

## **Mobsters of the Iron Triangle**

*“Everybody wants to have all three,” Lenny said, eyes shifting nervously as he looked around the darkened room, hazy from lingering clouds of cigar smoke. “They want the job done good AND cheap AND fast. But, I tells ya, you can’t have all three!” Lenny’s voice shrilled a bit at the end, exposing some possible frustration.*

*There was a collective gasp around the room followed by silence as the other Gangsters fixed their eyes on the Boss who was sitting in the corner. How would he react to Lenny talking back with that tone of voice?*

*“Go on,” the Boss replied in his raspy baritone voice, “I’m listening.”*

*Tension in the room eased a bit as Lenny continued. “You see, you can only have two. I can do the job cheap and fast, but it ain’t going to be nice. I can do it cheap and good, but it’ll take me a few days. Or I can do it good and fast, but it’ll cost you a pretty penny. You give me a hint about what’s most important, and I’ll tells ya what I can do for the job.”*

### **Game Overview**

Players take on the role of Gangsters who meet together, offering to do jobs for each other and attempt to gain the most Notoriety. Players draw secret roles that will be revealed at the end of the game. Each round one player takes on the role of a Mob Boss who wants to hire a Gangster to do a job. The other players play as Gangsters who make offers to do the job. After a brief moment of negotiation, the Mob Boss chooses one of the offers. Once revealed, the offer determines how much the Mob Boss pays the Gangster, how well the job is done, and how long the job takes to complete. The player who has the most time left in the game becomes the Mob Boss for the next round. Play continues until all players have run out of time. Players reveal their secret role, and Notoriety points are tallied. The player with the most Notoriety is the winner.

### **Components**

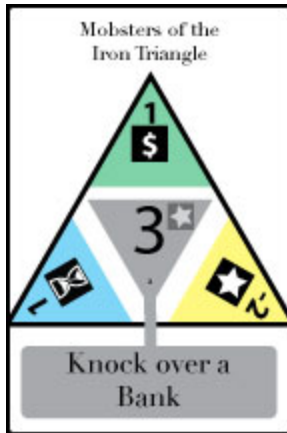
- 1 - Rulebook
- 1 - Game board
- 6 - Secret Role cards
- 24 - Job cards
- 24 - Player cubes (four each of six colors)

### **Setup**

- Place the Triangle game board in the center of the table
- Each player takes their four player cubes and places them accordingly:
  - Keep one cube (to signify their color).
  - Place one cube on the \$10 spot on the Money Track (dollar sign).
  - Place one cube on the empty space next to the Quality Track (star).

- The final cube is randomly placed on one of the starting circles on the Time Track (hourglass).
- Shuffle the Secret Role cards and deal one to each player. Players may look at their roles, but must keep them secret until the end of the game.
- Shuffle the Jobs cards and deal three cards to each player. Place the remaining cards face down near the game board to create a draw pile.
- The player whose cube is in the last (leftmost) starting circle is the Mob Boss for the first round.

### About the Job Cards



The Job cards are used differently depending on if the player is the Mob Boss or one of the Gangsters during the round. There are two sets of information found on the card.

When a player is the Mob Boss, the card is played as a Job. The Job's details are featured in the gray triangle and the gray box. They indicate the name of the job and the base amount of quality stars to be awarded to the Mob Boss. Ignore the other information on the card.

When playing as a Gangster, the card is played as an Offer to do the Job. The Offer's details are found in the corners of the triangle and indicate what type of work the Gangster offers to do for the job. In this example, the Gangster would be offering to do the job Cheap and Fast - for \$1 and for 1 day. The quality of the job, however, would be modified by minus two stars. The back side of the card reveals the "Pick Two" nature of the card. These are "Cheap and Fast," "Fast and Good," and "Good and Cheap."

### Game Play

#### *When playing as the Mob Boss*

The player whose cube is in the last place on the Time Track is the Mob Boss for this round. If two cubes are in the same last place, the one whose cube is on the bottom is the Mob Boss. The Mob Boss selects a Job card from their hand to play face up on the table. The Mob Boss announces the name of the job (using their best mobster accent, of course) and then announces which *one* feature they are most interested in (i.e., Fast, Cheap, or Good) when considering offers to do the job.

#### *When playing as one of the Gangsters*

After seeing the Job and hearing which feature the Mob Boss is interested in most, the Gangsters select a card from their hand as an offer they think will attract the interest of the Mob Boss. The offers are played face down to the table, exposing the "Pick Two" feature of the card. When all the Gangsters have placed their offers to the table, a brief time of negotiating begins. Gangsters attempt to entice the Mob Boss to take their offer. Gangsters

may say as much or as little about their offer (including bluffing about the precise details), but they *may not* reveal the front of their card until the Mob Boss chooses one of the offers.

### *Picking and Scoring and Offer*

After hearing all of the offers, the Mob Boss chooses one. The Gangster who played the chosen offer reveals the details on the front of the card. As a reward, the Gangster moves their cube forward one space on the Quality Track. All other players cards may be revealed at this time if they wish.

The details of the accepted offer are recorded on the three tracks of the game board:

- The Mob Boss cube moves forward on the Quality Track according to the number of stars on their job card modified by the number of stars on the offer card (found in the corner of the triangle, not in the middle). For example, if the Mob Boss's card has a value of 3 stars in the middle triangle, and the Gangster's card has a value of -2 stars in the corner, the Mob Boss will move forward one space on the Quality Track.
- The Mob Boss pays the Gangster the price on the offer card. This is done by moving the Mob Boss's cube down on the Money Track and moving the Gangster's cube up on the Money Track according to the price. *NOTE:* The Mob Boss can never go below \$1! In the rare case a Mob Boss doesn't have enough money to pay the entire amount found on the offer, pay until the Mob Boss is at \$1, and then make up the difference by exchanging movement on the Quality Track (one star exchanged for every dollar short).
- The Mob Boss's cube moves forward on the Time Track the number of spaces according to the amount of hourglasses on the offer card. Stack the Mob Boss's cube on top any other cube(s) already in the landing space. If the Mob Boss's cube needs to be moved farther than the finish space, leave the cube on the finish space, stacking it on top any other cube(s) already in the finish space.

After all of the tracks have been adjusted, all cards played this round are discarded. Players draw one card to bring their hand back up to three and begin the next round.

*NOTE:* If at the beginning of a round the Mob Boss's cube sits at \$1 on the Money Track, the Mob Boss is too poor to hire out a new job. Move the Mob Boss's cube on the Time Track one space ahead of the next to last cube(s).

### **End of Game & Determining the Winner**

The game ends when all players have moved their cube onto the finish space (the large square) of the Time Track. Players begin to calculate their Notoriety points by adding the values found above their cubes on the Money and Quality Tracks. For example, a player with a cube on the \$20 space and a cube on the 16 stars space will score a total of 10 Notoriety points (four Notoriety points for the Money Track and six Notoriety points for the Quality Track).

Finally, players reveal their Secret Role cards and score bonus Notoriety points if they meet the conditions of their card. Players whose cubes are tied on the Money and Quality Tracks will score the points if they meet the conditions of their card.

The player with the most Notoriety points is the winner. In case of a tie, the player on top of the Time Track (the last player to be the Mob Boss) is declared the winner.