

Mafia Evangelion: Rule Page

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Overview

Game Time: 15 - 25mins

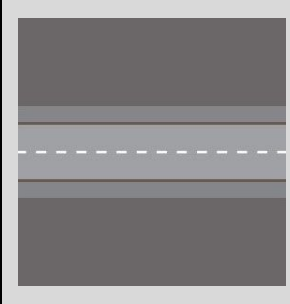
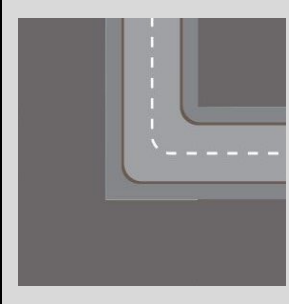
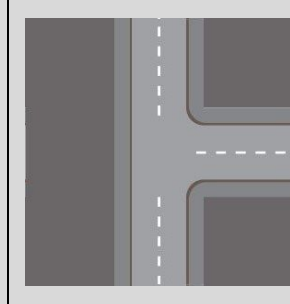
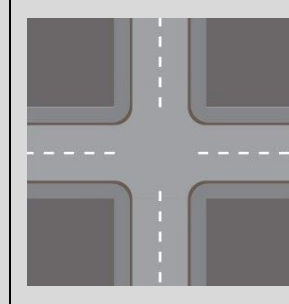
Mafia Turf War, Gain the most turf by building, rebuilding and collecting your protection money. You must be the one to reach the godfather with the most money to be appointed as the favourite son.

Materials

- 1x Gameboard
- 4x Player Piece
- 1x Bag of Coins
- 1x Bag of Tiles, which includes:
 - 8x I-Tiles
 - 8x L-Tiles
 - 8x T-Tiles
 - 8x Cross-Tiles

Tiles

Each tile has different shapes of road, pay attention while connecting road tiles.

			
I-Tiles	L-Tiles	T-Tiles	Cross-Tiles
2 Openings	2 Openings	3 Openings	4 Openings

Instructions

To win, accumulate the most Cha-Ching(Money) and donate them to the Godfather (the boards center tile) when the game ends.

Setup:

- Each must player pick a different corner of the board this will be their mafia's home base.
- Declare your organization and what you guys do(make up something fun).
- The youngest player will start first and player's turn goes clockwise.
- Players begin the game with 3 coins

Gameplay:

- The game starts in the Construction Phase and ends after Prosecution Phase.
- Players take turns to generate the board by following the Construction Rules until the board is full.
- When the board is full, the game enters the Prosecution Phase.

Construction Rules

Follow these rules during the Construction Phase.

1. Player takes turn to randomly draw 1 tile from the Bag of Tiles.
2. Place the drawn tile next to a tile on board.
3. Tiles can only be connected to another tile with at least one road connection.
4. Each connection made gains the player 1 coin, if multiple connections are made the player will receive the amount of coins = to the amount of connections (for clarification see examples below)

5. Players can rotate or replace a tile during their turn by paying 2 coins.
6. Player must make a connection to the **Godfather tile** (Center tile) while placing a tile next to it.
7. Once all roads are placed, players have one last opportunity to rotate a tile for 2 coins, once players have passed or rotated begin the prosecution phase. (tiles that have been rotated once in this final phase cannot be rotated again)

Prosecution Phase

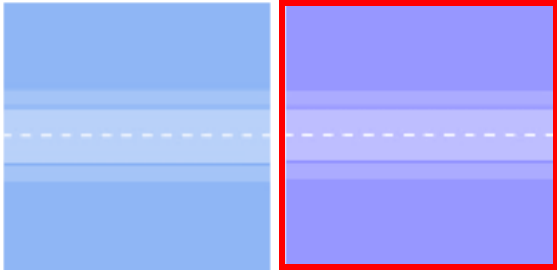
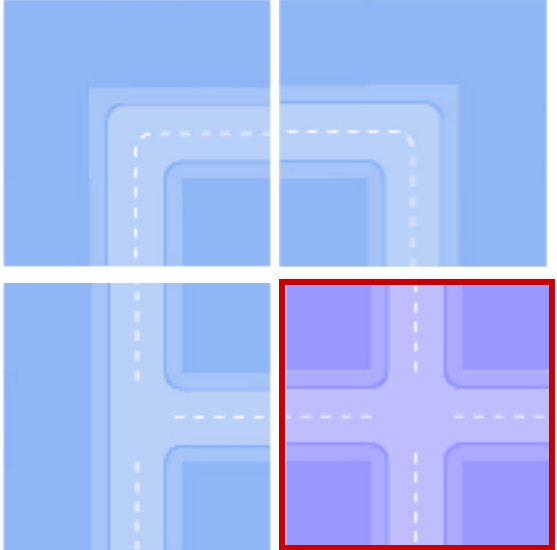
Each player will take turns to prosecute the streets.

1. Player will no longer be able to rotate or replace any tiles at this point.
2. Starting from their corner, each player takes turns to count their longest route towards the church.
3. Player cannot passthrough the same tile twice.
4. Player can move to any direction.
5. Passing a tile will gain the player 1 coin.
6. If you walk through another player's corner tile you will not gain any coins.
7. If players miscount the route, they cannot re-count the route.

Scoring Details

1. Coins are transferred to scores after prosecution phase.
2. Players accumulate coins by connecting roads, for each road that connects to another road, the player will gain one coin.
3. If multiple roads are connected, players will gain a coin for each connected road. (See Example 2)

4. If a tie is to happen both players win the game.

	<p>Example 1.</p> <p>1 road is connected so 1 coin is gained</p>
	<p>Example 2.</p> <p>When intersection piece is connected 2 roads are connected so 2 coins are gained</p>