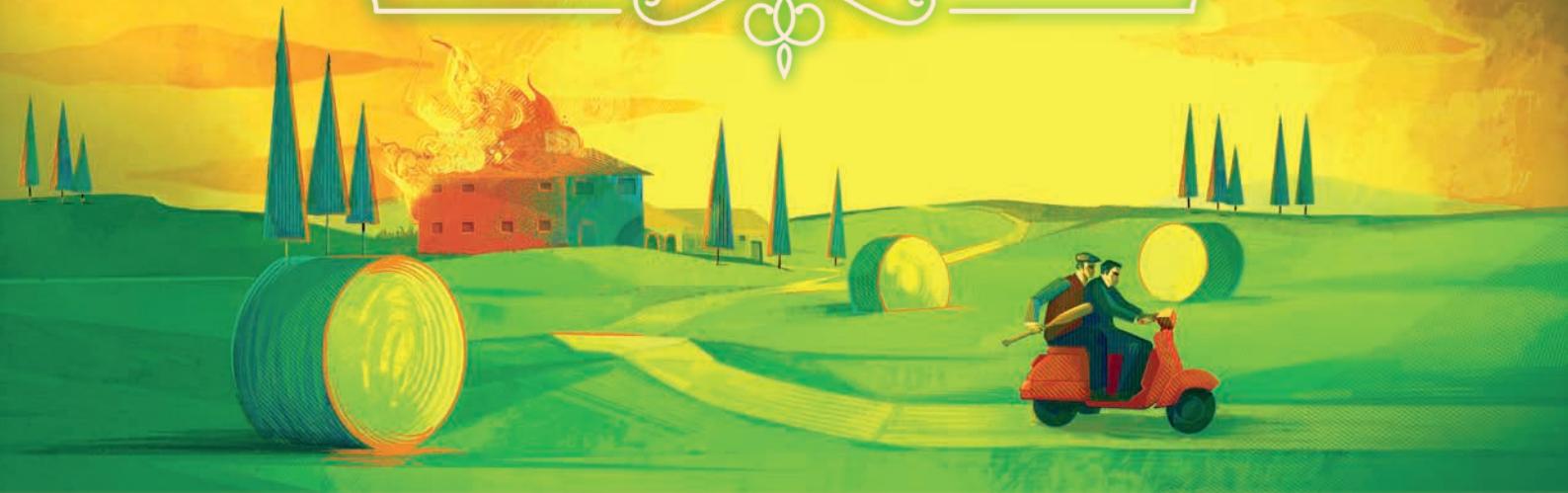


# LA FAMIGLIA

2-/3-PLAYER-EXPANSION



## Personal Words

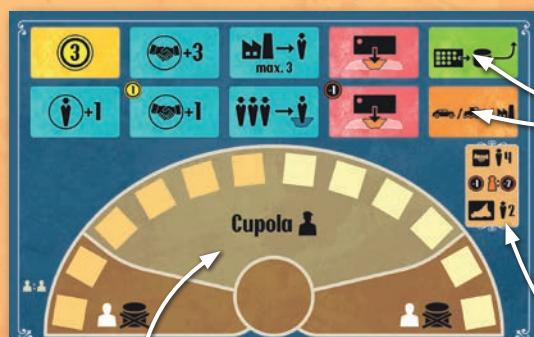
We have developed this version for 2 and 3 players for those who were exposed to the - certainly frustrating - complexity of playing 2 families at the same time just to be able to play La Famiglia with less than 4 people. We have set ourselves the goal of developing a 1vs1 and 2vs1 variant in which each player only plays 1 family and has the same number of turns. Unfortunately, the single player loses - especially in the purely strategic 1vs1 version - the feeling of team play that is important to us, but the thrill is almost greater - especially in 2vs1. We hope you have as much fun with the two versions as we had developing them.

*Raimund, Gideon, Stefan, Maximilian*

*For Irmgard Caterina Tisha and in memory of our wonderful friend and test player Jürgen Fucker (died 2023)*

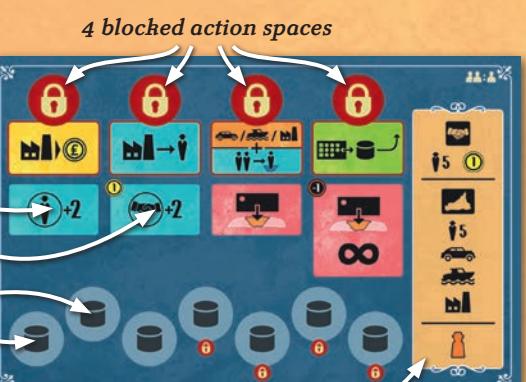
## Game Components

*1 two-sided solo board for 2 or 3 players*



*Cupola*

*free action spaces*  
*spaces for additional action tokens*



*additional start resources*



*24 area tiles*



*7 two-sided blocking tokens*



*1 restriction token*

# Optional Rule Changes

For a better playing experience, we recommend changing the following rules from the basic game (the page numbers refer to the rules for the basic game):

## Neutral Soldati (Page 16)

Neutral Soldati (gray) differ from Soldati of other families only in the following 2 points:

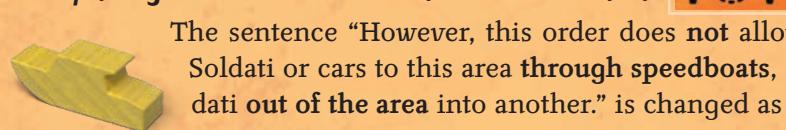
- A** When attacking with or against neutral Soldati, you only remove 1 Soldato instead of 2 for Brute Force.
- B** If you take control of a territory occupied by neutral Soldati, you receive 2 Soldati in your headquarters - regardless of how many neutral Soldati were previously in the territory. There are no further neutral turncoats. If, for example, a neutral territory is emptied using the "Strike" sub-action or a Pentito and someone then occupies this territory, no one receives Soldati in their headquarters. (Previously, if you removed a neutral Soldato, you always received exactly 1 Soldato in your headquarters.).

## Gaining Influence (Page 10 "Selecting a column and moving tokens")

The sentence "Move the influence tokens to any empty action spaces on the bottom action sheet" is changed as follows:

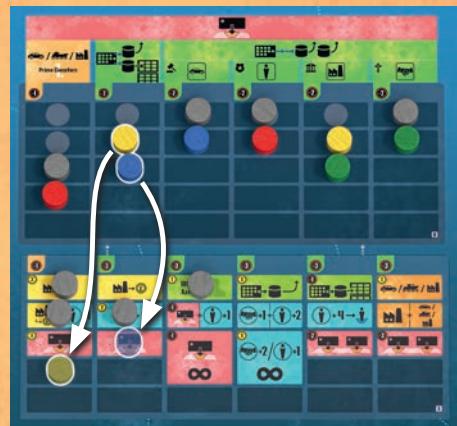
Move the influence tokens to any empty action spaces on the bottom action sheet or to any empty blue spaces on the bottom action sheet.

## Rally (Page 15 "Movement (and Attack)")



The sentence "However, this order does **not** allow you to move Soldati or cars to this area **through speedboats**, or to move Soldati **out of the area** into another." is changed as follows:

You may **also** move Soldati from exactly 1 area into the area via speedboats. This order does **not** allow you to move cars to this area **through speedboats**, or to move Soldati **out of the area** into another.



## Influence tokens on control tiles

In the management after the encounter phase, you may move influence tokens from one control tile to another.

## End of the Game (Page 19)

- 1** The sentence "If neither team controls that area, the game ends in a draw" is changed as follows: If neither team controls that area, the team with the starting piece wins.

# General Rules with less than 4 Player

## Single player

Anyone who plays alone, i. e. has no one in their team, is referred to below as a single player. Each single player chooses one of the families and takes the components of the corresponding color.

For the first few games, we recommend the yellow and green families for the single players.

## Mafia Commission (Cupola)

Each single player takes the influence tokens of an unused family. In IVSI, they also take the Soldati, which are referred to below as commission members. This components is their mafia commission and may only be placed in the Cupola on the solo board. (An exception is the setup, where influence tokens are placed on the family mat).

## Fictional family

During the setup, some areas are occupied by Soldati of an unused family. These Soldati are referred to as the "fictional family". The fictional family's Soldati behave exactly like a player's Soldati, except that they never attack. If the fictional player's Soldati are attacked, a player from the opposing team takes over the defense. Soldati of the fictional family are not neutral Soldati: They may not be moved with the action "agitate" and will never get into your headquarters when taking over a territory.

## Limited number of Soldati

The number of Soldati for the single player is unchanged, and the same as for the team players. If they run out, no more can be recruited.

## Additional speedboats

At the beginning, each single player receives 2 speedboats of their commission members, which may be used in the same way as their own. This means that the single players each have 6 speedboats instead of 4.

## Additional influence tokens (family mat)

At the beginning, the single players place 1 influence token in the color of the commission members on every influence token in the 2nd column of area A, as well as in the 2nd column of area B. There are now 5 spaces with two influence tokens.



Single player A



Single player 8

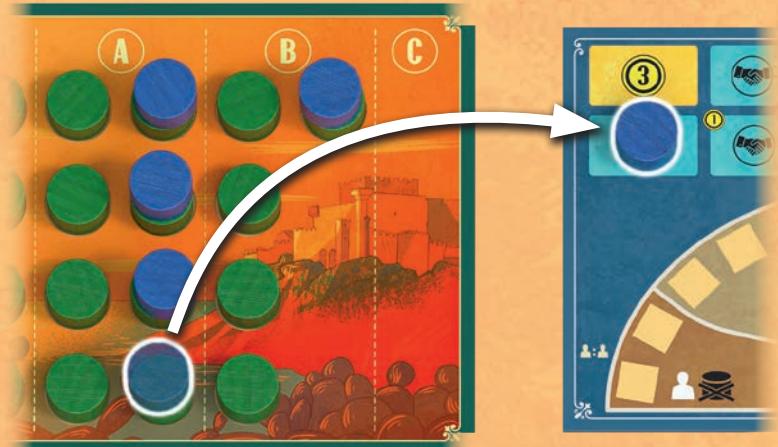
**Example:** The **player A** picked blue for his mafia commission, and places his 5 **influence tokens** in the corresponding columns on the **green** influence tokens. **Player B** picked red, and places his 5 **influence tokens** in the corresponding columns on the **yellow** influence tokens.

## Removing influence tokens of the commission members

The influence tokens of the commission members have to be removed with the same actions as your own. You now require more actions to unlock your family mat.

If an influence token is removed from the 2nd column of area A or B during an action, the top token is removed first and then the player's own token is removed during the next action (or during the same action if the player is allowed to remove 2 influence tokens from the same row).

The single player may place the influence tokens of the commission members on a free action space on the solo board and carry out the action.



**Note:** If the “Influence two institutions” action removes 2 influence tokens from the commission members, both are placed on the solo board and executed.

## End of the planning phase

In contrast to the rules for 4 players, the planning phase ends when there are only influence tokens in exactly 1 column of the top action sheet. The “Ultima Azione” may then be carried out. Place the remaining tokens in the same column of the action sheet for the next round.

## Victory condition

The single player wins if they control at least 5 Mandamenti at the end of a round. The same victory conditions apply to the team as in the 2vs2 game, i.e. together they have to control at least 6 Mandamenti or one of the team has to control 5 Mandamenti. If at the end of a round both teams or at the end of the game neither team has fulfilled the victory condition, the winner is who ...

- 1 ... has more Mandamenti.
- 2 ... controls Bronte.
- 3 ... own the starting piece.

# Game „IvsI“

## Setup

The rules of the basic game apply with the following changes.

### A Solo board

Each player places 6 commission members from the supply in the cupola.

*Example: Player A places 6 commission members and player B places 6 commission members in the cupola.*



### B Fictional Family

First, remove the 4 area tiles with the symbol (Marsala, Ragusa, Siracusa, Alcamo) and place 3 Soldati of the fictional family (See page 2 “Fictional Family”) in each of these areas.



Each player is assigned 2 symbols.



*Either ...*

*... or*

Draw an area tile from each symbol and place 3 fictional Soldati in each of these areas.

### C Neutral Soldati

No changes compared to the basic game.

### D Single players

All players place 2 own Soldati on each of the remaining areas according to their symbols (regardless of the number indicated on the game board). The players therefore start with 8 areas instead of 6.

### E Character cards

In step II of the setup, each player takes 2 character cards instead of 1 and chooses one of them. Return the remaining character cards to the game box.

In addition to the resources on the character cards, each player takes:

1) 4 Soldati in their headquarters.

2) The starting player has to return 2 and the other player 1 money to the supply. In contrast to the basic game, the starting player does not have to give the opponent any money.

3) 2 Soldati from the supply, which are placed on the game board.

In step I2 of the setup, each single player places 1 of their influence tokens from the supply on a free space and repeats this four times (you place 4 own influence tokens instead of 2).



# Gameplay

The general gameplay is the same as in the basic game. There is only one rule change and the solo board as a new component

## A Rule change (Page 16 3.b Brute force)



The sentence "Remove 2 of your attacking Soldati from the conflict" is changed as follows: Remove 1 of your attacking Soldati from the conflict.

## B Solo board

The solo board includes additional actions and a cupola in which the solo players also have to fight for the majority.

### 1) Influence token from family mat

If a player removes an influence token of the commission members from their family mat, they may place it on a free action space on the solo board and perform the action (See page 3 "Removing influence tokens of the commission members"). The influence tokens remain in place until the end of the game, meaning that each action can only be carried out once during the game.

### 2) Cupola

The Cupola comprises 12 seats for commission members and can be influenced during the setup as well as the planning and encounter phase. There is a tug-of-war for the majority. Whoever has the majority receives powerful bonuses.

Commission members may only be placed in the Cupola. Normal Soldati may never be placed in the Cupola. The following rules for commission members apply to all actions on the action sheet as well as to starting resources, control tiles and order tokens:



Whenever a player receives Soldati from the supply to their headquarters, they can decide to recruit a normal Soldato or a commission member for each individual Soldato. During setup, the starting resources are divided up secretly.



Whenever a player may deploy Soldati on the game board, they may decide to deploy a normal Soldato or a Commission member for each individual Soldato.

When a Commission member is placed in the Cupola, they displace one of their opponent's Commission members, which is returned to the opponent's supply.



If a player occupies all 12 spaces on the cupola, the opponent may no longer carry out the actions on the single player board. Instead, the opponent must place the commission members' influence token from the family mat in the supply.

### In the management period at the end of the encounter phase

If a player has at least 11 commission members in the cupola, they may place a control token in the cupola on the designated space or replace the control token lying there. If no player has at least 11 members in the cupola, any control token there is taken back.

The cupola counts as a Mandamento for checking the end of the game and for the control tiles. Whoever has a control token there controls the cupola and may immediately mark a control tile.



**Note:** The control token remains in place until the management period at the end of the next round, regardless of the occupancy of the cupola.

### Start of a round



If a player has the majority in the Cupola, they may place Soldati on the game board in one empty area or one area they control. The number of Soldati deployed is determined by the difference between the current number of commission members and the 6 starting members. For each of the Soldati, they can also decide whether to place 1 commission member in the cupola instead.



The opponent then has the opportunity to restore the Cupula to its starting state, by filling the Cupola with up to a maximum of 6 commission members from their headquarters. The opponent's members that have been displaced are returned to the supply.



### Example:

- 1 At the end of the round, **player B** has 11 **commission members** in the cupola. He may place one of his control tokens in the Cupola and thus secure a control tile.
- 2 At the start of the next round, **player B** decides to place only 3 of his 5 possible **Soldati** to an area. He places his 4th Soldato as a **commission member** in the Cupola, which means that he now occupies all 12 seats in the Cupola. **Player B** does not want to use his last Soldato.
- 3 **Player A** has just 4 **commission members** in his headquarters and is just able to place 4 of his 6 possible **commission members** in the Cupola. **Player B** now has fewer than 11 **commission members** in the cupola, but his **control token** remains in place until the end of the round.



## Game „2vs1“

### Setup

The rules of the basic game apply with the following changes

#### A Solo board

Place 1 influence token of the commission members on each of the 7 additional action spaces, which are called additional action tokens. Then decide together how difficult the game should be for the individual: Easy, Medium or Hard. The single player then places 3 (easy), 4 (medium) or 5 (hard) blocking tokens on the additional action tokens as shown in the illustrations.

If you have chosen "Easy", the single player also places 1 upside-down blocking token on one of the red locks of their choice in the upper section of the solo board. The corresponding additional action is already "unlocked" at the start of the game.



Easy: 3 blocking tokens



Medium: 4 blocking tokens



Hard: 5 blocking tokens

**Example:** **Player A** chooses "Easy" and places his 7 **additional action tokens** on the corresponding spaces. He places a blocking token (red side up) on the last three additional action tokens. He then places a blocking token with the green side facing up on one of the printed keys to unlock the corresponding additional action.

## B Fictional Family

The single player takes the 6 area tiles whose symbols on the back matches the two symbols on their side of the board and shuffles them separately.



*Either ...*

*... or*

He then randomly draws exactly 2 tiles from each of the 2 piles and places 3 fictional Soldati (See page 2 "Fictional Family") on each of the corresponding areas.

## C Player of the team and neutral Soldati

No changes compared to the basic game.

## D Single player

The single player places 2 own Soldati on each of the remaining empty areas. The number printed on the board is ignored. He therefore controls 8 instead of 6 areas.

## E Character cards

In step II of the setup the single player receives 2 character cards instead of 1 and chooses 1. As in the basic game, the players in the team each receive only 1 character card. Return the remaining character cards to the game box.



In addition to the resources on the character card, the single player takes:

- 1) 5 Soldati and 1 money in the headquarters.
- 2) 5 Soldati, 1 drug lab, 1 car and 1 speedboat from the supply, which are placed on the game board.
- 3) the starting piece (He does not have to give any money to his opponent).

In step 12 of the game setup, the single player may place 2 influence tokens instead of 1 at the same time, placing a total of 4 influence tokens on the top action sheet instead of 2.

# Gameplay

## A Solo Board

On the solo board, there are mainly action spaces that are additionally available to the single player in their turn. These allow powerful turns, but are limited by the fixed number and the initially blocked stronger actions.

### 1) Influence token from family mat

If the single player removes an influence token of the commission members from their family mat, they may place it on a free, unlocked action space on the solo board and perform the action (See page 3 "Removing influence tokens of the commission members").

### 2) Additional action tokens

The single player may perform exactly 1 additional action in each of their turns - regardless of whether influence tokens have already been added from their family mat during the round. To do so, they take a free additional action token, place it on a free, unlocked action space - or on the action space with the infinity symbol - and perform the corresponding action.

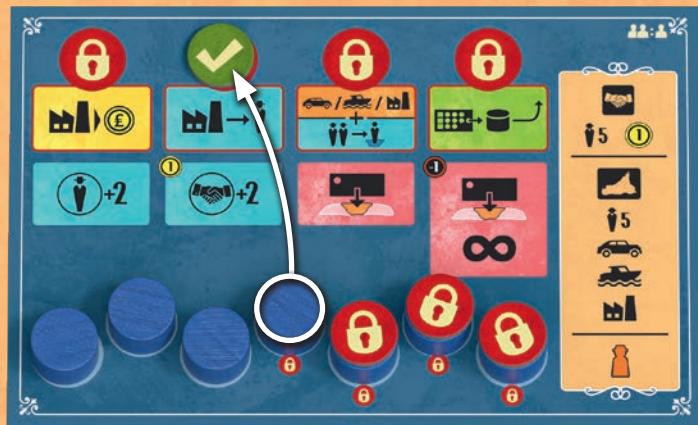


**Note:** If the "Ultima Azione" action is executed at the end of the planning phase, this additional action may not be executed.

### 3) End of a round

At the end of a round, the influence tokens on the action spaces are moved back to the spaces for additional action tokens. If there are any remaining influence tokens on the action spaces, these are removed from the game (they were placed from the family mat).

The single player may also take one of the blocking tokens from an additional action token, turn it over and place it on a blocked action space with the green side facing up. This unlocks this action space and an additional action is available for selection. By removing the blocking token, the single player also has another additional action at their disposal.



### B Player order

Starting with the first player, the game is played clockwise. The two team members take turns one after the other, whereby the second player of the opposing team may not “empty” the same column in the top action sheet from which the first player took an influence token in the previous turn. This means that they may not use the last influence token in the column for an action, nor may they perform the “Gain influence” action in this column.



To indicate which column the 1st player is using or wants to use, they can place the restriction token above the corresponding column as a memory aid

## Appendix: Action Spaces



If available, deploy 1 Soldato from your headquarters to each of your drug labs, or up to 3 of your drug labs. When playing IvsI, you can decide for each of the Soldati whether you want to place 1 commission member in the Cupola instead.

You may place 2 or 3 Soldati from your headquarters on the board where at least 1 of your Soldati is already present (i.e. not in an empty area). In a IvsI game, you can decide for each of the 3 Soldati whether to place 1 commission member in the Cupola instead.

The other action spaces are familiar from the base game and behave identically.

## Credits

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The development of this expansion of the game was influenced by mechanisms from the game “7 Wonders Duel”.



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