and then another player is selected. Each player may do this removing only one time per location.

Then the marking cube is removed from the solved location.

- b) If no player has the *Mayor* (*Mayor* is situated in the CITY HALL [Z] location) then a location is chosen by its ascending numbering from 1 up to 7. (one per cycle).

The order of players (that remove Mafioso(i)) starts by the first player followed by the next ones.

Then remove the marking cube.

NOTE — *Removing any Mafioso never causes the change of the order of the Mafiosi in the stack on the location. It is forbidden to take back any Mafioso that is in a special area called JAIL CELL that is on the location JAIL [1] (see later explanation). The reference card of location effects states (7) “decisions related to the Mayor”. This refers to this choosing in the III. Strategy Phase.* —

Strategy phase ends when the last location is solved, so there is no black marker left in the city.

IV. END OF ROUND

A. CHANGE OF THE FIRST PLAYER :

Player, who had the first player token gives it to the next player, so that that player becomes the first player of the next round.

B. Drawing of action cards is proceeded in a sequence of three steps that are ruled as follows:

1. If there is only one player who has the lowest number of victory points **WHILE AT THE SAME TIME** this player is the only player with the lowest number of cards in hand, then such a player draws one (1) card.
2. One (1) card draws the player who is the only player with the lowest number of victory points (even if the player did so in step 1. above).

Examples :

If two players have one VP while all others have two or more VPs, no player draws a card in this step.
If a single player has two VPs and one card in hand while all other players have three or more VPs and have two or more cards in hand, that single player draws one (1) card.

Examples :

If two players have both one VP and all other players have two or more VPs, no player draws a card in this step.
If one single player has three VPs while all other players have four or more VPs, that one player draws one card.

3. Each player, starting by the first one, draws one (1) card (including the player who did in the previous step or steps 1 and 2).

Then the next round starts by its I. Action Phase.

END OF GAME

At the end of II. Location Phase comes a point where a winner may be declared and the game ends.

The winner is the player who reached or exceeded the required number of victory points and so has the city under control.

If two or more players have the highest number of victory points the order of tiebreakers is as follows:

1. Lower count of Mafiosi in the reserve (bigger gang in the city),
2. More cards in hand (greater action radius),
3. Mayor under control (momentary political, advantage),
4. Closer to the first player position, meaning: earlier on turn (initiative).

3. Locations

Two locations are adjacent if they are edging by sides of their hexagon tiles. This is important only for the movement of the *Hitman*, one figure that wanders the city.

Each location displays a circular space, on which the Mafioso chips are to be placed (each on top of the previous one, forming a stack there). This may occur only in I. Action Phase.

If a Mafioso is removed from a location, anytime during the course of the game, the gap is filled (by gravity) with other chips above while their position in the order cannot ever be changed.

Each location has its unique number (that is taken into account only in II. Location Phase and III. Strategy Phase.)

A player always gains one (1) victory point when controlling a location. This is not considered an effect of the location, thus this can never be canceled.

Out of any two Mafiosi on a single location the one who was there **earlier** is situated lower. Their order matters in determining the control over the location (except for the locations FIGHT CLUB [3] and CITY HALL [Z], see below).

In general, no player can have control over a location if there is no Mafioso chip there. Then the Location effect is not to be executed.

On top of it, especially in case of the locations FIGHT CLUB [3] and CITY HALL [Z], no player has control over it if there are two or more players with the highest count of Mafiosi there, as described below.



Determining the control and solving locations:

1. JAIL

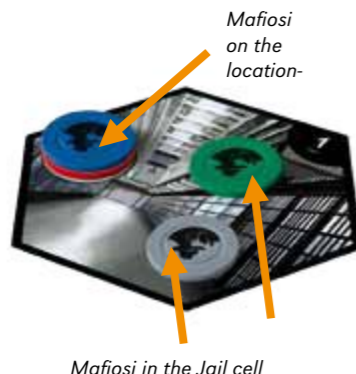


Having control over the prison and its director can be of a great use for your clan! The director of the city prison can get jailed like anyone else, even without proof of a crime. And until you get compromised and the other Mafiosi are released, you may gain enough time to boost the power of your family. What's the name of the next director's wife and their little kid...?

JAIL, as the only location, has a special area called JAIL CELL. During the game chips are placed there as a result of the execution of this **Location effect** and as a consequence of played SNITCH and COMPLICITY cards.

In the JAIL CELL is every Mafioso that is not a part of the stack of chips on this location, but is placed on the picture of the jail bars. Mafiosi in the JAIL CELL are never taken into account when determining the control over the JAIL location.

There is no limit how many Mafiosi can be in the CELL, the jail is huge.



Control over this location has the player who has the greatest amount of Mafiosi or (in case of a tie) who was there earlier.

The controlling player gains one (1) victory point and then the location is solved; this is one of two independent steps in order as follows:

1. Each player takes **back to hand** all of his Mafiosi that are in the JAIL CELL. This release from custody happens every time, even if no player has control over the Jail and even the POLICE CHIEF cannot cancel this.
2. **Location effect:** The controlling player may choose any Mafioso in the city (whether the location is marked or not) and place it onto the JAIL CELL area.

The controlling player cannot use the Location effect again if it was canceled by the POLICE CHIEF card.

In general, once a Mafioso is in the JAIL CELL (no reaction was played to cancel it) he is released from it only when the first step of this location solving is executed and never any other way.

2. HARBOR



There are many strangers hanging around that dusky Harbor. It's good to have a good overview of the Harbor to know which hitman to hire; a lonely shadowy assassin. No questions are asked; just mark the victim that you would like to see in a wooden suit...

Control over this location has the player who has the greatest amount of Mafiosi or (in case of a tie) who was there earlier. The controlling player gains one (1) victory point and then the location is solved; this is one of two independent steps in order as follows (first one is considered to be a Location effect while the second one is not):

1. **Location effect:** Controlling player may (or may not) move the *Hitman* to an adjacent location.



Movement of the Hitman

2. Then the controlling player may play one HITMAN card to do what it says; the player may choose any Mafioso from a location where the *Hitman* currently is and eliminate this Mafioso (this means the Mafioso chip is moved to the **reserve** and not into that player's hand).

The controlling player cannot use the Location effect again if it was canceled by the effect of F.B.I. card.

If the effect of HITMAN card is canceled by any opponent, the controlling player can play another HITMAN card.

3. FIGHT CLUB



Desperate street boys believe that illegal fights can lead to a better life, eventually. But while there's no counting on that and death comes rather fast, this is the perfect hub to recruit some tough guys to serve your family...

Control over this location has the player who has the greatest count of Mafiosi here (here, in case of a tie, it does not matter whose Mafioso was here earlier). The controlling player gains one (1) victory point and then he may execute the Location effect.

Location effect: The controlling player or each player that has the highest count of Mafiosi here, may move one of his Mafioso chips from reserve (if possible) into the "hand".

This means that even if no player gains the victory point for controlling this location, two or even more players may use the Location effect to acquire one Mafioso, a fresh recruit.

4. POLICE STATION

Having the same intel as the police is priceless. Why have expenses on spying on opponents and laboriously hunt for their plans if those blue shirts can do it for you. Gain access to the resources of the central police station and hear everything the bloody birds of the city are singing...



Control over this location has the player who has the greatest amount of Mafiosi or (in case of a tie) who was there earlier. The controlling player gains one (1) victory point and then he may execute the Location effect.

Location effect: The controlling player takes the *Policeman* figure (out of this location or usually from another player). From now on until the moment he loses it, this player may see at anytime all cards in hand of any other player, this information cannot be shared.



If no player has control over the POLICE STATION, the *Policeman* is placed back (or stays) there.

5. BUSINESS DISTRICT

Not only what shines in the windows of shopping malls or what gets traded on the stock market spins the creepy so called business around. You can trade unthinkable stuff. Get in charge of the business district and get yourself a piece of the grey market...



Control over this location has the player who has the greatest amount of Mafiosi or (in case of a tie) who was there earlier. The controlling player gains one (1) victory point and then he may execute the Location effect.

Location effect: The controlling player draws three (3) action cards and then discards any one card from the hand.

Discarded card may or may not be one of the drawn ones.

6. GENTLEMEN'S CLUB

There's a hidden establishment for the very elite where you shall dance the social dance and can talk discreetly. To connect with the high society and form ties with the people that matter is a must if you want to get ahead...



Control over this location has the player who has the greatest amount of Mafiosi or (in case of a tie) who was there earlier.

The controlling player gains one (1) victory point and then he may execute the Location effect.

Location effect: The controlling player may play one card with a "+1" symbol on it to gain one extra victory point.

Each time the effect of "+1" symbol is canceled by any opponent, controlling player may play another one. A player may never gain more than one (1) extra victory point per phase.

7. CITY HALL

The higher the position of some corrupt politician is, the dirtier yet more officially you can change the course of events in this blessed service to public. This is for real; the advantage is as great and merciless as politics always were and ever will be. Who's the big brother in your family?



Control over this location has the player who has the greatest count of Mafiosi here (here, in case of a tie, it does not matter whose Mafioso was here earlier) The controlling player gains one (1) victory point and then he may execute the Location effect.

Location effect: The controlling player takes the *Mayor* figure (from this location or from another player).

From now on until he loses it, this player chooses locations (II. Location Phase and III. Strategy Phase) and determines the order of players removing their Mafiosi (III. Strategy Phase).

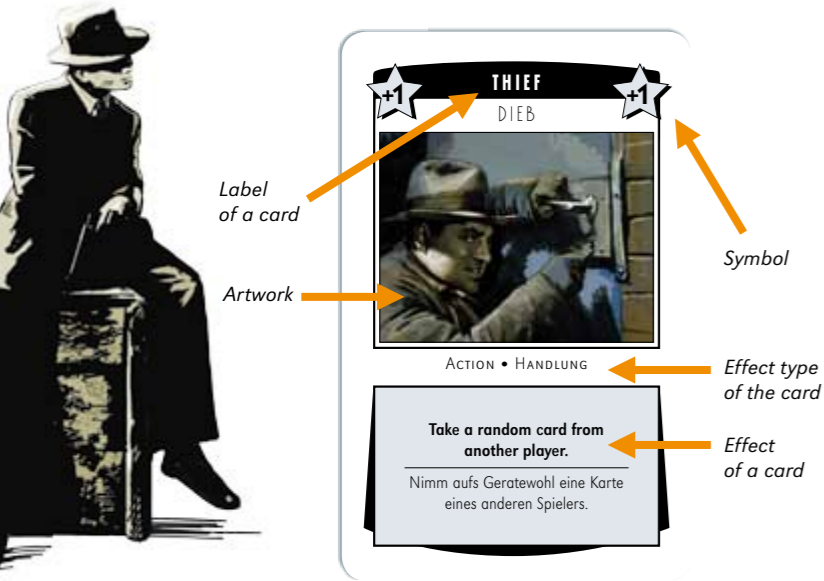


Note: on a quick reference card this three key parts are described as "decisions related to the Mayor".

If no player has control over the CITY HALL (in the case where two or more players have the same greatest count of Mafiosi, regardless of their order) then the *Mayor* is placed back onto CITY HALL (no player gains the victory point).

4. Action Cards

Action cards are obtained: either using the effect of a TRADE card, the effect of the BUSINESS DISTRICT [5] location and are **always** drawn at the end of each round. There is no hand limit of action cards.



In the game you can find eleven different kinds of action cards (described by their name, artwork, type of effect and the effect of action card itself). Regardless of the card's kind, it also contains one of four different symbols (**Hat**, **Fist**, **Bullet** and "+1").



In general, each action card can be used (played) **only in one** of three possible ways:

- Using the effect of the card (which is stated in its text).
- Using the effect of the symbol (which is displayed in both upper corners).
- Discarding it (ignoring its effect and symbol), as a *temporizing action* (see I. Action Phase).

The effect of a card or the effect of a symbol is always of a certain type:

- ACTION** type
Such a card is played and the effect of the card or effect of the symbol are solved as an action, on ones turn in the I. Action Phase. Only one action can be taken by each player on his turn, so if the effect is cancelled by an opponent, a player cannot play another card of the ACTION type and it is the next player's turn.

- LOCATION** type
The effect of such a type is resolved when solving the II. Location Phase. If the effect of the card or effect of the symbol are canceled by an opponent the player may play another one.

- REACTION** type
This type of effect allows a player to react on any other player, usage varies, see explanations later. If the effect of a reaction itself is canceled by an opponent, another reaction may be played by any player (prior to solving the effect that caused the reaction).

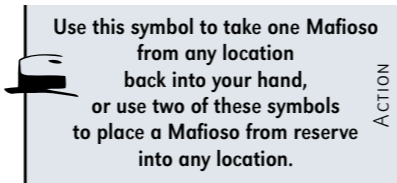
Reactions (effects) of the cards POLICE CHIEF, F.B.I. and of the **Fist** symbol can be used by any player, while the effect of the COMPLICITY card (as written on the card) can only be used by the involved player, see below.

Effects of Symbols:

Hat (ACTION)

Effect of symbol:

- As an action, on his turn a player may use one (1) card with this symbol to take one of his Mafiosi from any location (except from the JAIL CELL) back into hand.



- As an action, on his turn a player may use two (2) cards with this symbol to place one Mafioso from the **reserve** (of his own color and only if possible) into any location. The new Mafioso is placed on top of the stack of Mafiosi chips on any chosen location.

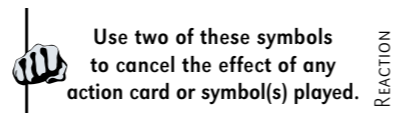
If the effect of this symbol is cancelled by an opponent, the player's turn is over.

Fist (REAKTION)

Effect of symbol:

Anytime a player is about to execute **any card effect or the effect of a symbol** (meaning: **not** the Location Effect) than any other player may react and use two (2) cards with a **Fist** symbol to cancel it. Canceled cards are discarded.

This applies also to the effects of symbols that require not one but two cards (which is the case with **Fist** and **Hat** symbols, see examples later).

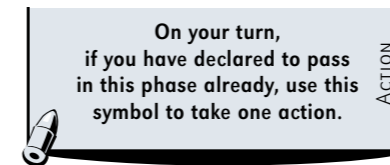


This also implies that (in case of the **Fist** symbol only) it is possible to cancel a cancellation that was canceling a previous one... Have a fun!

Bullet (ACTION)

Effect of symbol:

A player that has declared to pass in the current I. Action Phase may (on his turn) use one card with this symbol and then take one action.



This action does not bring the player back into the current Action Phase. On his next turn he may not perform any action. The player may however use this symbol again on his next turn, there is no limit, how many **Bullet** symbols any player can use in a single II. Action Phase.

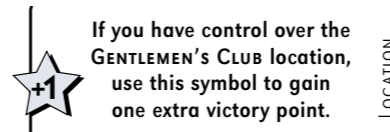
When the last active player declares to pass, then no other player can use this symbol, the phase is over.

If the effect of this symbol is cancelled by an opponent the player's turn is over.

„+1“ (LOCATION)

Effect of symbol:

Player that has control over the GENTLEMEN'S CLUB [6] location can use one card with this symbol to gain one (1) extra victory point.



If this effect is canceled by an opponent, the controlling player can play another card with this symbol. It is possible to gain only one extra victory point per II. Location Phase this way.

NOTE — Even if the card has two symbols in its upper corners, it is still considered "one card with a symbol".

Examples:

Player A uses two cards with a **Hat** symbol to place a Mafioso into the HARBOR [2] location. Player B is threatened so he immediately plays two cards with a **Fist** symbol to cancel it. Player A is strongly willing to place his Mafioso there, so he plays two cards with a **Fist** symbol. This cancels the previous effect of the played **Fist** symbols so the Mafioso placement is executed, even at the cost of four cards.

Player B uses two cards with a **Fist** symbol as a reaction to player A (who has already played two **Fist** symbols to cancel a previous effect). This is unpleasant to player C so he uses another two cards with a **Fist** (to cancel the symbols played by player B). The result is, that the original effect is canceled by player A.

Player A has control over the GENTLEMEN'S CLUB [6] and plays one card with a "+1" symbol to score an extra victory point. Player B is not fine with that, so he cancels that with two **Fists**. But player A has an answer and plays another card with a "+1" symbol. Then player C joins the effort and cancels this again. As player A has no other card with a "+1" symbol, he gains no extra victory point.

Player A, after having declared to pass already, plays in his turn a card with a **Bullet** symbol. Player B could cancel it (with two cards with **Fist** symbols) in which case the turn of player A would be over. But player B does not do so and waits. Player A has one Mafioso and one card on hand. In case of sending the Mafioso into a location, this action could not be canceled and would be executed. In case of player A playing the card, player B could wait to see its effect and react then.

Effects of action cards in detail:

HITMAN

The deal is sealed, the victim is doomed; a hitman has no remorse.

- This card is required to be played when solving the HARBOR [2] location so the HITMAN can finish his job.
- The Mafioso to be eliminated can be anyone in that location, regardless of its position in the stack on the location; its chip is put to the reserve and not into the player's hand.
- Does not apply to Mafiosi that are locked in the JAIL CELL in the JAIL [1] location.



LOCATION • ORT

Eliminate any Mafioso in a location where the Hitman is.



ACTION • HANDLUNG

Send any Mafioso to the JAIL CELL.

SNITCH

Every rat has its dirt but when this birdie sings even the high and mighty will fall...

- The chosen Mafioso is from any location regardless of its position in the stack on the location.

THIEF

A good thief is an asset. Shake his hand, slip him the right tip and you will be rewarded. Just be sure to count your fingers afterwards.

- A player cannot see the other player's hand when stealing the card.



ACTION • HANDLUNG

Take a random card from another player.

POLICE CHIEF

The chief? He's a good guy. Knows when to turn a blind eye and when to bring down the fist of authority. Lucky for us that his fondness for the dollar is mightier than his love of the law...

- When any player uses some listed effect, play this card to cancel it.
- If the effect of the POLICE CHIEF card is canceled, the initial effect is executed.



REACTION • REAKTION

Cancel the effect of cards SNITCH, THIEF, POLICE RAID or the JAIL location.

F.B.I.

Having the feds in your pocket you might as well draw a line between life and death. Your life, your opponent's death.

- When any player uses some listed effect play this card to cancel it.
- If the effect of F.B.I. card is canceled, the initial effect is executed.
- In case of the HARBOR [2] location this card has two ways of use, each resulting in a different outcome (it either blocks the Hitman's movement or prevents the assassination; or two F.B.I. cards used in sequence cancel both effects).



REACTION • REAKTION

Cancel the effect of cards HITMAN, TRADE, GRAND SCHEME or the HARBOR location.

POLICE RAID

There's nothing easier than provoking a raid. A whisper in the right ear, a dollar in the right pocket. Just make sure the bulls know when to stop or they'll hunt the echoes all the way back to you.

- This raid can be caused in a location only by a player that has two or more Mafiosi in there.
- All Mafiosi are returned to the players' hands, even those of the player whose job that was; after this action the location becomes empty.
- All and any player who have declared to pass in the current I. Action Phase and receive their Mafiosi back this way, are automatically and immediately back in the current I. Action Phase; a player's pass is canceled, this applies also to the player whose job that was.
- Does not apply to Mafiosi that are locked in the JAIL CELL.



ACTION • HANDLUNG

All Mafiosi from a location where there are at least two of your Mafiosi are returned to their player's hands.



SHADOW GAMES

Every custom can change when the right strings are pulled. So hide behind the throne have friends in high places and, above all, be discreet.

- The main Mafioso is the one that is the lowest one in the stock.
- None of switched Mafiosi has to belong to the player that plays SHADOW GAMES card (but it can be one of them as well).



ACTION • HANDLUNG

Switch the main Mafiosi on any two locations.



GRAND SCHEME

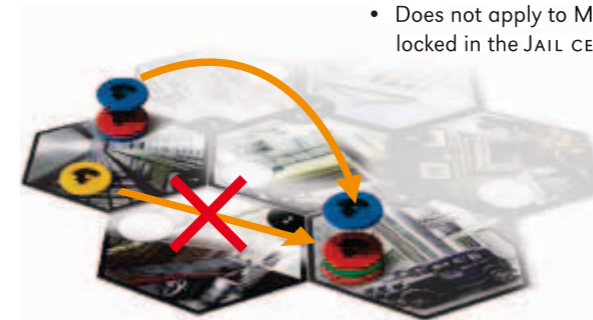
Make your rivals look one way while you go the other. Make sure you have a plan as things can always change around you...

- The chosen Mafioso chip that is moved by this card is always placed on top of the stack on the new chosen location.
- Such a Mafioso may belong to any player, including the player who took this action.
- Does not apply to Mafiosi that are locked in the JAIL CELL.



ACTION • HANDLUNG

Choose any Mafioso and move him to another location.



COMPLICITY

When you get busted, keep kicking and screaming! If you fall, grab your opponent and drag him off the edge with you!

- This reaction can be played only by the player whose Mafioso is moved to JAIL CELL ("If your Mafioso...").
- The third player is any but the one who caused this transport nor the one whose Mafioso is on its way to JAIL CELL.
- Players may react to the effect of COMPLICITY card by playing another one; in that case the third player can be the player who initiated the first transport to the JAIL CELL.



REACTION • REAKTION

If your Mafioso is sent to the JAIL CELL, you can send one Mafioso of a third player to the JAIL CELL.

Example:

Player A used SNITCH on player B. Player B cannot cancel it, but plays the COMPLICITY card so the Mafioso of player C is moved to the JAIL CELL too. Player C does the same, but he cannot choose a Mafioso of player B (that caused his transport) but may choose player's A Mafioso even though such a player caused the initial busting...

TRADE

Small time rackets can never compare to the power and respect of big business. Still, it might help you get some juicy stuff and any deal might turn into the great score.

- The discarded card must be one of three drawn cards, (while the effect of the BUSINESS DISTRICT [5] allows to discard one card that was already in ones hand).



ACTION • HANDLUNG

Draw three cards; keep two and discard one.

SECRET AGREEMENT

In a savage fight for power, having an ace up your sleeve is a must. The surreptitious support of some small clan might be just what you need to tilt the balance of power in your favor.

- In the II. Location Phase, when the control is being determined, a player may raise the number of his Mafiosi in the location by one for each of these cards played. Now there is a new number of Mafiosi on the location to determine the control over it.



LOCATION • ORT

When determining the control of a location gain +1.

- Any player may play two or more of these cards at once.
- Any player may play again this card if an opponent plays it too.

Example:

Both players A and B have both three Mafiosi on the CITY HALL [7] location. Player A uses the card SECRET AGREEMENT that turns the counts into his favor. Then player B plays the same card so the situation is equal again. Player A does nothing so player B plays yet another SECRET AGREEMENT again. As the player A has no card Secret agreement left in his hand, and no other player cancels anything, player B gains the control over the CITY HALL [7] location with the ratio of 5 to 4. If he had not played his last card SECRET AGREEMENT, the tie would have caused that no player would have the control over the CITY HALL [7] location.

Blank replacement cards

The game MAFIA CITY contains seven blank extra cards. In case of damage or loss of some card(s) you can replace them by writing the effect and its type on the blank card and by drawing a symbol on the blank card. Each kind of action card is in four copies, each copy with a different one of four symbols. Five of the following cards are twice in the deck: HITMAN, SNITCH, POLICE CHIEF and F.B.I. cards, each with a "+1" symbol and one THIEF card with a **Hat** symbol; that makes it 49 cards in total.





MAFIA CITY

Project leader: Petr Bělík

Game designers: Petr Bělík feat. $e^n + 1 = 0$

Artwork: Marek Píza

Graphic Design: Marek Píza

Rules: $e^n + 1 = 0$