



The Godfather: Corleone's Empire (2017)

2-5 Players

Designer: Eric Lang

Duration: 4 Acts. 60-90 minutes.



by BGG user: schuetzsc

Setup

- Put **Don Corleone**  on Act I of the **Act Track**. Put the **Police Car**  on 1st space of **Phase Track**
- Create stacks of each **illegal good** card & each **\$** card and place by board
- Sort and shuffle **Business tiles** by color and create 2 face-down stacks by board
- 4p**: draw **1 blue Business tile** & put face-up on Turf 1 [Wall St.] **5p**: draw **3**, put on Turfs 1, 2 & 3
- Shuffle **Job cards** & place face-down by board. Draw job cards for # players & place face-up on right edge of board: **2p** = 2 cards **3p/4p** = 3 cards **5p** = 4 cards
- Shuffle the 6 Act I **Ally cards**, put face-up on bottom edge of board per # of players [rest of Act 1 cards back to the box]. Keep the Ally cards for remaining Acts in a stack to the side
2p = 1 Ally card **3p** = 2 cards **4p** = 3 cards **5p** = 4 cards
- Put the Mayor, Union Boss, & Police Chief by board – any remaining figures back in box
- Player Setup**: players get **1 metal suitcase**, **9 control markers** , **2 Thugs**  [**2p**: 3], **3 Family members** – keep the Don , put Consigliere  on Act II and Heir  on Act IV of the Act Track by the board
- Each player also gets: one \$1 + one \$2 + one \$3 money cards, 2 random Job cards [keep hidden]
- Pick start player, award **Horse Head token** 

End Game & Scoring

- Players discard down to 2 cards in hand at end of **Act IV** – place any \$ cards of these 2 into Suitcases. Discard other cards in hand. Then open Suitcase, separate \$ cards from Job cards
- +\$5 for each **Turf** where player has most **Control markers**. Tie: Control marker higher in stack
- +\$5 for most of each different complete **Job color** [yellow/blue/green/gray]. Tie: all tied players get \$5
 - Endgame bonus \$ are not subject to \$ card availability – full payment is made to player
- Most \$ wins. Tie: tied player who earned most **Turf Dominance** bonus \$

Abilities

	Take 1 \$ card from your hand, show it to the other players & place it in your suitcase		Discard 1 card of choice from your hand & take a Booze, Gun, or Blood Money card into your hand
	Take the top 2 cards from the Job deck, add 1 to your hand, discard the other		Take exactly the \$ card(s) indicated
	Discard 1 card of choice from your hand & take a \$5 card into your hand		Take the indicated Illegal Good card from the supply into your hand if available
	Discard 2 cards of choice from your hand & take a \$5 card into your hand		Take the horse head token. You are immediately the 1 st player from that point
	Discard 3 cards of choice from your hand & take a \$5 & \$3 card into your hand		

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Game Play

- Move the **police car** along the Phase Track to mark the current **Phase** during each Act
- **No Change**: Players cannot, for any reason, change \$ between their hand, suitcase or supply
- If a pile of **Illegal Goods** runs out, no cards of that type can be taken
- If a \$ pile runs out, player instead takes a card of the next lower value available [rounding down]
- If the **Jobs deck** runs out, shuffle discards and create a new deck [if discards are available]
- A "figure" refers to either a Thug or a Family Member

Open New Business: In Act I & II, add a **blue** business tile, then in Act III & IV add a **red** business tile. Place the tile on the lowest numbered available Turf space

Family Business: begin with start player, play clockwise. Players perform a single **action**. Once a player has *no more of their own figures to play*, they are passed over until the phase ends [can't complete Job or play Ally]

- **Play a Thug**: place a figure with a square base on an available business. Take the front of business action at the bottom of the tile. The controlling player of the Turf [top control marker] also gets the action, unless the Turf is controlled by the active player. The active player decides who uses ability 1st
- **Play a Family Member**: place a figure with a round base on an available circular spot between Turfs. Take the back of business [top] action for **all** businesses in adjacent Turfs in any order. Central Park grants suitcase ability. No actions awarded to players controlling the affected Turfs
- **Complete a Job**: spend an action to complete a Job card either from hand or face-up. Discard the required goods shown on the card [narcotics  are wild cards] from hand, take the action and \$ shown on card into hand, and place Job card in player suitcase. If completing face-up Job, it is **not replaced** until the next Act. If a Job allows you to "gun down" a figure, lay it down in the Hudson River – it will be retrieved for the next Act. If it allows shake-down of the front of a business, the controlling player of the Turf also gets ability
- **Play an Ally**: spend an action to play an Ally from hand face-up [play each 1x per Act] & use Ally ability. Ally cards are returned to hand at the end of the Act. Neutral figures can be moved by certain Ally cards & act as temporary members, but remain neutral for Turf control determination
 - **Mayor** : figure is placed in a Family Member space
 - **Union Boss** : figure is placed in a Thug space
 - **Police Chief** : figure is placed in a Turf area, not in any square or circular space

Turf War: determine highest influence for each Turf in order. Place control marker of player with most influence [total all figures] – if tie, no control marker placed. If a player runs out of markers, may move 1 from an existing Turf. Neutral figures are not part of a Family & may cause a tie. The topmost marker determines control for the next Act, markers underneath are for end game scoring

Bribery: players secretly move bids into lid of suitcase [can bid 0], simultaneously reveal. Highest bid gets choice of Ally card to hand, followed by next bid etc. Winning bids go back to \$ piles, losing bid stays in player suitcase. If tie, turn order [starting with horse head] determines winner. If you bid 0, you cannot take an Ally card. No Bribery phase in last Act of game

Tribute: take back all Ally cards played & discard down to the hand limit of the *current Act*. Any discarded Ally cards are removed from game, Job cards go to discard pile, \$ to supply

Entr'acte: return all figures from the board to players, neutral figures go to side of board

- Move **Don Corleone** to the next Act. If starting Act II & IV add the waiting **Family Member**
- Add face-up **Job cards** per # of players [do not remove any remaining cards from last Act]
- Remove any remaining **Ally cards** for the current Act, place Ally cards for next Act face-up per # of players [skip going into last Act]. Begin next Act