COSA NOSTRA



VIDEO TUTORIAL

RULEBOOK

2 - 4

40'

10+

After the fall of the fascist regime and the end of World War II, Sicily begins a new chapter of its history, but peace does not bring order. In a land hit by poverty, instability, and the lack of a firm leadership, the Mafia families take advantage of the situation to weave their web of influence on the island.

The nine provinces of Sicily become the stage of a power struggle where the Mafia operates with total impunity, supported by blackmail disguised as protection. A system that guarantees order in exchange for the economic submission of the peasantry.

As *consigliere*, you run the affairs of the family in the fight for supremacy. You have to manage your resources, lead your men intelligently, and secure your presence in the key provinces to consolidate your control and make the most of their lands. Every decision counts, every alliance has a price, and every false move can make your rivals stronger.

Negotiate and expand your influence all over Sicily to prevail over the other families.

OBJECTIVE

Score 40 or more Victory Points (★) and achieve the highest score.

COMPONENTS

- A - 1 game board
- B - 16 Smuggling cards
- C - 9 Meeting cards
- D - 11 Ally cards
- E - 36 Province cards
- F - 12 lemons
- G - 12 olives
- H - 12 grapes
- I - 38 coins
- J - 4 capos
- K - 20 soldiers
- L - 20 houses
- M - 4 score tokens
- N - 1 police officer







GAME SETUP

1 - Place the game board (**A**) in the centre of the table.

2 - Shuffle the **Smuggling cards** (**B**) to create the Smuggling deck and place it face down to the right of the game board. Reveal 4 cards and place them below the deck to create the Smuggling display.

3 - Shuffle the **Meeting cards** (**C**) to create the Meeting deck and place it face down next to the Smuggling deck. Reveal 1 card and place it below the deck.

4 - Shuffle the **Ally cards** (**D**), reveal as many cards as players +1, and create the Ally display next to the Meeting deck. Return the remaining Ally cards to the game box.

5 - Shuffle the **Province cards** (**E**) to create the Province deck and place it face down next to the top left corner of the board. Reveal 4 cards and place them below the deck in a column to create the Province display. Put 1 coin on top of each card.

6 - Create a supply of resources (**F**, **G**, **H**) and coins (**I**) sorted by type, next to the Province display.

7 - Each player chooses a colour and takes the matching figures: 1 capo (**J**), 5 soldiers (**K**), 5 houses (**L**) and 1 score token (**M**), which is placed on the 0 space of the game board. Return the remaining figures to the game box.



8 - Whoever does the best impression of a mafioso is the starting player and gets 3 coins. Then, the next player in clockwise order gets 4 coins, the third player (if any) gets 5 coins, and the fourth player (if any) gets 6 coins.

STARTING PLACEMENT

In clockwise order, each player places **1 capo, 1 soldier, and 1 house** on the board.

These 3 figures are placed one at a time, meaning they can be placed in the same Province or in different ones. They can also be placed in Provinces that already have other figures, whether they belong to the same player or to a different player.

When the first player has placed their 3 figures, the next player places theirs, and so on. Once all the players have placed their figures on the board, the game begins.

HOW TO PLAY

A game of Cosa Nostra is played in **turns**, in clockwise order. During your turn, you must perform first **1** of the main actions and then you can perform any number of **optional actions**.

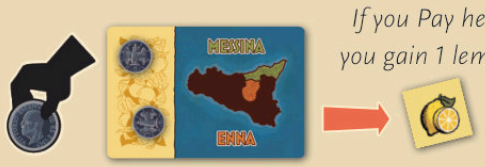
1 - MAIN ACTIONS

You must perform 1 of the main actions: **Pay** or **Collect**.

PAY

1 - Choose **1 Province** card and place on it a number of coins equal to or higher than the number of coins it already has.

2 - Gain **1 resource** of the type indicated by the chosen card (lemon, grape, or olive). The number of coins on the card doesn't matter.



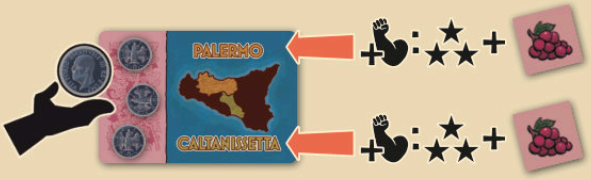
3 - Gain as many **Movement Points** ( ) as the number of coins you paid; you must use these points immediately.

If you don't have enough money to Pay, you must Collect.

COLLECT

1 - Take all the coins on the **bottommost** Province card in the display and place them in your personal game area.

2 - Score the **2 Provinces** shown on the card.



3 - Remove the "collected" card from the game. Slide the remaining 3 cards in the Province display 1 space down. Reveal 1 new Province card, place it in the empty space below the deck, and put **1 coin** from the supply on top of it.

MOVEMENT POINTS ( )

You can split your Movement Points among your capo and soldiers. Houses can't be moved.

Each Movement Point allows you to move 1 figure to an adjacent Province. You can move the same figure more than once.

It's not mandatory to use all the Movement Points you gained (the ones you don't use are simply lost).

SCORING PROVINCES

In each Province, the player who has the figures with the most total strength ( ) in that Province **scores 3 Victory Points and gains the resource shown on the collected card**.



In case of a tie, the tied players **negotiate** how to split up the earnings, and they may add other resources to the negotiation (see the "Negotiation" section below). If they don't reach an agreement, nobody in that Province gains anything.

2 - OPTIONAL ACTIONS

After performing your main action, you can perform any of the following actions **as many times as you want and in the order of your choice**.



Draw 1 Smuggling card: Pay 1 lemon to the supply to draw 1 Smuggling card. You can choose the top card of the deck or any card in the Smuggling display. If you take a card from the display, reveal another card immediately and place it in the empty space.



Draw 1 Meeting card: Pay 1 grape to the supply to draw 1 Meeting card. You can choose any revealed card (if there are any) or draw 2 Meeting cards, keep 1, and place the other card face up, below the deck, next to the rest of revealed Meeting cards (if there are any).



Draw 1 Ally card: Pay 1 olive to the supply to draw 1 Ally card. You can choose 1 card from the display or 1 card that belongs to another player.



Use cards: You can use any card you control. Whenever you use a card, resolve all the effects of the card before using another card. If that card earned you Movement Points, you must use them immediately (unused points are lost).



Build 1 house: Pay 4 coins to the supply and place 1 house on the Province of your choice. If you run out of houses, you can remove 1 from the board and place it on another Province.



Recruit 1 soldier: Pay 1 olive, 1 lemon, and 1 grape to the supply and place 1 soldier on a Province of your choice. If you run out of soldiers, you can remove 1 from the board and place it on another Province.



Swap resources: Return 2 resources to the supply to gain 1 resource of your choice.

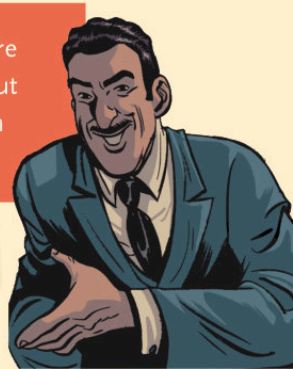
NEGOTIATION

Anytime during the game, regardless of whether it's your turn or not, you can close deals and swap any component (not figures) with any opponent.

All the components in your personal game area should be visible for all players.

Resources and coins are unlimited. If you run out of them, replace them with anything else.





CARDS



SMUGGLING CARDS

Place these cards face up in your personal game area. While you own them, they grant you unique optional actions. You can only use each card once per turn. If a card has a cost or a benefit in resources or coins, these are paid to or taken from the supply.



Return 1 of your houses from the board to your personal game area and gain 1 resource of your choice.



Pay any 1 resource to gain 2 Movement Points.



Swap 1 olive for 1 lemon or vice versa.



Swap 1 lemon for 1 grape or vice versa.



Pay any 1 resource to swap the positions of 2 adjacent Province cards. Each card keeps its coins.



Pay 1 coin to gain 1 Movement Point.



Pay 2 coins to gain 1 resource of your choice.



Remove 1 card from your personal game area to gain 2 coins. You can choose this card. If you remove an Ally card, return it to the Ally display.



Return 1 of your houses from the board to your personal game area and gain 2 coins.



Pay any 3 resources to place 1 soldier on a Province of your choice.



Swap 1 olive for 1 grape or vice versa.



Pay any 1 resource to gain 2 coins.



Pay 2 coins to swap the positions of 2 adjacent Province cards. Each card keeps its coins.



Pay 2 coins to gain 3 Movement Points.



Pay 3 coins to build 1 house in a Province of your choice.



Remove 1 card from your personal game area to gain 2 Movement Points. You can choose this card. If you remove an Ally card, return it to the Ally display.



MEETING CARDS

Keep these cards in your hand (hidden from the other players) until you play them. When you play a card, you score as many Victory Points as the total strength of your figures in that Province. Then, remove it from the game.



ALLY CARDS

Place these cards face up in your personal game area. While you own them, they grant you benefits. Keep them in your personal game area until someone steals them from you.



Mayor: During your turn, you can change the order of the phases and perform all your optional actions before performing your main action.



Moneylender: Double the Movement Points gained, regardless of the source.



Thug: If your capo is in a Province where you are tied for the most total strength, you win the tie.



Delivery woman: If your capo is in a Province that scores when you Collect, you score 1 Victory Point.



Donkey: At the end of your turn, gain 1 Movement Point. You can use it before the next player's turn.



Peasants: You can spend Movement Points to move enemy soldiers as if they were your own.



Banker: At the end of your turn, gain 1 coin.



Nun: Whenever you perform the Pay action, you can ignore the number of coins on the Province card, although you must always pay at least 1 coin.



Innkeeper: You can spend Movement Points to move your houses.



Smuggler: Whenever you perform the Collect action, gain 1 Movement Point for each coin on the collected Province card. Use these Movement Points after scoring Provinces.



Police officer: The first player to take this card during the game places the police officer figure (**N**) on a Province of their choice. The strength of the enemy capos in the same Province as the police officer becomes 0. While you own this card, you can spend Movement Points to move the police officer.

END OF THE GAME

The game ends immediately when any player reaches 40 or more Victory Points, and that player wins the game. If 2 or more players do it simultaneously, the player with the highest score wins the game.

In case of a tie, the active player or the player closest (in turn order) to the active player wins the tie.

TIPS

- *Cosa Nostra* is an area majority game. Spreading out your figures too much can be counterproductive.

- Running out of coins is very risky: it will limit the decisions you can make and your opponents could take advantage of the situation.

- Pay special attention to the Province card display, since it will define the order in which Provinces are scored.

- Negotiation is a useful tool to get what you need.

SPECIAL THANKS

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CREDITS ()

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Thank you to my family, Felipe, Juan, Colette, and Alba, and my friends, for their support and company during the whole process.

Nico Cardona

Thank you to Laia for joining me in this adventure, Roc and Cora for being increasingly involved in the adventure, my friends, and the game groups I encountered along the way.

Pau Batlle

This game uses a setting inspired by stereotypical Mafia clichés as a thematic resource.
It's just a game and by no means glorifies or justifies real violence or crime.