

# FAMILY BUSINESS

Nothing beats family. Well, your own family. And if foreign mobsters want to invade into your territory, naturally, the whole family will help out to eliminate the opponents. It's family business. In the end, the last family to have mobsters left in the game wins.

## COMPONENTS



54 mobster cards  
(6 families with  
9 mobsters each)



56 action cards  
(Attack, Counter,  
and Rescue cards)



10 additional  
ability cards for the  
Advanced Rules

## SETUP

Place the box lid in the center of the table, then stack the box bottom on top of it. One of the short sides of that stacked box will show "the wall" (see illustration). As you target mobsters for elimination, line them up against that wall (see illustration).

Stack your  
box bottom  
on your  
box lid.



Eliminated mobsters will be buried  
in the graveyard tray.

Stand the first mobster on the  
Hit List up against the wall.



The "Hit List"

Each player chooses a mob family and takes all the cards of that family. If you play with less than 6 players, return unused families back to the box.

Place your cards face up in front of you, so that everyone can always see how many cards you have left.

Shuffle the action cards and give each player 5 cards for their starting hand. Place the remaining cards face down in the center of the table, as a draw deck. The final setup should look like the following example:



## GAMEPLAY

The dealer plays first, and play will continue clockwise around the table. The turn order is altered as soon as someone plays a Counter card.

During your turn, you have 2 actions:

- draw as many cards until you reach your hand size limit of 6 cards (if the draw deck is empty, shuffle the discard pile and make a new draw deck)
- then play 1 card and place it face up on the discard pile

Red Attack cards and green Rescue cards normally have one or more targets that have to be specified when played. Then, all opponents (even the ones not affected) have the opportunity to intervene by playing a blue Counter card. If several opponents want to do that, only the card that hits the table first has any effect.

If a card that requires a target is played without a target, it is discarded without any effect instead.

Blue Counter cards can be played on your own turn; in that case, they don't have any effect and will be discarded.

After the card's effects have been carried out, the next player clockwise takes their turn, unless another player (besides you) has played a Counter card. In that case, play continues with that player—all other players are simply skipped.

The first mobster to be put on the Hit List by an Attack or Counter card is placed against the wall. If more gangsters are placed on the Hit List during the course of the game, their cards are laid out in front of the wall in a row (see illustration), which will get longer and longer.

## **MOB WAR**

When a Mob War starts, mobsters will begin to die. As long as there is a Mob War, at the start of each player's turn, the mobster who is currently standing up against the wall is eliminated. The mobster card is placed in the graveyard in the box, and the next card from the Hit List moves up against the wall.

If the Mob War was triggered by VENDETTA or AMBUSH, then the first two mobsters on the Hit List are eliminated each turn—the Mob War is at “double rate”.

There are five events that trigger a Mob War:

- A MOB WAR, VENDETTA, or AMBUSH card has been played.
- There are 6 or more mobsters on the Hit List.
- There are only 6 or fewer mobsters left in the game.

A Mob War ends when TRUCE is played or there are no more gangsters on the Hit List.

A player is immediately out of the game when all of their mobsters are eliminated; when that happens, that player must discard their hand.

## **END OF PLAY**

If only one player has mobsters left in the game (on the Hit List and/or in front of them), the game ends and that player is the winner.

# THE ACTION CARDS

## ATTACK CARDS

### CONTRACT

When you play this card, target another player's mobster, putting that mobster on the Hit List. If the Hit List is empty, the mobster is placed "up against the wall"; otherwise, the mobster is placed at the end of the current line-up.

*A Contract can be blocked with two different Counter cards, FAMILY INFLUENCE and MOB POWER. FAMILY INFLUENCE cancels the effect of the Contract—no mobster is added to the Hit List. MOB POWER reverses the effect, so the attacking player must put one of their own mobsters on the Hit List.*

Some Contracts prevent certain Counters from being played. If a Contract says "No Family Influence", then only MOB POWER may be played against it. Some Contracts even exclude both Counter cards and therefore cannot be countered.

### PRIORITY CONTRACT

This card works the same as a regular Contract, except that the targeted mobster goes "up against the wall"—he is placed first in line.

*FAMILY INFLUENCE and MOB POWER can both counter this card and have their normal effects.*

### DOUBLE CONTRACT

When you play this card, target 2 mobsters of the same player; both mobsters are put on the Hit List, one after another. If that player has only 1 mobster left, that mobster is targeted twice.

*FAMILY INFLUENCE and MOB POWER only affect the first of the targets. If a Double Contract is countered with MOB POWER, the attacking player has to put one of their own mobsters on the Hit List first, then the second target of that DOUBLE CONTRACT.*

### HIT

When you play this card, immediately eliminate any 1 mobster in play; it does not matter whether or not he is on the Hit List. Then put one of your own mobsters on the Hit List.

## **ST. VALENTINE'S DAY MASSACRE**

When you play this card, immediately eliminate all mobsters on the Hit List. This ends a Mob War, if one is currently in action.

## **DOUBLE CROSS**

When you play this card, target 1 mobster from each opponent and put the targeted mobsters on the Hit List, in an order of your choice.

## **MOB WAR**

This card immediately starts a Mob War at normal rate, even if there are less than 6 mobsters on the Hit List.

## **AMBUSH**

This card immediately starts a Mob War at double rate, even if there are less than 6 mobsters on the Hit List. At the start of each player's turn, the first two mobsters on the Hit List are eliminated. The double rate effect persists until the Mob War ends. If there is a Mob War in action already when this card is played, the elimination rate is set to 2.

## **VENDETTA**

When you play this card, target 2 mobsters from each opponent and put the targeted mobsters on the Hit List, in an order of your choice. Then start a Mob War with double rate. The double rate effect persists until the Mob War ends. If there is a Mob War in action already when this card is played, the elimination rate is set to 2.

*The SAFE HOUSE Counter card protects the mobsters of the countering gang; they are not added to the Hit List; the Mob War starts anyway.*

## **TURNCOAT**

When you play this card, swap 1 mobster in the graveyard with any 1 mobster in play. The mobster going to the graveyard must be from the player with the most (or tied for most) mobsters in play, and the returned mobster must go to the player with the least (or tied for least) mobsters in play. This effect does not bring eliminated players back into play (they are not counted for having the least mobsters).

If the mobster going to the graveyard was on the Hit List, the returning mobster takes his place on the Hit List. Otherwise, the mobster is returned to the other family members of that player.

## RESCUE CARDS

### **TAKE IT ON THE LAM**

This card allows you to remove any 1 mobster from the Hit List.  
*The FINGER Counter card cancels this effect.*

### **POLICE PROTECTION**

This card allows you to remove any 1 mobster from the Hit List.  
*POLICE PROTECTION cannot be countered.*

### **SUBSTITUTION**

This card allows you to replace 1 mobster on the Hit List with any 1 mobster in play, including one that is already on the Hit List.

### **INTRIGUE**

This card allows you to rearrange the mobsters on the Hit List. No mobsters may be added or removed from the Hit List with this.

### **TRUCE**

This card ends a Mob War. If any of the conditions that trigger a Mob War persist, immediately start a new Mob War (with single rate).

### **PAY OFF**

This card allows you to remove all of one player's mobsters from the Hit List.

### **FEDERAL CRACKDOWN**

This card returns all mobsters on the Hit List to their players.

## COUNTER CARDS

Counter cards can be played in reaction to other cards played. It does not matter whether or not a player's own mobsters are affected.

Playing a Counter card changes the turn order: The player who played the Counter card will take the next turn.

**MOB POWER** → counters CONTRACT, PRIORITY CONTRACT, DOUBLE CONTRACT

This card places 1 mobster of the attacking player on the Hit List. In case of DOUBLE CONTRACT, also put 1 mobster of the targeted player on the Hit List.

**FAMILY INFLUENCE** → counters CONTRACT, PRIORITY CONTRACT, DOUBLE CONTRACT

When played against DOUBLE CONTRACT, only the first target is saved; the second target is still put on the Hit List.

**FINGER** → counters TAKE IT ON THE LAM

**SAFE HOUSE** → counters VENDETTA

## CREDITS

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This edition adds a meta-level to “Family Business”. We would like to thank our sister companies Enigma, Asterion, Asmodee Taiwan, CATAN Studios, and Blackfire for adding their own little mob to this game. A special shoutout to Jesper who persistently insisted that this game be reprinted again. Thanks, mate!

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## ADVANCED RULES

*All gangsters are equal? Not at all.*

In this variant for advanced players, the 10 ability cards with a yellow background are shuffled with the action cards. On your turn, as your card play action, you can assign an ability card from your hand to one of your mobsters, who does not have an ability yet, by sliding the card halfway under the mobster. This cannot be countered. Mobsters with abilities keep them until they die and are placed in the graveyard. When this happens, the ability card is placed in the discard pile.

### **LIBRARIAN**

At the start of your turn, replenish your hand back up to 8 cards.

### **DOPPELGANGER**

This mobster cannot be the target of any CONTRACT or PRIORITY CONTRACT card. (All other cards, like DOUBLE CONTRACT, DOUBLE CROSS, VENDETTA, INTRIGUE, and MOB POWER, still work.)

### **CRIME SCENE CLEANER**

When drawing multiple cards, you can decide for each card individually whether to draw it from the draw or discard pile.

### **BUTCHER**

You can use this effect at any time, even before replenishing your hand. This effect does not use up your turn. (You have to discard before you redraw. In combination with CRIME SCENE CLEANER, you may redraw cards that you just discarded.)

### **CELEBRITY**

The turn order changes as though a Counter card were played. If this mobster is put on the Hit List via MOB POWER, this effect overrides the turn order effect of that Counter card.

### **UNFORGIVING**

You cannot use this ability against mobsters that are already on the Hit List.

### **SHOTGUN**

FAMILY INFLUENCE and MOB POWER can still counter only the first of these targets.

### **SHORT-TEMPERED**

As soon as an opponent plays a blue Counter card (or you target a Celebrity), this effect ends, as it is no longer your turn.

### **POLITICIAN**

If you are at your hand size limit at the start of your turn, you must skip the draw action.

### **EARLY BIRD**

This effect also applies to CONTRACT cards that exclude certain Counter cards, but not to DOUBLE CONTRACT cards.