

Here is the “**How to Play**” section extracted and rewritten in clear English from *The Godfather: Corleone’s Empire – Hudson River Edition* rules you provided. Everything unrelated to actual gameplay (setup, components, bonuses, etc.) has been omitted. This version only includes the gameplay structure, turn flow, and phase rules.

How to Play

Game Overview

The game is played over **four acts**, each representing one round of play. Each act is divided into **five phases**, tracked by the police car token on the phase track.

1. Open New Business
2. Family Business
3. Turf War
4. Bribery
5. Tribute to the Don

After each act, players perform an **Entr’acte Phase** to reset and prepare for the next act.

1. Open New Business Phase

At the start of each act, a new business tile is added to the board:

- Add the new business to the **lowest-numbered empty turf** available.
- In **Acts I–II**, add a **blue** business.
- In **Acts III–IV**, add a **red** business.

Businesses provide new opportunities for income and influence during the Family Business phase.

2. Family Business Phase

This is the main action phase.

Players take turns clockwise, beginning with the first player.

On their turn, a player performs **one action** and then passes play to the next player.

Available Actions:

1. Play a Thug
2. Play a Family Member
3. Complete a Job

4. Play an Ally

Players **cannot pass**.

Once a player has no more thugs or family members to play, they are out of the phase, even if they still have jobs or allies they could use.

The phase ends once all players have played all their figures.

Action 1: Play a Thug

- Place a thug figure on a **square business space** (the “front” of a business).
- Immediately use all abilities on the **front (bottom)** of that business tile.
- Each business can only hold one thug at a time.

Controlled Turf Bonus:

If the business is in a turf controlled by another player, that player also gains the same abilities.

The active player decides who resolves their ability first.

If you control the turf, you do **not** get this bonus again.

Action 2: Play a Family Member

- Place a family member on a **round space** between turfs.
- Immediately use all abilities on the **backs (top sides)** of businesses in the 2–3 adjacent turfs.

Notes:

- Each family member space may only hold one figure.
- Some family member spaces are marked “3+” and are not used in 2-player games.
- The Central Park space is special — it is not a turf and cannot be controlled. Its business only has a back, granting the **Suitcase ability** (used for storing money).

Controlled Turf Bonus:

Placing a family member grants no benefits to the controlling player of the involved turf.

Action 3: Complete a Job

- Turn in the required **illegal goods** from your hand to complete a job card.
- Jobs may come from your hand or the **public job spaces** beside the board.
- After paying the goods, execute the job’s ability and take the listed **money reward** from the common piles.
- Completed job cards are stored in your **suitcase** and may provide end-game bonuses.

Notes:

- Narcotics act as a **wild good**, substituting for guns, booze, or blood money.
 - If a public job is completed, its slot remains empty until the next act.
 - Players cannot complete jobs if they have no figures left to play.
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Action 4: Play an Ally

- You may play an Ally card that you previously obtained during a Bribery phase.
- Resolve the Ally's special ability as described on the card.
- Place the card face-up to show it was used this act; it returns to your hand during the Tribute to the Don phase.
- Each Ally can only be played once per act.
- You cannot play an Ally if you have no family figures left to play.

Neutral Figures:

Some allies grant temporary control of neutral figures:

- **Mayor:** placed in a Family Member space (round).
 - **Union Boss:** placed in a Thug space (square).
 - **Police Chief:** placed inside a turf area.
- Each neutral figure counts as having **1 influence** during the Turf War phase.
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Gunning Down Figures

When a figure is "gunned down," lay it on its side in the **Hudson River**. It is out of play for the rest of the act and cannot return until the Entr'acte Phase.

3. Turf War Phase

After all players have finished the Family Business phase, turf control is resolved.

Proceed turf by turf (1 through 7):

1. Count each family's **influence** in that turf.
 - Each thug in the turf = 1 influence.
 - Each family member in an adjacent space = 1 influence.
 - Neutral figures (Mayor, Union Boss, Police Chief) also count as 1 influence.
2. The player with the highest total gains **control** of the turf.
 - Place one of your control markers in that turf's control space.
 - If a marker is already there, stack the new one on top (even if both are yours).
 - Ties result in **no control** being gained.

Controlled Turf Benefit:

Only the **topmost marker** counts for control.

Controlled turfs give the owner a bonus when others shake down their businesses.

If a player runs out of control markers, they may move one from another turf to the new location.

4. Bribery Phase

Players secretly bid money from their **suitcases** to acquire ally cards at the bottom of the board.

1. Each player hides their bid (any amount, even \$0) using the suitcase lid.
 - Only money from the suitcase may be used.
2. All players reveal bids simultaneously.
3. The highest bidder chooses first among the available ally cards.
 - The chosen card is added to their hand.
 - The bid money is discarded to the common piles.
 - Ties are broken by proximity to the first player.
4. The lowest bidder gets no ally but keeps their money.

There is **no Bribery phase in the final act (Act IV)**.

Allies count toward hand limit.

5. Tribute to the Don Phase

1. Players take back into their hands any Ally cards played this act.
 2. Discard down to the **hand limit** shown on the Act track.
 - Jobs go to the discard pile.
 - Allies are removed.
 - Money and goods return to the common piles.
 3. If it is the end of Act IV, proceed directly to **Game End Scoring**. Otherwise, continue to the Entr'acte Phase.
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Entr'acte Phase (Between Acts)

Before starting the next act:

1. Return all figures from the board — including those in the Hudson River — to their owners.
Neutral figures return to the side of the board.
2. Advance the Don Corleone figure to the next act on the Act track.

3. Add new family members to reserves as indicated (Consigliere in Act II, Heir in Act IV).
 4. Refill any empty job spaces with new cards from the deck (up to the number allowed for your player count).
 5. Remove any leftover Ally cards and replace them with a new set for the upcoming act.
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End of the Game

After **Act IV**, the game ends immediately following the **Tribute to the Don Phase**.

Players open their suitcases and total their wealth.

Endgame Scoring

1. **Turf Dominance Bonuses:**
 - \$5 for each turf where you have the most total control markers.
 - If tied, the player whose marker is on top wins the bonus.
 2. **Job Bonuses:**
 - For each of the four job colors, the player with the most completed jobs of that color gains \$5.
 - Ties are friendly; all tied players earn the bonus.
 3. **Final Total:**
 - Add all money in your hand and suitcase plus bonuses.
 - The richest player wins.
 - In case of a tie, the player with the most turf dominance bonuses wins.
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Would you like me to format this as a **printable 2-page “Player Reference”** (with one page for phases and one for actions & scoring)?