

Once the Hit has been announced, both the Hitter and the intended victim prepare to answer the question as it is read.

The Hit question is the last question on each card, indicated by this symbol:



Should the Hitter answer the question correctly first, the Hit is pulled off, and the victim must cross out one of his or her shaded family members on his or her score sheet. *Leave the gun, take the cannoli.*

Should the intended victim answer first, the Hit is a botched attempt. In this case the Hitter must cross off a member of his or her own family. *Never hate your enemies, it affects your judgment!*

Should neither player answer correctly, play continues to the left with neither player losing a family member.

NOTE: Neither player gains any additional family members for answering the Hit question correctly. The person putting the Hit on does not go again, and cannot earn any family members this round.

### **Winning the Game:**

The first player to successfully shade in 10 silhouettes (not counting HIT family members) on his or her score sheet is the winner.

All other players now owe the winner “A Favor.”

*Questions provided by:*

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PARAMOUNT LICENSING

Item# 170  
For 2 or more players  
Ages: 13 and Up



**The**  
  
**Godfather**  
**Trivia Game**

**What's in the box:**

300 Godfather Trivia Cards - with 900 questions broken down by movie  
1 Score Pad,  
1 pencil  
Instructions

**The Offer You Can't Refuse:**

Be the first player to assemble a "Family" of 10 people. Each correct answer earns you a new Family member.

**The Set Up:**

Shuffle the cards and place them (Question side up) within reach of all players.

Pass one sheet from the score pad to each player. Players must keep these sheets visible to everyone so all players know how many family members their opponents have at all times.

**Conducting Business:**

To begin play, the person in your group who most closely resembles Vito Corleone (from any era) draws a card from the top of the deck and reads a question aloud to the player at his or her left. If the person receiving the question has an even number of family members shaded, the reader should ask question #2, otherwise, the reader should ask question #1 on the card. (The last question on the card is the question reserved for Putting a Hit on Someone - see below).

Did the player answer the question correctly?  
*Good Consiglieri!* The player takes the pencil provided and shades in one of the silhouetted characters on his or her score sheet.

Did the player answer the question incorrectly? *The Godfather is not pleased.* The player does not shade in a silhouetted character on the score sheet.

The player who answered the question takes the next question card from the deck, and becomes the reader for the next question, as play continues to the left.

Play continues in this fashion until a player has filled in 10 silhouettes in his or her score sheet.

*Remember: at all times throughout the game everyone's score sheets should be visible to all players.*

### **Putting a Hit on Someone:**

At any point in the game, a player may use his or her turn to put a Hit on another player.

NOTE: Both you, and the person you are putting a hit on must have at least one family member shaded in on your score cards to attempt a hit.

To attempt a Hit...

On your turn, before the question reader grabs the next card to read, state that you are putting a hit on someone (and say who that person is).

If you are putting a hit on the person reading the card, another player must read the card for this round. (With two players, the player attempting the hit asks the question).