

Consigliere Rulebook

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Summary

The Don is dead, long live the Don! As the Consigliere of the city's underworld, you now have the responsibility of guiding the selection of the next Don. Compete with your peers to be the power behind the throne of the next criminal dynasty.

Game Overview

Crime City is in upheaval after the death of its leading organized crime boss, and the scheming has begun. From the four leading crime families, a few names will rise to the top as contenders, and the power behind the throne is getting into motion. Whoever has the most influence with the new boss will be his or consigliere, the person in whom the real power lives.

Consigliere is a card-drafting and influence peddling game. Players are the consigliere of Crime City, the men and women behind the bosses. Your goal is to put a boss in charge who trusts you above all others. You can influence the various contenders to trust or distrust you, while influencing your fellow consigliere to put the right boss in charge.

Setup

Components

- 21 Capo Cards

- 72 Maneuver Cards
- First Player Bullet
- Voting This Week Card
- Ballot method TBD
- Seven Positive Influence Pouches and Seven Negative Influence Pouches
- A crap-ton of colored influence chits

Card Layout

From the pool of the city's capos, there will be several contenders for the title of Boss. Shuffle the deck and deal out a number of contenders equal to the number of players in the game plus one. Place them face up in a row in the center of the table. Near each contenders card, place their Positive Influence and Negative Influence pouches, so you can be sure of whose is whose.

The deck of Maneuver cards is shuffled and placed face down in the center of the table.

Place the Vote This Week card face down near the center of the table.

The Capos

Capos have traits that affect their responses to certain types of actions. Capos are grouped into factions by last name. This faction membership can influence how they view certain actions impacting related Capos.

Frontrunner effect: The Pretender who got the most votes in the most recent voting phase gets a special effect (e.g. cannot assassinate, harder to influence, etc.)

Influence is tracked by adding colored tokens to two bags for each Capo. Each Consigliere is identified with one color token and one bag for each Capo is associated with positive influence while the other is negative. A Consigliere's net influence with a particular Capo is the count of the positive tokens minus the negative tokens.

Gameplay

Phase I: Drafting Maneuver Cards

At the start of each round, hands are dealt and then drafted by passing. # of cards per hand TBD (five? or some multiple of # of players?).

Phase II: Peddling Influence

Play your hands. One card at a time, all players revealing simultaneously each card. First Player resolves first and play rotates clockwise. To play: put a card face down with the influence needed to play it on top of it. You can change the target of a maneuver up until you resolve it.

Repeat until all players have used all cards. All maneuver cards have the option of being sold off for influence, used for a paid effect, or used directly to gain influence with Capos.

Maneuvers fall into categories. Capos like and dislike each category, meaning maneuvers in those categories add positive or negative influence to that capo, as appropriate.

If any Capo is eliminated from the running to become Don, flip the Vote This Week card face-down.

If any Consigliere runs out of cards, she must pass. No one may pass a turn if he still has maneuvers

in-hand.

Phase III: The Vote

If the Vote This Week card is face down, flip it face up, but do not vote this week.

If the Vote This Week card is face up, all Consigliere vote on who will become Don (simultaneous reveal). A Don is elected by unanimous acclaim. If everyone else is dead or banished or otherwise out of the running, the last Capo standing becomes Don. If the vote is not unanimous, the Capo with the lowest number of votes is eliminated from the running. Ties are decided by the heaviest Negative Influence Pouch (Capo with the most negative chits is eliminated).

Possibilities: the pretender with the fewest votes is eliminated from contention? Pretenders with no votes are eliminated? The pretender with the most votes gets some bonus defined by their character. Idea: There is no vote if anyone has already been eliminated this round.

After voting, flip the Vote This Week card face down. Pass the First Player Bullet clockwise and return to Phase I.

Game Mechanics

Assassination Attempts

If you try to assassinate a Capo, everyone will find out regardless of your success or failure (unless this is overruled by the Maneuver being used). Each Capo will respond differently to this, depending on the target and outcome, so think strategically about your choice of target.

If a Capo is killed, flip them over and put the card to the side. If a Capo is eliminated, but not killed, just flip over the card.

Elimination Roll

Any time the game calls for an 'Elimination Roll,' roll one six-sided die. A result of five or six is a success and anything else is a failure.

The New Don

Once a new Don has been elected, influence with him is counted up. The Consigliere with the highest net influence becomes the power in the shadows, pulling the strings of the whole syndicate. Ties are resolved by the Consigliere with the most positive influence.

For Advanced Players

Each player chooses their consigliere. Each consigliere nominates one Capo as candidate for the next Don. Once all the nominations have been heard, one surprise candidate is drawn at random from the deck of the remaining Capos. One positive and one negative influence bag is placed next to each Capo.