

Mafia Works

Introduction:

Welcome to the zany world of mafia works! In this game players will take command of an organized crime family in the animal kingdom. Collect your allies, complete jobs, and outwit the lawmen and the other families for victory!

This game contains:

- 4 Leader cards
- 4 Right Hand cards
- 5 Ally decks
- 2 Victory decks
- 1 Action deck
- 1 Victory track
- 10 VP tokens
- 1 Rule book



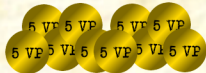
X5



X2



X1



Winning the game:

When the “Final Job” card leaves the Victory Track, the game ends.

At that point, the player with the most VP (Victory Points) will be the winner!

Count up how many VP you have earned through the game, and count the “Victory” total on your Allies and Victory Cards.

Add them together for your VP score.



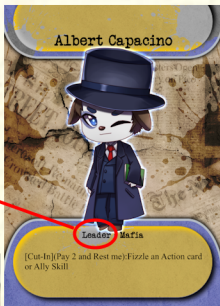
Victory
Point
Value

Final Job

Game Setup:

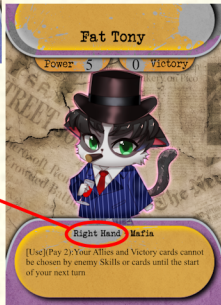
-Each player chooses a Leader card and places it in front of them. Each Leader comes with a Right Hand card and a deck of Allies that match that leader's "Faction". Each player places their Right Hand face down next to their Leader card. Then, collect everyone's Ally cards and shuffle them together with the "Neutral" allies to form the Ally Deck. Place that deck within reach of all players.

Leader



Right Hand

Faction



Game Setup:

-Take the deck of Action Cards and shuffle it. Place the deck in reach of all players and all players will then draw 4 Action Cards to form their Hand.

-Mutually choose among all players which “Victory Deck” will be used for this game. Take the Final Job card out of the deck and shuffle the rest. Then, place the Final Job on the bottom of the deck. Place the Victory Deck on the “Deck” Side of the Victory Track, making sure that the track is in reach of all players.

Victory
Deck
Name



Place Deck Here



-Randomly choose who will take the first turn.

-NOW YOU ARE READY TO PLAY!

Turn Order:

1. Draw an Action Card
2. Stand your cards.
3. Pick an Ally
4. Advance the Victory Track
5. Main Phase
 - Get Victory cards
 - Play Actions
 - Trigger [Use]
 - Stash
6. End Phase

Turn Order:

1. Draw an action card from the action deck.



2. Stand all of your Rested cards.
Stand means to turn a card upright. It will be able to complete jobs if an ally, or pay for costs if it is a Victory card.
Rest means to turn a card sideways. This position indicates the card has been used.



Turn Order:

3. Get an Ally card.

Look at the top 2 cards of the ally deck. Put up to one of them OR the top of the Ally Drop in front of you as an Ally. Drop the Allies you did not choose.



HOWEVER! Before you choose, if you already have 2 allies from your Leader's faction OR you have 2 Allies from any faction AND you have the lowest Victory Points, you may flip up your Right Hand. Your Right Hand is now the Ally that you have taken this turn and is now one of your Allies.

When you gain a new Ally, if you have more than 5 Allies already, you will have to Drop one of your current Allies.

Turn Order:

4. Advance the Victory Track.

To do this, push all cards on the Victory Track towards the “Escape” side.

If any cards would leave the board, those cards ESCAPE!!! Trigger their [Escape] skills now.

Then, take the top card of the Victory deck and place it on the left most space.



Turn Order:

5. Main Phase:

During this phase you can do any or all of these actions as much as you want in any order you want.

-Play an Action card from your hand.

-Do the [Use] Skill of one of your cards.

-Acquire a Victory card. To do this, choose the Victory card you want. Then, rest allies with Power values equal to or Greater than the Victory Card's Power. If you do, place the Victory card in front of you. It is now yours and the card can be Rested to pay for costs, and its VP value counts towards your VP at the end of the game!



-Stash a card. To do this, take a card from your hand and place it face down on the table in front of you. This is now your “Stash”. You can only have one card in your Stash at a time and if you want to stash another card, return your previous Stashed card to your hand. You can also return this card to your hand without placing a new card.

Notes:

You may play a Cut-In event at any time on any turn. Even in response to another skill that is trying to resolve.

You pay for costs by Resting your Victory cards.

The game ends when the Final Job leaves the Victory Track.

If the Action Deck or Ally Deck is empty, shuffle their Drop to make a new deck.

Reading Skills:

Card effects are called “Skills”. Here is an example of how you read a Skill.

[Trigger](Cost):Effect.

The Trigger is when the effect can activate. Sometimes you can use it at any time, sometimes you’ll need to activate it during your main phase, and sometimes it will automatically happen when certain conditions are met. See the Keywords section for more information.

The Cost is what you need to do to have the effect of the skill happen. You’ll need to pay this cost before you can try to do the Skill at all. If your skill gets Fizzled (prevented from happening), you’ll still pay the cost.

Effect. This is what the skill will do. If you can only resolve part of the skill, that’s ok! Just do as much as you can!

Keywords:

-Fizzle. Fizzle means that the skill does not happen. If an Action Card is fizzled, it is sent to the drop without doing anything.

-[Use] This means that the Skill must be chosen to be activated by its owning player during that player's main phase.

-[Cut-In] This means that the Skill can be used at any time. Even if it is not your turn!

-[Acquire] This skill will automatically trigger when the card enters a player's possession.

-[Cont] This means continuous. This skill is always on no matter what!

-[Escape] This skill will trigger when the Victory card that it is on Escapes the track without anyone acquiring it.

-Destroy. This means to send a card to the drop. You cannot Destroy Victory cards that are on the Victory Track.

-[Faction Boost] This skill will only work if the Faction of the card matches the Leader of the player who owns it.

-[1/T] Once per turn. This means that this skill will only trigger once per turn.

-Pay X. This means that you will need to Rest the listed number of Victory cards in your possession to trigger the skill.

-[Auto]. This means that the skill is going to Automatically trigger when the conditions in the Effect are fulfilled.

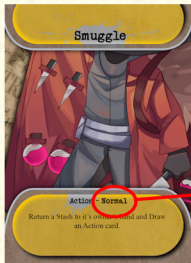
Action Card Types: There are a few specific types of action cards, let's go over what they are and when you can play them!

-Normal: You can only play these cards during your main phase.

-Cut-in: You can play these cards at any time, even during your opponent's turns!

-Equip: You can only play these cards during your main phase. Instead of getting dropped, slide them under ANY Ally, Right Hand, or player's Victory Card. This action card will stay in play Equipped to that card!

-Stash: This card can be triggered while face down in your Stash! After you use it from your Stash, Drop it.



Action
Card
Type