

FAMILY BUSINESS

Object: To be the last one alive

The Hit List:

- This is the line up of people to be killed. Also called the Wall.
- To have someone killed, you need to put them on the Hit List (one exception to this will be explained later). You can put someone or several someones on the Hit List, and they can do the same to you.

Mob War:

- When there are six or more Mob Cards on the Hit List, mobsters start to die at a rate of one (or more) at the end of each turn. Also, when there are six or less Mob Cards left in the game, the Mob War starts and does not stop.
- Certain cards can start the Mob War - or stop it, or even just change the order.

During Each Turn:

- Draw so you have up to six cards
- Attack or rescue someone
- Someone on the Hit List dies (if the Mob War is in effect)

Cards: Four kinds of cards: **Mob, Attack, Counter, and Rescue**

MOB: Six sets of mob gangs with nine cards per gang			
ATTACK		COUNTER	
Contract:	puts someone on the Hit List	<i>If the following cards are played against a double contract, the card counters only one contract.</i>	
Priority Contract:	goes to top of the Hit List	Family Influence:	stops a contract or one of a double contract
Double Contract:	two go on the Hit List <i>If the person being attacked has only one card left, no counter cards can be used.</i>	Mob Power:	stops contract and puts a Mob Card from the person playing the contract card on the Hit List
No Mob Power:	cannot use Mob Power Counter Card		
No Family Influence:	cannot use Family Influence Counter Card		
No Mob Power/No Family Influence:	No Counter Card can be used		
Vendetta:	sends two from each mob to Hit List. Mob War starts two by two	Safe House:	protects someone from Vendetta card

ATTACK		COUNTER
Hit: <i>only card that automatically kills</i>	one member of attacked mob dies immediately. Player of card puts one Mob Card on the Hit List (ultimate sacrifice)	No Counter for these cards
St. Valentine's Day Massacre:	immediately kills everyone on Hit List	
Double Cross:	one of every mob goes on the Hit List in order of the player's choosing (after those already on the Hit List)	
Mob War:	starts the Hit List killing no matter how many cards are on the Wall	
Ambush:	starts the Hit List killing two by two	
RESCUE		COUNTER
Take It On The Lam:	removes one card from Hit List	Finger: stops someone from Taking It On The Lam
Police Protection:	removes one card from Hit List	No Counter for these cards.
Substitution:	remove one of your cards from Hit List, and exchange it for another's	
Intrigue:	rearrange Hit List cards (no additions, subtractions, or substitutions)	
Truce:	stops Mob War Two exceptions: six or more on Hit List six or less Mob Cards left in the game	
Payoff:	removes all of one's cards from Hit List	
Federal Crackdown:	takes all cards from Hit List	

Countering Rule:

If someone plays a Counter Card (distinguished by a red-bordered circle) in response to an Attack or Rescue Card, that player goes next; and play resumes to that player's left. Anyone in between misses a turn.

Winning the Game:

The first player to stay alive twice wins.