

Il Capo



Rule Book

Welcome to the game

It's simple: each turn, you either draw a card or play a card.

Take your chances when drawing. Play red when you want blood and blue to avoid it. Get a guard to watch your back because you might draw a ☹️ card, which means death.

But the dead don't shuffle off. They watch, scheme, and meddle.

The last player still alive wins the city and becomes il Capo.

Play smart. Stay sharp.
Don't waste time being careful.
Careful got the last Capo killed.

The only way to win

Make the rest fall, one by one. The last player with breath in their lungs and blood on their hands claims the title of il Capo.

Not a lonely way to lose

Drawing a ☠️ card brings you one step closer to the afterlife. If you die, don't get gloomy.

Death isn't the end, just a change in job description. You become a ghost and ghosts play dirty.

Prepare to play

For 4 to 6 players

Play with all 21 red cards, 21 blue cards, and 5 🧠 cards.

For 2 or 3 players

Before you begin, remove 7 red cards and 7 blue cards from the deck and place them back in the box. Make sure that each card you remove is unique.

Use 14 red cards, 14 blue cards, and all 5 🧠 cards.

Set the table

1. Pluck out the ☹️ cards.
2. Shuffle the deck. Do it well; no one likes a sloppy fate.
3. Deal 4 cards to every player.
4. Put ☹️ cards back into the deck.
5. Shuffle again, place the deck face-down in the middle, and pray to whatever gods you like.
6. Choose your favorite direction for turns. Last player to tell a lie goes first.

The Rules

1. At the start of your turn, you may make a guard by stacking 3 red or 3 blue cards face-up in front of you. You can't use these cards unless you draw a  card.

2. Then: draw a card OR play a red card.

3. The target of a red card can play a blue card in defense. If their blue card makes another player the target then they may play a blue card in return.

 means a target can't play a blue card

4. Played cards go into the Graveyard, a pile in the center, face-up.

5. If you draw by choice or someone made you, the player after you begins their turn. But read blue cards carefully.

6. Drawing a  card is both good and bad. It's never great.

When you draw a card

Discard your guard into the Graveyard and place the  anywhere back in the deck.
Or, keep the  face-up in front of you and:

For 4 to 6 players

Take the  and congratulations, you're dead. Join the haunted chorus as a ghost.

For 3 players

Take the  and gain its power. You can use this power once per game at the start of your turn. Draw a 2nd  and you're a ghost.

For 2 players

Take the  and gain its power. You can use its power once per game at the start of your turn. Draw your 2nd  and become stronger. But at your 3rd  become dead. The other player wins.

You can now start playing

Ghosts continue to the next page

Welcome to the permanent side of the veil

When you die, keep the ☠️ card face-up and discard your hand into the Graveyard.

Get ready to haunt the living

Keep track of every draw and play. If the flesh-bound take the same action 3 times in a row make a ghostly noise, pick any ☠️ power on the table, and make it count.

3 cards drawn yet no cards played

Vico draws a card, Livia draws a card, then Alfonso draws a card. Ghostly Nina then shrieks and acts before the next player takes their turn.

3 cards played yet no cards drawn

Livia plays a red card, Vico counters with a blue back to Livia, and she plays a blue card in defense. Suddenly, Ghostly Nina creaks and acts before Livia completes the effect of her blue card.

The haunted chorus

The ghost who makes a chilling sound first gets to act. After a ghost acts, the count for cards drawn or played resets for all ghosts.

A ghost's duties

It's the job of the ghosts to keep track and not miss a chance for a nice haunting. For the trouble it's worth, ghosts can glide behind players and peek at their hands while they play.

Winning as a ghost

When you first become a ghost, secretly swear your allegiance to whomever you think will become il Capo. Write it down somewhere no one can see. If they become il Capo, reveal your prediction and wail in jubilation; you win too.

Loose ends

You can surround yourself with multiple guards.

For 2 or 3 player games: discarding a guard is optional. Choosing to take a  card is a risk that might be worth it.

Drawing from the deck, the Graveyard, or another's hand counts as 1 card drawn for the ghosts.

None of the following count for ghosts keeping track: playing a guard, discarding a guard, discarding your hand when dying, nor (in 3 player games) using a  power while alive.

It's possible, in a particularly unlucky night, for everyone to become a ghost.

Epilogue

A few things happened on the night the new capo rose to power. New ghosts appeared in old places. The thieves and swindlers wasting away at the Last Call swore the closest thing they had to loyalty to a figure dressed in black, carrying the sigil of the poison rose. The silk clad nobles danced at their ball, blissfully unaware of the thieves testing the grip of a rain-slicked palace wall, following a new and dark decree.

*Your story continues with other
Serenissima adventures:
ilcapogames.com*

What's in the box?

21 red cards

21 blue cards

5 green  cards

1 Rulebook