

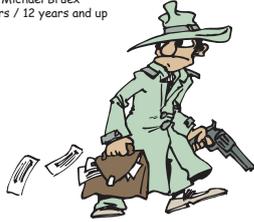
# MafiaDollar

Rules 1.0

Game design Heiko Weyen  
Artwork Michael Bruex  
For 2-6 players / 12 years and up

**Contents:**  
173 Playing cards:  
30 Gangsters  
26 Items  
32 Blocks  
18 Warehouses  
6 Guard dogs  
44 Loots  
3 The Don's birthday  
13 Police cards  
1 End of the prohibition

## The Rules



### 1. How to win

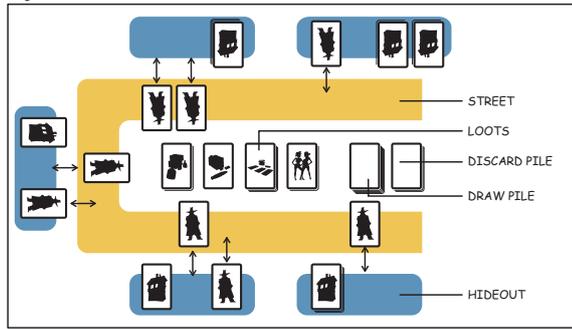
In MafiaDollar each player takes control of a mafia-clan trying to earn as many dollars as possible before the end of the prohibition card appears. To achieve this you will employ gangsters, equip them with item cards and send them out on the streets. With the help of your gangsters you earn dollars by obtaining loot cards and storing them in your warehouses. If the streets are empty, it might be a good time to break into another player's warehouse, or take out a competing gangster. Beware of police cards, however, as they might pop into a player's hand at any time to ruin your day. At the end of the game the clan who banks the most dollars wins!

### 2. Preparation

Remove the End of the prohibition card from the deck and put it aside. Each player receives a random warehouse card and puts it in front of him for all other players to see. The rest of the cards will be shuffled and each player is dealt 5 cards for his starting hand. Now separate 30 of the remaining cards. Take the End of the prohibition card and shuffle it into the smaller pile. Put the smaller pile under the rest of the deck and place them face down in the middle of the table, so that the end of prohibition card is in the bottom part of this pile. If a player has one or more loot cards in his starting hand he must put them in the middle of the table. There are 4 different types of loot cards: Tobacco, Alcohol, Gambling and Red light district. Sort the loot cards in the middle by type and form a face up pile for each of them. Each player then draws back up to 5 cards. Repeat this process if necessary until no player has any loot cards left in his starting hand. Find an appropriate way to decide who goes first and let the hunt for the dollars begin!



Figure 1: Table overview



### 3. Gameplay

Starting with the first player and following clockwise, each player completes 3 phases in the order below before ending his turn:

1. Draw one card
2. Play one card
3. Gangster actions

At any time during the phasing players turn others can offer to trade cards on their hand with him on a 1:1 basis, but not with other players. The phasing player may also ask for trades if he so desires.

#### 4. The Phases

##### 4.1. Drawing one card

The player who's turn it is takes the top card from the deck and puts it in his hand. If it's a loot card, then it must be shown and put on the loot card pile as explained during preparation. All other cards that are drawn from the deck stay on the players hand, except the End of the prohibition card. The player draws as many cards as needed until he doesn't receive a loot card.

##### 4.2. Playing a card

The player can play any one card on his hand. For a detailed description on how each specific card type works see chapter 7. If a player can't or doesn't want to play a card he still must discard one card from his hand.

##### 4.3. Gangster actions

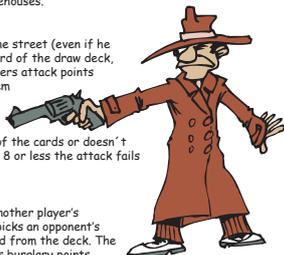
For every warehouse card a player has in play he is allowed to perform a single action with one of his gangsters. A gangster can only be used for one action per round. It costs one action to move a gangster from a hideout to the streets. If already on the streets a gangster can perform a single job. There are three different jobs which a gangster can attempt. Each job costs one action, and after completing it, regardless of success, the gangster returns to his hideout. A player is allowed to move his gangster from the street back to his hideout without completing a job, this counts as one action.

##### 4.3.1. Taking loot cards

The gangster takes the top card from any loot card pile. If the gangster has a vehicle item card attached he is able to take more cards, but may always draw from only one pile. Players are never allowed to examine a loot card pile, only the topmost card is visible. The loot earned by the specific gangster will be placed below one of the players warehouses.

##### 4.3.2. Take out a competing gangster

A gangster may attack another gangster who is on the street (even if he is blocked) by making a skill check. Flip up the top card of the draw deck, the dice value shown will now be added to the gangsters attack points displayed on the gangster card and any applicable item card. If the total is greater than 8 the opposing gangster has been eliminated and goes on the discard pile. The winning gangster takes all of his opponent's items. If the gangster can't use any of the cards or doesn't want them they are discarded as well. If the total is 8 or less the attack fails with no further effect.



##### 4.3.3. Burglary

A gangster may also try to steal a loot card out of another player's warehouse with a successful skill check. The player picks an opponent's warehouse he wants to steal from and draws one card from the deck. The dice value on the card will be added to the gangster's burglary points displayed on his gangster card and any applicable item card. If a guard dog card is attached to the warehouse subtract one from the total. If the final sum is higher than 8 the player is allowed to see all the loot cards in the warehouse and take one of them. The loot card is then put face down into one of the burglar's warehouses. If the added sum is 8 or less, then the burglary has failed.

### 5. End of the game

If a player should draw the End of the prohibition card by any means he must reveal it and the game ends immediately.

Players now count the value of their loot cards and may have to pay a penalty for any of the following circumstances:

- 5.000\$ for every gangster he currently has in play
- 10.000\$ for every warehouse he currently has in play
- 25.000\$ for every police card with one security guard still on his hand (1 star)
- 50.000\$ for every police card with one patrol still on his hand (2 stars)
- 100.000\$ for the police card with the raid still on his hand (3 stars)

The winner is the player who has the most dollars left. If there are more players with the same amount of dollars, then the player who has the most gangsters wins. If still tied the player with the most warehouses wins. If there are still multiple players with the same amount of dollars, gangsters and warehouse, all of them share victory.

### 6. Optional rules

6.1. If a gangster is in his hideout, then he is allowed to give another gangster in the same hideout an item card. This counts as an action.

6.2. To make the game more interesting you can choose a specific amount of dollars at the beginning of a game. The game will end after several game rounds when the declared amount has been reached by a single player. Examples: Short game - 250.000 Dollars, Long game - 500.000 Dollars.



### 7. Card descriptions

There are seven different types of cards in the game, each with a different function. Most of the cards have a symbol in the upper left corner and a dice icon in the upper right. The symbols are used for the different types of blocks. The dice icon (ranging from 1 to 8) is only used for skill checks.

7.1. Warehouse cards are placed in front of the player. A gangster must bring the loot cards he earned to the controlling player's warehouses, where they will be stockpiled face down. Once the cards are assigned to a warehouse they can't be redirected. A special warehouse attachment card is the guard dog. A player is allowed one guard dog per warehouse. A guard dog subtracts -1 from a burglary skill check against this warehouse.

7.2. Gangster cards have modifiers for attack and burglary attempts, which are symbolized by bullets or locks respectively, and are placed in the player's hideout when played. For one action they can be sent out on the streets in the same round they were played. The number of own gangsters is not limited by the number of own warehouses.

7.3. Block cards can be put onto opposing gangsters and prevent them from performing any action. There are four different types of block cards: Jail, At home, Beat up and Girlfriend. Gangsters with block cards on them can be freed by playing a card with a block symbol that counters the respective block card. The played card and the block card are both placed on the discard pile. The specific symbols to counter the blocks are: Jail - Key, Home - Newspaper, Beat up - First aid kit, and Girlfriend - Hat. Any number of block cards can be played on a single gangster, and they have to be freed in order from top to bottom of the block card pile.

7.4. Item cards give your gangster additional bonuses when performing skill checks. These cards are assigned to the gangsters. They are placed under the chosen gangster and moved together. There are 3 different types of Item cards: Weapons, Burglary tools and Vehicles. Weapons give your gangster a bonus (+1 up to +3) on attacks. Burglary tools give your gangster a bonus (+1 up to +3) when breaking into warehouses. Vehicles allow your gangster to take multiple loot cards (+1 up to +3) from the street or during a burglary at the cost of only one action. A gangster is only allowed to possess 1 Vehicle, one Weapon and one Burglary tool. Item cards can be attached to gangsters (even if blocked) when they are in the player's hideout.

Figure 2: Card explanation

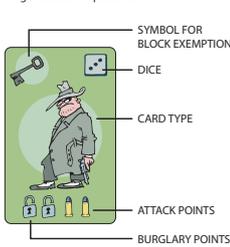
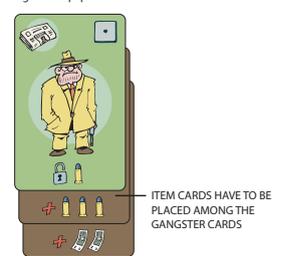


Figure 3: Equipment



7.5. Police cards can't be discarded. A player holding a police card can choose to either use it in Phase 2, as his card for the turn, and accept its negative effect, or keep it until the end of the game and pay a penalty. If he decides to use the police card he can't carry out any gangster actions that turn. Also, each player has to simultaneously give one card from his hand to the player on his left. Last but not least a played police card has another disadvantage: A Security guard (1 police man) means that the player must put any one loot card from his warehouse on the discard pile, if able. A Police patrol (2 police men) means that the player has to discard his most valuable loot card on the discard pile. A Police raid (3 police men) means that the player discards ALL of his played cards (including the owned loot cards) with the exception of a single warehouse.

##### 7.6. Event cards

"The Don's birthday": The player who plays this card may discard all block cards from his gangsters. Furthermore every other player must choose one of their loot cards and give it to him. The loot cards must be placed in a single warehouse.

"End of the prohibition": If drawn at any time, the game ends immediately.

7.7. There are four different types of loot cards: Alcohol, Tobacco, Gambling and the Red-light district. The amount of dollars displayed on the card is the value of that card. Every time a loot card is drawn, in the draw phase or during skill checks, the card goes directly to the loot card pile face up. The loot cards are sorted by type so that up to 4 piles are made, and only the top loot card is visible.

I'm very grateful to my family, who allowed me to spend hours of hours for developing and designing, to the lector Nils Ropertz and most of all to Michael Bruex who was not only the illustrator for this game.

Heiko Weyen

For more see:

[www.mafiadollar.com](http://www.mafiadollar.com)

