

Mafia Mania

~~~Rules & Regulations~~~

Introduction

Project Jakey's re-theme of *Machi Koro* is based on the mafia—not necessarily from a country, more of combinations of portrayals from pop culture.

Components

- 125 Playing cards with different colors
 - 25 red
 - 25 yellow
 - 25 green
 - 25 blue
 - 25 purple
- 90 money tokens
 - 50 \$1
 - 25 \$5
 - 15 \$10
- 2 dice

Card Functions

- **Red (Sabotage)** - Cards that **negatively affect other players** if activated in one's turn. These cards are themed as crimes that harm others, such as *stealing* and *organized attacks*.
- **Yellow (Landmarks)** - The first player to **collect all** of these cards **wins** the game. These are themed as major crime facilities, such as *warehouses*, and places in a district that the mafia can control, such as *airports*.
- **Green (Launderers)** - Cards that activate **only on the player's turn**. These are themed as crimes attached to legal fronts, such as *money laundering* and *drugs*.
- **Blue (Fronts)** - Cards that activate on **any dice roll**. These are themed as the legal fronts of the operations, such as *restaurants* and *nail salons*.
- **Purple (Special Cards)** - Cards that do not fall under the other categories.

Game Set-up

Each player receives one **Front card**, its respective **Launderer card**, and one of each **Landmark** as well as 3 \$1 tokens which will be placed in their play area. The **Front** and **Launderer** cards will be played face-up, while the **Landmarks** are played face-down. The excess cards will be gathered into a Marketplace, into stacks of cards of the same type (e.g. all **Casinos** in e stack, all **Bars** in another, etc.) and arranged by increasing dice roll requirements. The excess coins will also be placed beside this Marketplace to form the Bank.

Game Flow

Players take turns in clockwise order. A turn consists of the following phases:

1. Pay bribes
2. Roll dice
3. Earn/Lose income
4. Construction
5. Game end

1. Pay Bribes

Starting from the fifth round, one must pay bribes to the police at the start of each turn depending on which Landmarks you have constructed. Constructing a certain tier of Landmark increases the tax by:

- Tier 1: +1
- Tier 2: +2
- Tier 3: +3
- Tier 4: +4
- Tier 5: +5

If the player is unable to pay the bribe, they lose a number of non-Landmark (Establishments) cards based on the highest Landmark tier you have constructed.

- Tier 1: 0 Establishments
- Tier 2: 1 Establishment
- Tier 3: 3 Establishments
- Tier 4: 5 Establishments
- Tier 5: 5 Establishments and 1 Landmark

2. Roll dice

Next, the player will roll a single die. Once you have built the Dry Dock, you may choose to roll two dice, where the values will be added together.

3. Earn/lose income

Players earn income based on the dice roll and the effects of the Establishments that they own that match the value of the dice roll. It is possible that multiple types of Establishments are activated by the same die roll, in this case the Establishments are activated in the following order:

1. Sabotage
2. Fronts and Launderers
3. Special Cards

If a player owns multiple copies of a single Establishment, the effects are multiplied by the number of Establishments of that type owned.

If a player owes another player money and cannot afford to pay the full amount, they pay what they have and the rest is exempted (a player's coin total can never go below zero) and the receiving player will not be compensated for the remaining amount.

4. Construction

On their turn, a player may choose to construct either one Establishment or one Landmark by paying the cost to the Bank. To construct an Establishment, the player takes it from the Marketplace. To construct a Landmark, you will flip over the card face-up.

You may choose to construct Landmarks in any order, just be wary of the bribes!

5. Game end

Play continues clockwise until one player wins the game by completing all five of their Landmarks first.