

# The Godfather

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# The Godfather

LAST FAMILY STANDING™

14+ 30 3-6 SPIN GAMES



## CONTENTS

6 Player Boards, 30 Health Tokens, 56 Hit Cards, 12 Extra Shot Tokens, 24 Family Member Cards, 6 Rose Clips

## OVERVIEW

*Do you think your family has what it takes to have power over them all? Play from a hand of cards that will allow you to bump off other players, duck behind a car for cover, make alliances and run off to Las Vegas or Italy. The player who is the last one standing (still has at least 1 orange) wins!*

## SETUP

1. Provide each person one color of player board, 5 Health Tokens, a rose and a matching set of 4 Family Member Cards. Have everyone place their Health Tokens on the spaces marked by oranges on their board, orange side up. All players now have full health to begin the game.
2. Shuffle the 56 Hit Cards and deal each player 5 Cards to make up their hand. Make sure not to show anyone your cards. Place the remaining pile in reach of all players.
3. Place all the Extra Shot Tokens in reach of all players.
4. Every player will take one of their *Family Man* Cards and place it face-up on their player board. This is now an active Family Member Card. The rest of the Family Member Cards can be kept beside their player's boards.



## YOUR PLAYER BOARD



1. **Family Members** – Your player board has space for two active Family Members to be on it. They will be a combination of Family Men, Consigliere, and the Don, each with unique abilities.
2. **Health Tokens** – Each of these represents 1 Life in the game. Each time one of your Family Members gets bumped off, you will have to flip one of your Health tokens over. There are some ways to regain a Life in the card deck, but not many.
3. **Extra Shots** – You can have up to two Extra Shot Tokens on your player board (no more). You can gain these at the end of your turn by playing the right card. The tokens will become available to use on your next turn and can be added to any gun card to add an additional shot to it.

## THE SIGNIFICANCE OF ORANGES IN THE GODFATHER



Oranges appear whenever death is in the air. Next time you watch any of *The Godfather* movies, watch for the appearance of oranges, it means someone could lose their life. The Godfather is buying oranges when he is shot, scattering them in the street. Vito is peeling an orange before his death. There are even oranges foreshadowing the horse's head and the deaths of the mob bosses!



## THE HITS START NOW!

On your turn, for EACH Family Member on your player board, you may:

1. **Play 1 Card from your Hand or Draw a Card.**
  - a. **Play a Card from your Hand** – All of the cards in your hand will allow you to do different actions on your turn. Follow the wording on your card.
  - b. **OR Draw a Card from the Draw Pile** – You can choose for your Family Member to draw a card instead of playing one. **Note: If the Draw pile ever runs out**, shuffle the discard pile and create a new Draw pile.
2. **Target!** If your action affects other players, pick your target! Tell the player you are targeting them. They will have a chance to “Take Cover” or use an “I Was Lucky” card after you target them. If they can’t play either of these cards, the card you used to target them was successful! (Note: If the right number of bullets were used to bump off the targeted card).
3. **Life Check!** If you targeted another player successfully, they will have to remove the Family Member card that was bumped off and adjust their Health Tokens (flip one of them over). Each Family Member is worth 1 Health Token if they are bumped off. If it was your Family Man that did the bumping off, gain the “Don Bonus” written on the card and upgrade them to your Don if you don’t have one already active. You now have all the abilities on your Don card.
4. **Reset!**
  - a. **At the end of your turn:**
    - **Extra Shot Cards** – At the end of your turn you can play Extra Shot Cards. Add Extra Shot Token(s) to your player board for future rounds. You have space for up to 2.
    - **The Don’s Redraw** – if you have an active Don on your player board, you can now use its redraw ability. Choose 0-5 cards to discard and then redraw back up to 5.
  - b. **At the end of ALL players’ turns:**
    - **Reset your player board** – Always add a Family Man to your board if it is empty at the end of any player’s turn. You will always have an active Family Member as long as you are in the game.
    - **Refill your hand** – All players must make sure to draw back up to 5 cards for their hand. *Note: You have a hand minimum of 5, but there’s no max for the number of cards you can hold in your hand.*

**Everyone is ready for the next player’s turn now!**

## RECRUIT CARDS

**Recruit cards** include cards like “Future of the Family.” Recruit cards will allow you to add another Family Member to your board (if there is space). When you add a new Family Member, they now are active and will also get to take an action of Drawing or Playing a card.



## HIT CARDS

**Hit Cards** are used by players to try to bump each other off on their turns. The following cards can be played on another player’s turn to avoid losing a Health Token:

1. **“Take Cover”** – This card takes the Hit instead of it hitting your Family Member.
2. **“I Was Lucky”** – This card allows you to redirect the Hit to the player on your immediate left or right to deal with its consequences.



## MAKE AN OFFER WITH YOUR ROSE

All players have a rose in their color. At any time during the game, players can offer each other their roses to create a family alliance, which is an agreement not to use any Hit cards on each other. Alliances can be offered freely or can be forced using cards like “An Offer You Can’t Refuse.” Alliances last a minimum of a round (i.e., every player has played once). The allied players MAY continue after a round if the players agree to continue their alliance. If you need/want to break your alliance, you must return the rose of the player you are allied with.





## ADDING EXTRA SHOT TOKENS TO HITS

On your turn, when using any Hit Card, you can add up to two additional Shot Tokens to it. A Hit Card can target more than one active family member of one player if the Hit has enough bullets. For example, if a player played a Hit Card that has one shot and then adds two additional Shot Tokens, they now have three shots total. This is enough to take out both of the active family members on their target's board (unless they have a card to alter that, such as a "Take Cover Card").



## WHO'S IN CHARGE? HOW TO WIN.

The last player with health remaining wins!

## FAMILY MEMBER CARDS

Each player has 4 Family Member cards in their color. They include: 1 Don, 1 Consigliere and 2 Family Men. All of them can use the cards from your hand but each acts a little differently when they're part of a Hit.



**The Don** - It takes two shots to kill a Don. These two shots must be from the same person, in the same round or the Don isn't removed from play and loses no health. If the Don is hit twice by the same person in the same round, then your Don is bumped off, and you lose 1 health and remove the Don from your player board. **At the end of your turn** - Discard up to 5 cards and redraw back to 5 if you have a Don on your player board.



**The Consigliere** - It takes one shot to kill a Consigliere. The Consigliere can risk his life to protect the Don and take the HIT instead. If your Don is being targeted by another player for a HIT, you can choose for your Consigliere to take the HIT instead to save your Don. Discard your Consigliere if he's bumped off and lose 1 health.



**The Family Man** - It takes one shot to kill a Family Man. If a Family Man kills another player's Family Member, upgrade this Family Man card to be your Don, if one isn't already in play. This is called the "Don Bonus." Discard your Family Man if he's bumped off and lose 1 health.

Any card that has this symbol will allow you to gain a Family Man or Consigliere! If the symbol is slashed, lose a Family Member instead. You will lose your choice of active Family Member cards unless otherwise stated in the text.



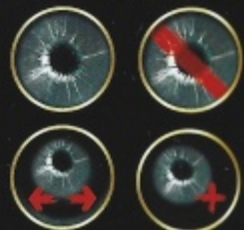
Oranges represent life and death. Gaining one means gaining a life and losing one means losing a life. Flip one of your orange tokens over when you lose a life. If this is your last token, your Family has been removed from the game.



Make someone an offer they can't refuse. Any card with this symbol can form an alliance for one round between the player who used it and another player of their choice.



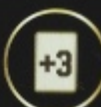
Any card that has these symbols deals with Hit cards and the number of bullets they have. There are cards that can cancel bullets, redirect bullets or increase the number of bullets that a Hit card has. Follow specific text on the cards for further instructions.



Any card that has this symbol means that it is a Hit card and can be used to target another player's active Family Member. Any card that has the Hit x2 symbol allows you to use ANY Hit card as though you have 2 of them.



Draw 3 Cards.



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