LA COSA NOSTRA

Rules

Video tutorial on www.lacosanostra-kartenspiel.de

See a video tutorial on our homepage:
www.lacosanostra-kartenspiel.de or scan the QR code on the right.

Keep this rule book within reach. You may also refer to the **Rules Overview on the last page** as well as the **symbol summary** on the **back cover**!

Game Components

30 Gangster cards	3 Monopoly cards	2 Card mats
34 Business cards	5 Boss cards	4 Dice
90 Job cards	1 Start player card	25 Deal markers
35 Influence cards	140 Banknotes	1 Rulebook

About La Cosa Nostra

The underworld of New York City is ruled by the 'Cosa Nostra' - the families of the Mafia. Their greed is unlimited: drugs, prostitution, fraud and corruption – the tentacles of the Cosa Nostra reach everywhere. However, behind the scenes the crime families are involved in a merciless power struggle as they ruthlessly strive for riches.

Each player is the boss of their family and aims to expand his business and earn as much money as possible through nefarious activities. A crew of **Gangsters** will serve him by carrying out lucrative **Jobs** and **attacking** the other bosses.
The greatest gains can be achieved through **collaboration** with your fellow players, but this game can have only one winner. Disputes and **infighting** between the families will be a daily occurrence.
La Cosa Nostra is not a friendly game. You have to be mean and malicious to win. Your adversaries will constantly seek to thwart your plans and there is always the risk that something will go awry. Although longer-term planning is advantageous, you will also need to focus on short-term tactics and be flexible when making deals with your opponents. Diplomacy is an important factor in the game. You will have to manage your family through one crisis after another and determine who will be friend or foe in any given moment. In this game you will threaten your opponents, negotiate with former enemies, develop alliances, and be on constant guard against betrayal.

The Cards

There are several different types of cards in *La Cosa Nostra*:
Job cards and **Influence cards** MUST be kept secret from other players while in your hand. Hand cards must never be traded or given away. It is strictly forbidden to show hand cards before they are played. These cards will be played and discarded, and then redrawn at the beginning of each game round.
Job cards are not played directly from your hand. They have to be assigned to Gangsters during the *Planning phase*. With these cards you can either earn cash (**$** ***Cash Jobs***) or attack other players (⌖ ***Attack Jobs***).

Influence cards are played from your hand and carried out instantly.

Gangster cards and **Business cards** are kept face-up in each player's play area and will stay with their owners unless a player is forced to discard one due to another player's action.

Gangster cards are used to perform actions . The number of guns on a Gangster card

Boss cards

Job cards

Influence cards

symbolizes that gangster's strength. Gangsters can be killed by certain Job cards.

Business cards are necessary to accomplish **$** ***Cash Jobs***. They also increase a player's ***income***. The more businesses someone runs, the more cash he will make each turn. Business cards comprise of **Companies** and **Businessmen**. Companies provide more income than do Businessmen, but they are more expensive to purchase. On the other hand, Businessmen earn less money but provide special abilities.

Additional Gangster and Business cards can be bought during the course of the game.

Gangster cards

Business cards

Influence cards start set

Setting up the Game

Set up

- Place the **card mats** in the middle of the table, so that all players can reach them easily.
- Separate the **Job cards** for each round (see numbering on the back), shuffle them, and place them face-down on the mat.
- Sort and place the **cash** in the middle of the table.
- Place the three **Monopoly cards** face-up on the second mat.
- Each player receives the following **Influence cards**: 1 snitch, 1 schemer, and 1 henchman. Shuffle the remaining cards and place them face-down on the mat.
- The **rulebook** should kept within reach. It contains a symbol summary on the back cover. Some of these symbols will come into play over the course of the game, and players may need to refer to the summary.

The setup in the middle of the table:

Start

- Each player chooses one **Boss** and receives the six **Gangsters** in his colour. **"Start-Gangsters"** are placed face-up in front of each player, the other Gangsters are put face-down under the Boss card (in no particular order).
- Each player gets his **starting businesses**:

Blundetto crime family (Yellow): 1 Loan Shark, 1 Cop, 1 Waste Company
DiMaggio crime family (Green): 1 Drug Dealer, 1 Lawyer, 1 Construction Firm
Calmuti crime family (Red): 1 Pimp, 1 Politician, 1 Garage
LaServa crime family (Purple): 1 Pimp, 1 Night Club
Caruso crime family (Blue): 1 Lawyer, 1 Casino

(to find out your starting businesses you can also check the back of your **Boss card**!)

- All other **Business cards** are shuffled and placed face-down in a stack on the second mat. The first four cards are drawn and placed face-up on the "market". At the beginning of the game there must be four different cards and not more than 1 Company - return duplicates to the deck, randomly.
- Each player creates his play area (see picture below).
- Each player gets **$ 2,000 starting cash**.
- The player who last committed a crime will be the starting player. He gets the **starting player token**.

Note: When you play the game for the first time you should use the yellow, green, and red families.

The play area:

Course of the Game

The game is played over four rounds. Each round is separated into four different phases:

1. Drawing cards

At the start of each round players are dealt **Job cards** and **Influence cards** (see table at the right). Each game round has its own card stack, from which the Job cards are drawn.
The number of cards each player is dealt is also specified on the card mat!

Cards to draw				
Game round	I	II	III	IV
Job cards	4	4	5	5
Influence cards	-	2	2	2

2. Planning phase

Jobs and ***Purchases*** are ***planned*** in turn (clockwise): each player assigns one Job or a Purchase to one of his Gangsters until all Gangsters on the table are busy.

3. Action phase

The previously planned Jobs or Purchases will be ***executed***. In order of play, each player carries out one Job or a Purchase until all jobs and purchases are done.

4. Payday

Players receive **income** from their Business cards and may recruit one **new Gangster**.

In each new game round Job cards increase in strength, become more lucrative, and are also more aggressive. After the 4th round the game ends and the player with the most cash wins.

Mulligan:
If one player is dealt only *Attack Jobs*, he ***may*** reject them. If he does, all players then return their cards and all cards are shuffled and dealt out again.

Planning Phase

Beginning with the start player and going clockwise, each player assigns either a ***Job*** or a ***Purchase*** to ONE of his Gangsters.

Job:
Place one of your ***Job cards*** face down on one of your Gangster cards but keep the gun symbols visible. This Gangster will carry out this ***Job*** during the *Action phase*.

Purchase:
Instead of using a Job card, a player can order a Gangster to **buy a Business card**. He takes one of the four available Business cards from the **Market** and places it **face-up** on one of his Gangsters. This way you *plan* to purchase this business during the *Action phase*. **You don't have to pay for it yet.**
The Market must be restocked immediately with a new card from the Business stack.

In turn, each player tasks a single one of his Gangsters until ALL Gangsters on the table are busy. You may not pass until all of your Gangsters are assigned with a Job or a Purchase. The players keep their remaining Job cards for the following game round. During the *Planning phase*, players are allowed to start negotiating with other players (see paragraph "*Cash Jobs*").

Job:

Purchase:

Example Planning phase:
Two Gangsters are tasked with Jobs and one Gangster is planning to Purchase a business.

Order of play:

It may seem unnecessary to have players plan only one task at a time, but the longer the game runs, the more important the order will be. By spying and watching the other players closely, you might adjust your own plans.
In a **5 player game** this can take a long time. Therefore, for a 5-player game, we suggest allowing players to assign tasks to **two Gangsters** on each of their turns (beginning with round two).

Action Phase

Again, beginning with the start player, Jobs and Purchases are ***executed***. Each player chooses **any one** of his Gangsters and resolves that Gangster's Job or Purchase. When all Jobs and Purchases are resolved, the *Action phase* is done.
It is possible to cancel a Job instead of carrying it out. The respective card is discarded. You may cancel a purchase voluntarily, or because you are unable to afford it. That card is then discarded to the bottom of the Business stack.
Again, it is not possible to pass. If it is your turn, you **must execute** (or **cancel**) a Job or a Purchase. If a player for some reason has no Job or Purchase left, he is skipped.

Purchasing a Business Card

The player removes the business card from the Gangster and places it face-up in his play area. The **purchase price** is now paid into the bank.

Important: *You may choose the order in which you execute your actions. It's possible to carry out a Job to earn some money and then use that money to pay for the business you planned to purchase. It is possible - and recommended - to purchase another business during the first round.*

Executing a Job

The active player reveals the Job card, **rolls the dice** (see below), and resolves the **effects** of the card. After all effects are resolved, the card is discarded face-up on the Job card stack of this game round (back to where it came from – this stack is not used again).

To generate atmosphere, the player should ***read aloud the name and text*** *of the played card.*

Rolling the dice

You must roll dice in order to determine your success on an executed Job. You must roll **equal to, or greater than,** the number depicted on the card.
Roll **as many dice as there are guns on the Gangster** who executes the Job. Any die that achieves or surpasses the depicted number is a **success**. You need at least one successful die. For most Jobs there is greater success if at least two dice achieve the target. If all dice fail, discard the Job without any effect.

Planned Purchase

Purchase price (twice as much as the Income)

planned Job

Example *(see right): The Red player has tasked his Gangster with a strength of 3 (3 guns) to carry out the job "Theft". The number on the dice depicted on the Job card is 4. The Red player rolls 1, 4 and 5. Two successes allow him to steal $ 5,000 from another player. If he had rolled 1, 2 and 5 he would have received only $ 3,000.*

Attack Jobs

Attack Jobs are Jobs which are directed at other players. They are marked with the **crosshair symbol**. The **target of the *Attack*** is indicated next to the crosshair symbol on the Job card. The target could be an opponent, or one of his Businessmen or Gangsters. The effects on the target are shown at the bottom of the card.
Before the card is revealed, the active player has to clearly state the target of the *Attack*. After the card is revealed there is no further negotiation or discussion. Before it is revealed you are allowed to negotiate and threaten – and of course you are allowed to bluff!

Cash Jobs

Cash Jobs are Job cards that give a **payout**. They are marked with a **dollar symbol.** The payouts listed on each card are dependent on how many dice are successfully rolled. The active player will receive the appropriate payout from the bank **immediately** after rolling the dice.
Cash Jobs usually have some **prerequisites** in the form of **Business cards**, as indicated on the card. The active player has to have access to these Business cards, either by **owning** them or by **using those of other players**. The latter is termed **"making a deal"**.

For example: *The Job card "Car Theft" requires a Garage. If the player owns the Business card "Garage", he can carry out the Job. If he does not own a Garage himself, he can negotiate with other players owning a Garage to use their business for this Job.*

Target of the *Attack*

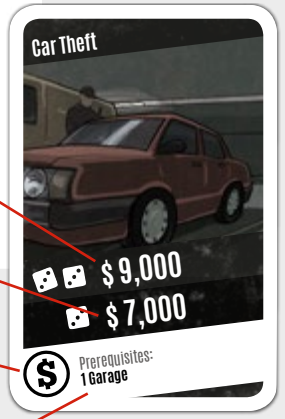
Symbol for "***Attack Job***"

Number you have to roll

Effects if you roll two successes

Effects if you roll one success

There are some Job cards that are neither an Attack nor a Cash Job, for example "Money Laundering".



Payout if you roll two successes

Payout if you roll one success

Symbol for "***Cash Job***"

prerequisite Business cards

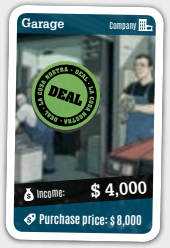
Deals

The other players will of course want to get their cut.
Feel free to negotiate.
Negotiations take place **before** the active player actually reveals the *Job*, so the other players do not know the exact payout. The active player might disclose the payout, or he might lie. Negotiations are allowed to start during the *Planning phase*. If an agreement is reached, the active player places one of his **Deal markers** on the respective Business card. This marker indicates that the business can be used ***one time*** for ***one*** *Job*.

If a *Job* is carried out during the action phase, the active player reveals the card. If all prerequisites have been fulfilled, the player then rolls the dice. If the roll is successful, the player is immediately paid from the bank. Used Deal markers are returned to the owner.

During negotiations, everything is fair game. *You can offer cash as well as offer to lend another Business card in return. You may of course make promises for the future – but as*

make a **Deal**:



always you are allowed to lie! Promises can be broken, you are not bound by your word. ***But: Once a Deal marker is placed, it is binding.*** *It may not be taken back. Therefore the safest way to loan out Business cards is for cash up front! However, deals like "50:50 if the job is a success" or "give me access to that Business card and I will not attack you this round" or similar are of course possible. Nevertheless, verbal promises can be broken.*

For example: *During the Planning phase the Yellow player would task one of his Gangsters with the Job "Investment Fraud". He needs both a Lawyer and a Loan Shark, but only owns a Loan Shark. He announces that he needs a Lawyer for his Job. The Green player has one. The Yellow player offers a share of $3,000. The Green player demands $3,000 in advance. They agree on $2,000 in advance. The Yellow player pays the Green Player and places one of his Deal markers on his Lawyer. During the action phase the Yellow player carries out the job, rolls 3, 4 and receives $9,000 from the bank.*

Deals can be made at **any time**: You can negotiate until the moment you carry out the job. It is also a common practice to negotiate deals during the Planning phase, before the Job itself is planned.

Loaned Business cards **can be used for other Jobs** in the same turn. There is **no limit for Deal markers on Business cards**. Every player has five Deal markers at his disposal.

A placed marker stays on the Business card until it is used. It may even stay there for several game rounds. A deal will be canceled if the respective Business card is deactivated, discarded, or taken over by "Persuasion". The owner of a Deal marker may take it back at any time voluntarily.

more than one Deal on one Business card

It may happen that one of the Business cards is "out of business" due to an attack by another player (for example, Vandalism). Any agreements made on that Business are voided and the player will have to negotiate with other players, if possible. **Once again: Deals can be made at any time, until immediately before the *Job is* carried out.**

If the player cannot fulfil all requirements, the Job is cancelled and **discarded** without effect.

It is also possible to place a Deal marker on a planned, **unpaid** *Purchase***.** Of course the Business card cannot be used for the Job before it is has been paid for and activated.

Deal on Purchase

Hint - Proper planning: *The order in which your Gangsters carry out their tasks is important. It is definitely possible to carry out a (S) Cash Job that will give you money in your first turn and then use that cash to pay for a planned purchase in your second turn. It's also possible to use this newly purchased business to carry out another (S) Cash Job. However, big plans, although clever and elaborate, have an equally big flaw: they can be sabotaged by your opponents …*

Influence Cards

Influence cards are played **directly** from a player's hand, they don't have to be *planned*. **When and how** they are allowed to be played is explained **on the cards**. After an Influence card is played it is discarded to the Influence discard pile (see game mat). Players get new Influence cards in the Drawing cards phase.
Playing Influence cards does not count as an action, i.e. tasking a Gangster during the *Planning phase* or carrying out a Job or Purchase during the *Action phase*.
On your turn you will plan or execute an action, and you may play one or more Influence cards. Some Influence cards may be played during the Planning phase

in order to support your Gangsters or interfere with your opponents'. The card "Schemer" can be played during the Action phase just before another player's turn. The "Ambulance" can be played only as a reaction. For more information about the Influence cards see Appendix, page 15.

Hint for beginners:
Influence cards are no big deal in the first game round. If you want to ease in slowly, you might want to add them in game round II or III.

Payday

Income

Every player receives income from his **Business cards** and **Monopolies** (see below). Clearly announce the amount of your income and receive the same from the bank.

Recruiting Gangsters

After receiving income, every player may recruit **one** new Gangster from his deck. The new Gangster card is placed in the player's play area after the **purchase price** is paid to the bank.

Hand limit

Every player is allowed to have only **3 Job cards** and **3 Influence cards** at the end of a round. Surplus cards must be discarded.
This will not be relevant until the second round of the game.

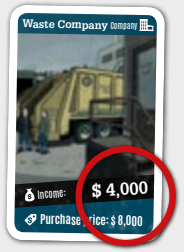
Changing the start player

The start player card is passed clockwise to the next player and the next round begins.

Monopolies ★

There are three monopoly cards assigned to a category of **Businessmen**: **Prostitution** (Pimps), **Drugs** (Drug Dealers) and **Credit** (Loan Sharks). A player receives a monopoly card if he has ***at least two*** Businessmen of one category and ***more than all other players combined!***
In the event of a monopoly, the player takes the respective Monopoly card and places it next to his Business cards. The monopoly increases income by $5,000. As soon as the monopoly conditions are no longer fulfilled, the Monopoly card is removed from the player's play area.

For example: *The Red player owns two Pimps. The Yellow player owns another one and there are no other Pimps in play. The Red player receives the Monopoly card "Prostitution". During the next turn the Blue player purchases a Pimp. Therefore, the Red player loses his Monopoly card because when combined, the Yellow player and the Blue player now have as many Pimps as the Red player.*



Income

Hand limit

Monopoly cards

End of the Game

The game ends after the *Action phase* in round four. Instead of a normal payday, players receive **double the amount of income** for their Business cards and Monopolies.
The player with **the most active Gangster cards** receives an additional $15,000 (no bonus in case of a tie).
Power bonus: Every player gets a bonus if he has killed an opponent's Gangsters. He adds the strengths (number of pistol symbols) of the killed Gangsters and receives:

- 1 killed Gangster: strength x $ 2,000
- 2 killed Gangsters: total strength x $ 4,000
- 3 or more killed Gangsters: total strength x $ 6,000

The player with most cash wins.

In case of a tie, the player with the higher valued Business cards and Gangster cards wins. If there is still a tie, you have to decide the winner by arm wrestling!

Short version:
If you prefer a shorter game, you can easily stop after the third game round.

Terms and Definitions

Deactivate (from round I)
When a Gangster or Business card is deactivated, it is **turned upside down** for the current game round. A deactivated Gangster **cannot carry out his task** and his Job card gets discarded. Deactivated Business cards **cannot be used as prerequisites for** $ ***Cash Jobs***, will **not earn cash** during payday, and do **not count for monopolies**. Deal marker(s) on deactivated cards are returned to their owners. The card is **reactivated at the start of the next game round**, before the planning phase.

Kill and Destroy (from round II)
Some cards **destroy Companies** or **kill Gangsters** and/or **Businessmen**. If an attacker rolls enough successes, the attacked card is **discarded**. Business cards (Companies and Businessmen) are discarded face-down under the Business card deck. Gangster cards are out of the game and the **killing player keeps the card** to determine the end-game Power bonus.

The card "***Assassination***" comes into the game in round III and shows **dice with a question mark symbol**. This means: **To succeed you have to roll the strength of the target Gangster.** Two dice are depicted, so **two successes** are needed to take him out.

It is possible to kill a Gangster that is still **tasked with a Job or a Purchase**. Then **the number of pips to roll increases by one!** The Job or Business card is discarded as well.

Example: *The Red player tasks his* ***strength two*** *Gangster to carry out an "Assassination" against a* ***strength four*** *Gangster of the Yellow player. The Red player rolls* **TWO** ***dice*** *and has to roll at least two* **FOURS**. *He rolls 3, 5. Only one die is a success, therefore the Yellow player's Gangster survives. (If there had been a Job on this Gangster, the attacker would have had to roll two fives.)*

Money laundering (from round II)
If you successfully play the ***Money laundering*** card, you may launder money: Depending on the number of successes rolled, the player may take up to $15,000 of his cash and place it **under his Boss card**. This cash cannot be used or stolen for the rest of the game. **At the end of the game** its value is **doubled**.

Response cards (from round III)
The Response cards ***Robbery*** and ***Trap*** come into the game in round III. They will be planned like a normal Job. The player will play the card on one of his Gangsters during the *Planning phase.*
In the *Action phase*, the robbery will be executed not during the player's turn, but on **another player's turn!**
As soon as another player successfully executes a $ *Cash Job*, a planned ***Robbery*** can be revealed. The player who plays the robbery receives the entire (or half) profit of the job, depending on the dice roll.
The robbery has to be played **immediately after the dice roll** of the *Job* and **before the active player receives his profit** from the bank.

The ***Trap*** is played in a similar way: If you are the victim of a (successful) *Attack Job*, you can reveal the *Trap*. Depending on success, the **Attack is repelled** or the attacking Gangster is even *killed*.

Response cards can **only be played this way,** not during your own turn. If it is a player's turn in the *Action phase* and he has only Response cards left, he has to **discard** one without effect.

Free Trade

Any kind of deals between players can be made at any time with any conditions, as long as they are made within the rules and the game sequence. Any agreement can be broken at any time.
Business and Gangster cards can be traded or bought. (If a Business card changes hands voluntarily, Deal markers stay on this card!) Cash can be loaned or given away. **The cards in a player's hand may never be traded or shown to other players.**
The absolute freedom of trade and speech is the core of the game. Negotiate, blackmail, bully, sweet-talk, forge alliances, and backstab your allies. In this game, it is crucial to find the right way to approach your fellow players.

Blackmail

Due to this freedom, any kind of blackmail is possible. But remember:
Before the *Attack* card is eventually revealed, the active player has to clearly state the target of the *Attack* (see page 6).
If a player wants to blackmail someone ("pay $ 5,000 or I will kill your gangster!"), he has to try that BEFORE he reveals the *Attack* card. As soon as the card is revealed, he chooses the target **immediately** without further discussion and rolls the dice.
Therefore, bluffing is possible - you may blackmail another player without even having an *Attack* planned.

Appendix: Hints

Don't tell your fellow players about these hints unless you want to play fair.

Be prepared to negotiate: *La Cosa Nostra* is a game of negotiation. Of course, you can do it the hard way and refuse to make deals with anyone in order to deny them any profit, but you will not win that way – and you won't have much fun!
If you are in need of anything, just ask! Your fellow players might need something from you, too ...

It's advisable to buy a Gangster if you have enough money. It will give you an extra action, which is very important in this game.

It is also advisable to buy Business cards from the beginning. With more Business cards, you are able to carry out more *Cash Jobs* and make more *Deals*.
You should buy one Business card per round. You could also buy two cards but that might be challenging at the beginning of the game because if you don't have enough money to purchase, you will have wasted an action.

Appreciate the value of information and diplomacy!
Yep! Attacks can be very tough. And no! Once carried out, you can do nothing to prevent them. Did we mention that *La Cosa Nostra* is not a friendly game? But there is one thing you can do: spy on your opponents! Uncovered attacks can be hindered using Influence cards, or you might be able to make a Deal in order to avoid the attack. You can convincingly threaten your opponents with revenge. Perhaps you have a Trap card in your hand. Or perhaps you can convince your opponent you do ...

Be careful and calculate the risks! Be prepared that anything can go awry at any time. An opponent might steal the money you needed to purchase a certain Business. Don't make intricate plans even if they are tempting!
To succeed in a Job with a difficulty of 3 may appear easy, but it can easily go wrong. If the success of your planned round is based on a certain Job, use a Henchman or a Machine-gun as support!

Don't give up! Even if you're set back by an attack, hang on! *La Cosa Nostra* has been designed to stay exciting for every player throughout the entire game. Just when everything seems to be lost, you might return to the top and win the game at the last minute by skillfully exploiting the inattention of your fellow players.

React quickly in crisis situations! Contrary to your expectations, you don't have enough cash to pay for a planned Purchase? Don't be proud! Beg for money from your fellow players!
Make offers they cannot refuse! Promise to pay horrendous interest! Let them place their Deal markers on your cards for a ridiculous price. This may be hard to take but it is often better this way than it is to give up and lose actions.

Use your opponents' weak moments to your advantage! lend it to him in exchange for a future favor, such as placing one of your Deal markers on one of his cards. This will ensure favorable conditions for future Jobs, AND you will have a friend. Diplomacy is a powerful weapon.

Hint: Time Limit
The playing time depends on the number of players. Depending on the players' biases, negotiation and planning phases can take a long time. If you want to tighten up the playing time, we recommend the following procedure:
1. The player who has just finished his move prompts the next player to take his move by announcing the end of his own turn. (sometimes very effective)
2. In the case of slow play, use an hourglass for the Planning phase. This will give the player one minute to assign a Gangster.
*Of course you can start planning your move **before** it's your turn. You can also make deals with your fellow players outside your own move.*

Even weak attacks such as "Bashing a Businessman" or "Vandalism" can, effectively used, have a significant effect. It's not a difficult task and can be done easily by a Gangster of minor strength. By this means you can break an opponent's Monopoly or establish one of your own.
Knocking off a Business card with a placed Deal marker is a popular tactic because you don't only harm the card's owner but also the owner of the Deal marker, who may need the Business card for a certain Job.
Here is an example of a particularly perfidious move: I, for example, bash the "Lawyer" of Player Blue because Player Red has placed a Deal marker on this Lawyer card. Now I can suggest that Player Red places his Deal marker on my Lawyer card instead - in exchange for a pretty penny!

Keep in mind:
Deal markers can be placed for more than one round and Jobs get more and more lucrative. So it can be advantageous to place precautionary Deal markers on other players' Business cards on favorable terms in early rounds.

Appendix: Optional Rules

Spying:

For experienced players, we recommend that the *Snitch* and *Spy* cards can be played any time, even during an opponent's turn. This will improve the group dynamics and speed up the game.

Business Bonus:

Experienced players can try out the following bonus which will lead to more competition and more targeted and effective use of Attack cards: At the end of each round the player with the **highest income** receives a **bonus of $5,000!** In a tie no one receives the bonus.

Appendix: Explanation of Cards

This is a list of the Job cards, Influence cards and those Businessmen that have special skills. The *Cash Jobs* are not listed. All Cash Jobs are different but all are played in the same way.

Job Cards

Bash a Businessman
An opponent's businessman is deactivated.
Deactivate: see page 9
Yes, this is a success with only one 2. Any Gangster can easily give ordinary businessmen a beating.
Quantity: 2/1/0/0

Property Damage
One player has to pay $6,000 / $3,000 to the bank.
To the bank, not to you!
If he has less, then it's all his remaining cash.
Quantity: 2/0/0/0

Theft
Another player has to pay you from his cash. (Amount varies on each card).
If he has less, then it's all his remaining cash.
Quantity: 2/2/1/2

Vandalism
An opponent's business is deactivated.
Deactivate: see page 9
Quantity: 1/1/0/0

Exceptional Offer
You may immediately buy a business card from the market – you only pay half price / $1,000 less.
You may roll the dice first, then choose the card.
Quantity: 0/1/1/0

Connections
Look through the business stack and buy any card for $2,000 less / regular price.
You may also choose a card on the Market. You may roll the dice first, then choose the card.
Quantity: 0/1/1/0

Money Laundering
You may launder up to $15,000 / $8,000 of your cash.
Money laundering: see page 9
Quantity: 0/2/2/0

Birthday Party
It's your birthday! Each player has to give you a present of $3,000 / $1,000.
If someone has less, then it's all his remaining cash. Feel free to congratulate.
Quantity: 0/1/0/0

Arson
An opponent's business is destroyed / is deactivated.
Destroy/deactivate see page 9
Quantity: 0/0/1/1

Kill a Businessman
An opponent's businessman is killed / is deactivated.
Kill/deactivate see page 9
Quantity: 0/1/2/1

Assassination
An opponent's Gangster is killed.
You have to roll the strength of the victim Gangster. **See page 9 for more information.**
Requires two successes. No effects with only one success!
Quantity: 0/0/3/2

Robbery
Response card! Execute this Job while another player executes a *Cash Job*. Wait until he has rolled the dice, then turn over your Robbery card. You get the entire profit / half the profit (round down).
See page 10 for more information.
A robbery is an *Attack Job*, not a *Cash Job*, so you cannot play a Robbery against a Robbery. First come, first served. (If you want to, you can decide prior to a game that a Robbery can be robbed)
Quantity: 0/0/2/1

Horse Racing
Double or nothing! Take up to $20,000 of your cash and put it on this card. Money is doubled/ (fail:) Money is lost.
Of course you have to announce how much you want to bet before! Stupid question. Good luck!
Quantity: 0/0/0/1

Car Bomb
An opponent's Gangster is killed / is deactivated.
Kill/deactivate see page 9
Quantity: 0/0/1/1

Persuasion
An opponent's businessman changes his owner. Take him.
Requires two successes. No effects with only one success! Deal markers on the Businessman are returned.
Quantity: 0/2/2/2

Trap
Response card! Execute this Job when another player plays an *Attack Job* against you: The attacking Gangster is killed and the *Attack* is repelled. / The *Attack* is repelled.
See page 10 for more information.
Yes, you can play a Trap against a Robbery. The Trap itself is NOT an *Attack Job*, so you cannot play a Trap against a Trap.
Quantity: 0/0/1/2

Drive-by Shooting
An opponent's Gangster is killed / The attacked Gangster returns fire! (as if he attacks your Gangster).
In case none of the dice is a success the attacked player may roll for his Gangster to kill your attacking Gangster.
Quantity: 0/0/0/2

"**Quantity**" means the number of cards in the game
in round I / round II / round III / round IV

Influence Cards

Snitch

Play this card any time: You may look at a single planned Job card belonging to another player.
Or: *on your turn:* You can exchange the four Business cards on the market with new ones.

You may not show it to anyone. As long as you hold the card in your hand, you must not talk about it.
But *afterwards*, you can talk (and lie) as much as you want.
The replaced business cards are placed below the Business stack.
Quantity: 8

Henchman

Play this card during the planning phase. Place it face up on any Gangster.

The Job of this Gangster gets easier. The target of the dice roll is lowered by one. This card is discarded together with the Job.
No more than one Henchman per Gangster!
Quantity: 5

Machine Pistol

Play this card during the planning phase. Place it face up on any Gangster.

The Gangster increases by one in strength. He has one additional die. This is also important if he is the victim of an assassination.
This card is discarded at the end of the round.
No more than one Machine Pistol per Gangster!
Quantity: 4

Spy

Play this card any time: You may look at two planned Job cards belonging to other players.

See Snitch.
You may choose different players.
Quantity: 4

Emergency doc

Play this card after a Gangster or Businessman is killed: He is only deactivated.
Play this card after a Gangster or Businessman is deactivated: He is not deactivated.
Quantity: 2

Saboteur

Play this card during the planning phase. Place it face up on an opponent's Gangster.

The Job of this Gangster gets more difficult: The target of the dice roll increases by one. This card is discarded together with the Job.
No more than one Saboteur per Gangster!
Quantity: 2

Distraction

Play this card during the planning phase. Place it face up on an opponent's Gangster.

The Gangster loses one strength. He loses one die. This is also important if he is the victim of an assassination.
This card is discarded at the end of the round. A Gangster's strength cannot go below one.
No more than one Distraction per Gangster!
Quantity: 3

Special Skills of Businessmen

Schemer

Play this card in the action phase before the turn of another player: You may immediately take an extra turn. Afterwards play is continued normally.
Or: *play this card when it's your turn:* You are skipped.

It is an extra turn out of order. You can play one of your Jobs immediately, even though its not your turn. Afterwards it is the turn of the player whose turn it was.

This has to be announced clearly before another player starts his turn. As soon as a Job card is revealed, it is too late.

If more than one player wants to play a schemer at the same time, it is resolved clockwise from the starting player. Any single player cannot play more than one Schemer at a time.

It can be useful to skip your turn if you have a Response card ready or you think your opponent may have one.
Quantity: 5

Lawyer

Once per game round, you may look at two Jobs of your fellow players.
You may choose different players.
Quantity: 3

Politician

In the *card-drawing phase* you get one additional Influence card.

Quantity: 3

Cop

ONLY FOR $ *CASH JOBS*: Once per game round, you may re-roll one die.

Once again: **ONLY** FOR $ ***CASH JOBS***!
Does NOT apply for ⌖ *Attack Jobs!*
Quantity: 3

The special skills of Businessmen are not affected by deals. **They are NOT transferable!**

They are **cumulative**. For example, if you have two politicians, you may draw two additional Influence cards.

If you want you can "tap" a Businessman card (turn it), to indicate that it has been used in the current game round.

Credits

Designer & Illustrator: Johannes Sich
Graphic Design: Daniel Goll
English Translation: Nicholas McHardy, Tim Overkamp, Tim Bishop, Martyn Joines
English rules editor: Michael Schemaille
Quined Games: Arno Quispel, Paul Mulders, Rafael Theunis

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Visit our website: **www.lacosanostra-kartenspiel.de**
Here, you will find more info about the game and the rules, FAQ, video tutorials, art and pictures.

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https://www.kickstarter.com/projects/1661420780/la-cosa-nostra
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Facebook: **www.facebook.com/lacosanostracardgame**
If you have questions or feedback please write us: **info@quined.nl**
Or visit our webpage: **quined.nl**

Quined Games bv
P.O. box 1121
3260 AC Oud-Beijerland
Nederland

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Hard Boiled Games
Johannes Sich
Sanderstr.6
12047 Berlin

Rules overview

Symbol overview
on the back cover!

Overview of a round:

1. Draw cards
Draw Job and Influence cards (depending on round, check card field).

2. Planning phase (see page 4)
Clockwise, beginning with the start player, **one** Gangster is assigned to

- ***purchase*** a Business card:
  the Company or Businessman from the market is placed face up on top of the Gangster card and the market is restocked.
- or carry out a ***Job***.
  The Job card is placed from your hand face down on top of the Gangster card.

When all Gangsters are busy, the planning phase is over. Players keep their remaining Job cards.

3. Action phase (see page 5)
Clockwise, beginning with the start player, **one** Gangster is activated to perform one planned action (*Purchase* or *Job*).

- **Purchase:** the cost of the Business card is paid to the bank and the card is placed in your playing area.
- **Job:** the card is turned over and its instructions are **carried out.**
- If you cannot or will not buy the card or carry out the Job, the card is placed face down on the discard pile.

When all Gangsters are done, the Action phase is over.

4. Payday (see page 8)

- All players receive **income** according to their Business cards and Monopolies.
- Clockwise, every player may use his money to **buy one additional Gangster.**
- **Hand Limit**: discard cards until you have no more than three Job and three Influence cards in your hand.
- The start player card moves clockwise to the next player and the next game round starts.

End of the game (see page 9)

- At the end of the fourth round, the **income is paid out twice** (including Monopolies).
- The player owning the **most Gangsters** gets an additional $15,000.
- **Money laundered** is doubled.
- An additional **power bonus** for killed Gangsters:
  1 Gangster: Strength x $ 2,000
  2 Gangsters: Total strength x $ 4,000
  3 or more Gangsters: Total strength x $ 6,000
- Finally, all cash is tallied and the player with the most cash wins.

Carrying out a Job

For every point of strength a Gangster has (as indicated by the gun symbols on the Gangster's card), roll a die against the number shown on the Job card. Every die with same or higher number is a success. The number of successes determines the outcome of the card, e.g. the amount of money earned in Ⓢ *Cash Jobs* is higher with two successes than one (see page 6).

Make a Deal

Different Business cards are needed to carry out Ⓢ *Cash Jobs*. If you do not own these businesses, you can make a deal with an opponent who does. These deals can be negotiated however you like. When both parties make an agreement, a **Deal marker** is placed onto the business card. Once the deal marker is on the card, it remains there until that business card is used for a *Job*. A Business card can be used for more than one *Job* during a round (see page 6).

Influence cards

Influence cards are played as additional cards during the round. How and when they can be played is displayed on the card (see page 6).

See our rules video on:
www.lacosanostra-cardgame.com

Rules overview
see last page!

Symbols and Terms

Gangster / Strength
The number of gun icons on the Gangster card shows that Gangster's strength and indicates how many dice can be rolled to carry out a Job.

Cash Job
Next to the Jobs symbol are listed all businesses needed to carry out the *Job*. The player receives cash from the bank depending on the number of successful dice rolled.

Attack
The target of the attack is shown next to the attack symbol. Depending on the number of successes, different effects are triggered.

Difficulty
Based on the number shown on the die symbol, the die roll is a success if it is equal to or higher than the number (in this example a three or higher).

Next to the single die is the effect for a single success.

Next to the two dice is the effect for two successes.

Fail
This effect is triggered if there are no successes.

Assassination attempt
Here, you roll the dice against **the strength of the Gangster you want to assassinate**, e.g. to kill a Gangster with a strength of three, two dice with three or higher are needed. If the targeted Gangster is still tasked to carry out a Job or is buying a Business, the difficulty is increased by 1 (see page 9).

Symbols on Job cards:

Deactivate (from round I)
A deactivated card is flipped face-down until the beginning of the next game round and is considered inactive. (see page 9)

Money laundering (from round II)
The player can put cash under his Boss card, where he or other players cannot remove it. At the end of the game its value is doubled!

Kill and Destroy (from round II)
The targeted card is discarded. Gangster cards are out of the game. Business cards are placed under the Business card stack (see page 9).

Response card (from round III)
Has to be planned as any other Job but is played as a reaction (see card for details). It cannot be played during your own turn (see page 10).

Symbols on Influence cards:

The task will be easier, the number to roll is reduced by 1.

The task will be more difficult, the number to roll is increased by 1.

The Gangster's strength is increased by 1. The Gangster gets an additional die and he becomes harder to kill.

The Gangster's strength is decreased by 1. The Gangster loses one die and becomes easier to kill.

Monopoly
See Monopoly cards for details, or see page 8.

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