Streets of Palermo

Story:

The two most powerful mafia families in Palermo are fighting for supremacy on the streets.

They try to gain power over the different underground businesses. The four business sectors of contract killing, gambling, human trafficking and drug dealing are the city's biggest problems and sources of income for the mafia families.

To secure those sectors for themself, the families send out their men to infiltrate the government and police.

Playing material:

Normal Pokercards with 1 joker

Aces: Doubler of player 1 ("corrupt cops").
Kings: Negators of player 1 ("government employees")
Queens: Doubler of player 2 ("corrupt cops")
Jacks: negators of player 2 ("government employees")
Numbers: Playing cards for the point system

Suits:
Hearts: Contract killing
Diamonds: Gambling
Spades: Human trafficking
Clubs: Drug dealing

1 Joker: Double agent

Gameboard:

Simple piece of paper with 4 fields for the suits/business branches, arranged in a row.

Set up of the game:

Both players sit opposite each other and place the game board between them in the middle. All the numbers are sorted out, shuffled and placed face down next to the board. 3 cards from the deck are placed next to the game board in an open display. Player 1 receives all the aces and kings, player 2 all the queens and jacks and also places the joker face up on the table in front of him.

Both players are first dealt 5 cards from the number pile, which they take into their hands.

Gameplay:

First Player 1 chooses an ace and a king secretly and places both cards face down in front of him. The two cards must be of different suits (e.g. spades and hearts). Then Player 2 selects a queen and a jack in the same way and lays both cards face down in front of him. Afterwards both place the cards face down to the respective suit on the board.

Aces and queens double the value of the respective branch of business at the end of the game, kings and jacks devalue the branch of business. The player can see which branches of business the other

player has chosen, but not where he has placed the doubler and where the negator. However, as the game progresses, the player will try to find out which branch the opponent has influenced and how. If there is both a negator and a doubler on a branch (of one suit), then only the negator counts. If both players double a branch of business, then this value is quadrupled.

Afterwards player 1 starts the normal game.

At the beginning of a turn, the joker (double agent) can be used to discard all the cards in the open draw and draw again. If this is done, the joker is given to the opponent. (At the beginning of the game this option is not available for player 1, because the joker is with player 2 at the beginning).

In a turn, a player can choose exactly one of the following options:

1. Place a card from the hand face down on a business branch on his side of the board.

2. Place a card from the open display face up on a business branch (the card taken is replaced immediately)

3. Blindly draw a card from the pile of numbers and put it in your hand

4. Discard any number of cards from the hand and draw the same number again.

End of the game:

The game ends immediately as soon as no more cards can be drawn from the face-down number pile. Then the final scoring begins.

For this, the 4 business branches are gone through in the following order and the sum of the cards placed is counted. The following bonuses are awarded for victory in each business sector:

Hearts: The difference of another business branch may be lowered by 5.

Diamonds: The player can win additional points by playing a small game of chance. For this, the opponent takes the 8 aces and kings in his hand and the other player can choose how much risk he wants to take: Only the piece (ace/king) can be chosen for 5 points, piece and suit (red/black) for 10 points and exact card for 20 points. If the announced card(s) was drawn, the player receives the respective points

Spades: For each card between 2-5 in his stacks, the player receives 2 points.

Clubs: For each card the player holds in his hand at the end of the game, he receives 3 points.

Then the differences of the business areas are calculated accordingly and these are offset against the doublers and negatives. The sum of all the divisions gives the total score at the end of the game. The player with the most points wins the game.