

# FAMIGLIA

## Solitaire player rules

### IDEA OF THE GAME

You play against a »robot« gangster and try to collect more Victory Points to win the game than he does with his special »program«.

### PREPARATION

The preparation is the same as in the 2-player game. Both you and the gangster get your starting cards. Choose a starting player – the game is more difficult if the gangster starts. Place 6 cards face up in the Street.

The gangster collects his cards face up in his gangster's play area, sorted by rank. The gangster does not use the special actions of the families.

**Important:** During the game you need to keep the cards in the Street in the same order as they are drawn! Always place the newly drawn cards in order to the right of the old ones.

### PLAYING THE GAME

#### The player's turn

Your turns are the same as in the normal game. Just follow the actions 1–4.

#### The gangster's turn

The gangster runs a »program« and always takes a single card, without needing a pair of identical cards. He checks the following 5 Steps.

**Step 1:** If the gangster does not have 7 »0« yet, he takes the left most »0« (count the 4 starting »0« towards this limit). If there are no »0« in the Street, he discards the left most card from the Street and draws new cards, until there is at least one »0«. (The gangster discards and draws as often as the rules allow it).

If the gangster cannot get a new »0« or if he already has 7 »0«, continue with Step 2.

**Step 2:** If the gangster does not have 5 »1« yet, he takes the left most »1«. If there is no »1« in the Street, if allowed by the rules he discards the left most card from the Street and draws new cards (The gangster discards and draws as often as the rules allow it). If there is no »1« afterwards, he takes a red »0«. If there is none he takes the left most »0«.

If the gangster cannot get a new »0« or if he already has 5 »1«, continue with Step 3.

**Step 3:** If the gangster does not have 4 »2« yet, he takes the left most »2«. If there is no »2« in the Street, if allowed by the rules he discards the left most card from the Street and draws new cards (The gangster discards and draws as often as the rules allow it). If there is no »2« afterwards, he takes the most valuable lower card (Tiebreaker: left most card).

If the gangster cannot get a lower card or if he already has 4 »2«, continue with Step 4.

**Step 4:** If the gangster does not have 2 »3« yet. . .

**Step 5:** The gangster takes the card with the highest Victory Points (Tiebreaker: left most card). He only discards a card from the Street and draws new cards if the highest card left in the game is not in the Street.

### GAME END AND SCORING

The game ends as in the normal game. If the gangster gets more Victory Points, you lose the game.

If you beat the gangster, you can calculate your final ranking score for the Highscore-list: 2x your Victory points – gangster's Victory points.

### GANGSTER LEVELS

If these rules are either too easy or too difficult, you can adjust the difficulty by choosing another gangster level. The game rules explain »Gangster Level 3«.

#### Gangster-Levels 0 1 2 3

1 a/b	9	6	5	3
2 a/b	8	6	4	2
3 a/b	7	5	4	2
4 a/b	7	4	3	2

a/b: a. you are the starting player, b. the gangster is the starting player