



"This American system of ours . . . call it Americanism, call it capitalism, call it what you like, gives to each and every one of us a great opportunity if we only seize it with both hands and make the most of it."

Al Capone (1899-1947)

The Lowdown

In **Family Business**, you lead a family of mobsters intent on being the only gang in town. You use your resources—Contracts, Hits and more—to eliminate your opponents while trying to save your own mobsters. The winner is the last player with any mobsters left.

The Goods

The **Family Business** game consists of

- 54 Mobster cards (6 families with 9 mobsters each, by color)
- 58 Action cards (33 Attack, 12 Counter and 13 Rescue cards)

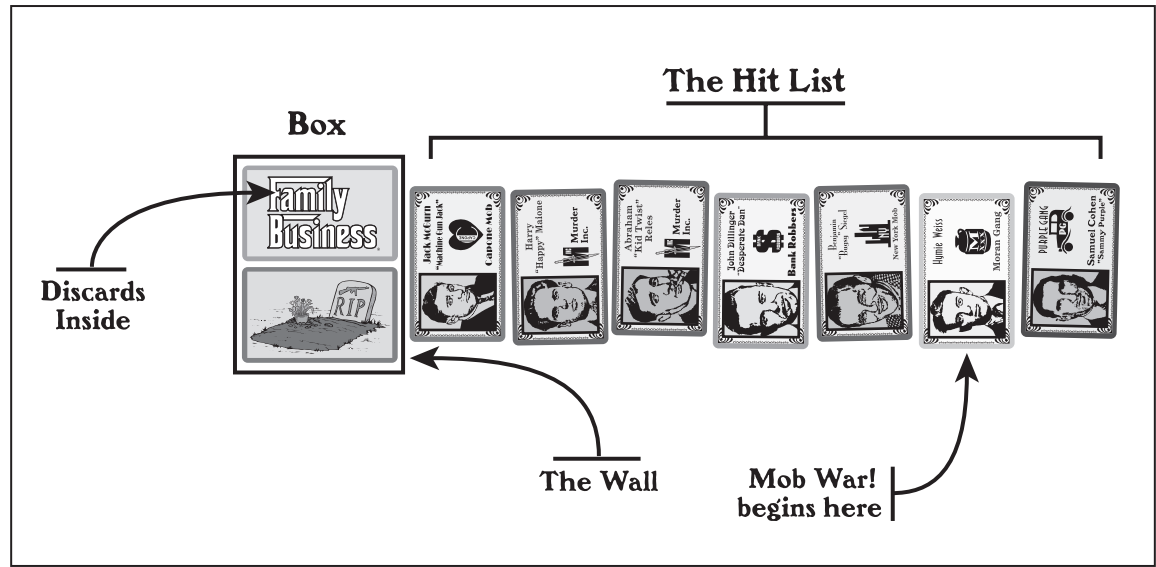
ATTACK cards have a red gun in the upper left corner
 COUNTER cards have blue double arrows
 RESCUE cards have green crosses

The Set-Up

Each player chooses a mob family and takes all of the cards of that family. Unused families are set aside and are not used. These cards are placed face-up in front of each player, so that everyone can see how many cards each player has left.

The Action cards are shuffled, and each player receives 5 cards in their starting hand. These cards are kept hidden from the other players. The remaining cards are placed face-down in the center of the table as a draw deck.

Place the box bottom in the center of the table, so that all players can reach it. The box top is used in the game as "the wall." As mobsters are targeted for elimination, they are lined up against "the wall." As mobsters are executed, they are placed inside the box as discards.



The Sit-Down

"No man but the undertaker will ever get me..."
 Clyde Barrow (1909-1934)

The dealer plays first, and play moves clockwise around the table. If someone plays a Counter card (blue arrow icon), that player will take the next turn.

On your turn, you will draw one card, and then play one card (placing it face-up on the discard pile). Normally, you will choose to play the card for its effect, but you may simply discard a card with no effect if desired by announcing "discard." Discarded cards are reshuffled when the draw deck is emptied.

Counter cards (with the blue arrow icon) are the only cards that can be played when it is not your turn. Counter cards affect certain Attack and Rescue cards as they are being played. Only one player may play Counter cards, in response to an opponent's play. If two or more players try to play a counter card at the same time, only the first one played takes effect. After resolving the card's effect, the player using the Counter card immediately replaces it with a card from the draw deck. All players should have five cards in their hands at all times (except when drawing a sixth at the

beginning of one of their turns). When a player uses a Counter card, that player will take the next turn (skipping others).

When the first mobster is put on the "Hit List" (using a Contract or some other card), he is placed face-up next to the box and is considered to be "up against the wall." As more mobsters are added, the Hit List will extend away from the box across the table.

Mob War!

We only kill each other.
 Benjamin "Bugsy" Siegel (1906-1947)

- Five events will start a Mob War:
- Playing a Mob War card
 - Playing a Vendetta card
 - Playing an Ambush card
 - Having six or more mobsters on the Hit List
 - Having six or fewer mobsters left in the game

When a Mob War starts, mobsters will begin to die at the beginning of the next player's turn. During a Mob War, at the beginning of each player's turn, the mobster "up against the wall" (closest to the box) is eliminated. Flip the mobster card over to its RIP side and place it inside the box. If Vendetta or Ambush

were played, then the first TWO mobsters on the Hit List are eliminated each turn (the Mob War is at "double rate"). This continues until the Mob War is over, either by playing a Truce card, or when there are no more mobsters on the Hit List.

A player is immediately out of the game when all of his mobsters are eliminated. The eliminated player's Action cards are immediately placed in the discard pile, even if he is eliminated on his own turn.

The game ends when only one player has mobsters in play (either on the Hit List or in front of him). The last player with mobsters still in play is the winner.

The Action Cards

"If you went to him and told him about some guy doing wrong, he would have the guy whacked...and then he would have you whacked for telling on the guy."
 Joe Valachi, on Vito Genovese (1897-1969)

There are three kinds of Action cards: Attack cards (with a red gun icon), Rescue cards (with a green cross icon), and Counter cards (with a blue arrow icon). Counter cards, as mentioned earlier, are played in response to someone else's Attack or Rescue card. Attack and Rescue cards can only be played on your own turn.

Counter cards cannot be used against some cards. Some Contract cards exclude certain Counter cards, and some cards cannot be countered. A table can be found at the end of this rulebook that lists each card's Counter (*if any*).

Attack cards are used to put mobsters on the Hit List, eliminate mobsters, and start Mob Wars. Rescue cards are used to delay, or save mobsters from, elimination. Rescue cards may be played to affect your own or an opponent's mobsters.

Attack Cards

The basic card in the game is the **Contract** card. When you play a Contract on another player, they must choose one of their mobsters to be added to the Hit List. This mobster is added to the end of the current line, or "up against the wall" if there are no mobsters currently on the Hit List.

A Contract card can be countered in two ways: with a **Family Influence** card, or a **Mob Power** card. A Family Influence card cancels the Contract card, and no mobster is added to the Hit List. A Mob Power card reverses the effect, so that the player using the Contract card must add one of his own mobsters to the Hit List!

Some Contracts prevent certain Counters from being played against them. If a Contract lists "**No Family Influence**," then only a Mob Power may be played against it. Some Contracts exclude both Counter cards, and cannot be countered.

A **Priority Contract** works the same as a regular Contract card, except that the targeted mobster goes "up against the wall"—the mobster is placed first in line next to the box. Either a Family Influence or a Mob Power counters this card. (*If a Mob Power is played, the Priority Contract player must put one of their own mobsters first in line!*)

Double Contract has the same effect as playing two Contract cards on the same player. The targeted player must put two mobsters on the Hit List. Either Family Influence or Mob Power may counter a Double Contract, but the counter card only saves the first of the two mobsters. In the case of someone playing Mob Power against your Double Contract, you would place a mobster on the Hit List first, and then your opponent would place one.

A **Hit** allows you to immediately eliminate any one mobster in play, whether or not that mobster is on the Hit List. However, you must add one of your own mobsters to the Hit List.

St. Valentine's Day Massacre immediately eliminates all mobsters on the Hit List.

The **Double Cross** card allows you to collect one mobster from each opponent and add them all to the Hit List in any order that you choose.

Mob War starts (*or restarts at a normal rate*) a Mob War, even if there are less than six mobsters on the Hit List.

An **Ambush** starts a Mob War, with **two** mobsters killed at the beginning of each player's turn. This continues until the Mob War ends. (*If a Mob War is already in effect, this has the effect of doubling the hit rate.*)

Vendetta allows you to select two mobsters from each opponent and add them all to the Hit List, in any order you choose. Then, a Mob War starts (*or continues, if a Mob War was already in effect*), with **two** mobsters killed at the beginning of each player's turn. This continues until the Mob War ends. If you use a **Safe House** counter card when Vendetta is played, your mobsters are not added to the Hit List, but the Mob War still begins.

Turncoat lets you switch a mobster in play (*on the Hit List or in front of a player*) with a mobster from the discard pile. The mobster being discarded must come

from the player with the **most** mobsters in play, and the returned mobster must be for the active player with the **least** mobsters in play. In the case of a tie, you choose which of the tied players are affected. The returned mobster comes back to the same spot on the Hit List that the discarded mobster occupied, or is returned in front of the player if the discarded mobster was not on the Hit List. You may not use this card to bring an eliminated player back into the game.

Rescue Cards

Take It On The Lam lets you remove any one mobster from the Hit List. This is the only Rescue card that can be countered, with a **Finger** card. The first person to play a Finger card cancels Take it on the Lam.

Police Protection allows you to remove any one mobster from the Hit List.

Substitution lets you replace one mobster on the Hit List with any other mobster in play, including one already on the Hit List.

The **Intrigue** card allows you to rearrange the order of the Hit List. No mobsters may be added or removed.

The **Truce** card stops a Mob War. Note that if the conditions still exist to trigger a Mob War (*six or more mobsters, or six or fewer mobsters left in play*), a Mob War (*at the rate of one hit per turn*) would immediately restart.

Pay Off lets you remove all of one player's mobsters from the Hit List.

Federal Crackdown returns all mobsters on the Hit List back to their players.

Counter Cards

Each of the Counter card's uses is described above. For ease of reference, the following table shows which Counter cards affect Attack and Rescue cards:

<u>Counter card</u>	<u>Stops</u>
Mob Power	Contract (<i>except as noted</i>), Priority Contract, Double Contract (<i>one mobster</i>)
Family Influence . . .	Contract (<i>except as noted</i>), Priority Contract, Double Contract (<i>one mobster</i>)
Finger	Take it on the Lam
Safe House	Vendetta



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The Nut – Family Business Card Aid

Attack Cards (gun icon)

- Contract: Place an opponent's mobster on Hit List
- Priority Contract: Place an opponent's mobster **first** on Hit List
- Double Contract: Place two of any one opponent's mobsters on Hit List
*Unless Contract says otherwise, Contracts are blocked by:
Family Influence: prevent one mobster from being added
Mob Power: Player of Contract places a mobster on the Hit List in place of Mob Power player*

- Hit: Execute any mobster; place one of your mobsters on Hit List
- St. Valentine's Day Massacre: Execute **all** Hit List mobsters
- Double Cross: Place one mobster from all opponents on Hit List
- Mob War: Starts a Mob War
- Ambush: Starts a Mob War (**two** *executed each turn*)
- Vendetta: Place two mobsters from all opponents on Hit List; starts Mob War (**two** *executed each turn*)
Blocked by Safe House (one player)
- Turncoat: Switch a discarded mobster (*player with least mobsters*) with one in play (*player with most*)

Rescue Cards (cross icon)

- Take it on the Lam: Remove one mobster from Hit List
Blocked by Finger
- Police Protection: Remove one mobster from Hit List
- Substitution: Replace one Hit List mobster with another
- Intrigue: Rearrange Hit List
- Truce: Stops Mob War
- Pay Off: Remove all of one player's mobsters from Hit List
- Federal Crackdown: Remove **all** mobsters from Hit List