

Mafia Instructions

The Back Story:

The players are living in a town that has been infested by nefarious members of the mafia. The mafia have been sneaking off at night and killing innocent townspeople. By night, the townspeople's only hopes are their brave sheriff and skillful doctor. By day, the town is in a frenzied witch-hunt, unable to tell friend from foe. The townspeople must eradicate the mafia before all is lost!

The Players:

There are 3 types of players: a Moderator, Townspeople, and Mafia Members. A brief description of each role follows. More detail about the role of each kind of player is made clearer in the *Rules of Play* section.

- **Moderator:** one person responsible for the flow of the game and ordering of events. This person is not considered a townspeople or mafia. The moderator will know the identities of all players at the end of the introductory round. The moderator does his or her best to not accidentally reveal information about other players.
- **Townspeople:** make up 2/3 of the players. Regular townspeople are identified by red suits from a standard deck of playing cards. Regular townspeople have no special powers, their strength lies in their numbers and a few special townspeople: the **Doctor**, the **Sheriff**, and in advanced play, a **Vigilante**.
 - **Doctor:** identified by the King of Hearts. The doctor is a townspeople who has special healing powers and can thwart the efforts of the mafia.
 - **Sheriff:** identified by the King of Diamonds. The sheriff has special powers of investigation and can uncover the true natures of other players.
 - **Vigilante:** for groups of 15 or more players, it can be interesting to add the vigilante player. The vigilante is identified by the Jack of Diamonds. The vigilante is a concerned townspeople with a hunch and a gun. At night, the vigilante may choose to go hunting mafia. Unfortunately, the vigilante receives no special information about the other players and can easily kill a townspeople.
- **Mafia Members:** make up 1/3 of the players. Mafia members are identified by the black suits in a standard deck of playing cards. The mafia band together every night to kill off another innocent townspeople in hopes of gaining full control of the town. MMMMwwwwahhhahaahaaaa...

Rules of Play:

1) **Setting up for play**

There must be at least 10 people to play. (For groups of people familiar with the game, it can be played with 9 players. The first person to die, takes over the duties of the moderator).

Players must sit so that everyone can see everyone else. Usually a circle or half circle works best.

The moderator shuffles the cards (1/3 black, King of Diamonds, King of Hearts, Jack of Diamonds, if playing with a vigilante -- the rest of the cards red). The moderator deals the cards and everyone looks at their card without showing it to anyone else. The cards are dealt again if someone accidentally sees someone else's card. Be honest. The game is no fun if you start with "insider information".

2) **Identification Round**

The moderator asks everyone to **go to sleep** (all heads down, eyes closed).

The moderator then asks the mafia members to **wake up** (look up, eyes open). The mafia members now have a chance to see who the other mafia members. They must also identify themselves (silently, of course) to the moderator. The moderator must remember every player's identity during the game. Once the mafia members have been identified, the moderator sends the mafia back to sleep.

The moderator then asks the sheriff to wake up and is identified. The sheriff goes to sleep.

The moderator then asks the doctor to wake up and be identified. The doctor then goes to sleep.

If playing with a vigilante, the moderator then asks the vigilante to wake up and be identified. The vigilante then goes to sleep.

The moderator then asks everyone to wake up and the first **Daylight Round** begins.

3) Daylight Rounds

The moderator announces the results of the previous night's events (nothing occurs during the Identification Round).

The moderator then announces that someone has to **die** (be removed from play).

Keep in mind that the townspeople do not know the identity of the mafia members. Therefore it behooves the mafia members to act like nervous townspeople. The moderator now listens carefully for someone to say the phrase "I officially accuse X". Players are free to chat and speculate, but an official accusation starts the trial process.

Once someone has been accused, the moderator halts other conversations and announces that X has been officially accused. X then has the floor to defend him or herself as (s)he sees fit. There are a few exceptions to this, but those will be covered in the **General Rules** section. The moderator may cut short an excessively long and rambling defense. Once the accused has defended, the moderator recaps the defense and then calls for a vote to kill X.

A vote succeeds when a majority of the voting players vote to kill (X does not vote). The moderator must call a countdown from 5 to close a voting session.

If a majority votes to kill, X is expelled from play and joins the dead. The identity of X is then revealed by the moderator. The moderator cuts short conversations and a **Night Round** begins.

If X was not killed, the daylight round continues and someone else may be accused. The daylight round ends only when someone has been killed.

4) Night Rounds

The moderator then calls for the **sheriff** to wake up. The sheriff signals which player they want to investigate. The moderator signals, silently, "yes" for mafia and "no" for townspeople. The sheriff is then sent to sleep. This step is skipped if the sheriff has been killed in a previous round.

The moderator calls for the **doctor** to wake up. The doctor signals to the moderator whom they want to save. The doctor can save anyone, including the doctor. If the doctor saves the same person whom the mafia (or the vigilante) marks for death, that person is not harmed and remains alive for another round. When the doctor's choice has been made clear, the moderator tells the doctor to go to sleep. This step is skipped if the doctor has been killed in a previous round.

If playing with a **vigilante**, the moderator then calls for the vigilante to wake up. The vigilante signals which player, if any, they would like to kill. The moderator then sends the vigilante to sleep. This step is skipped if the vigilante has been killed in a previous round.

The moderator then calls for the **mafia** members to wake up. The mafia must then come to a consensus about whom to kill. If they cannot agree, the moderator may call a countdown from 5. If the mafia still cannot agree, no one is killed in the night round. Once the mafia members have chosen someone to kill, they are sent to sleep.

The night round is now over and another Daylight Round begins.

Play stops when all the mafia have been killed or there is no possible way for the townspeople to win. The townspeople cannot win if they are outnumbered by mafia. The townspeople usually cannot win if there equal numbers of townspeople and mafia. The exception to the “tied” case is if one of the remaining townspeople is the doctor. In this case, the doctor must save the correct person every night and the townspeople must kill a mafia member everyday.

5) **General Rules**

“Dead men tell no tales!” The dead cannot say anything that interferes with play as soon as they are killed. No deathbed confessions. No voices from beyond the grave.

Players may not show their cards to anyone.

Players must not say which card they are holding, unless it is to claim to be the sheriff or doctor. It has been found that this leads to card counting and the game becomes tedious.

Players must follow instructions given by the moderator.

Outside of these rules, players are free to talk, heckle, and gesture at anytime. Players may leave their places, provided that the other players can still see them. Players may talk and make hand gesture s while they are asleep, provided they keep their eyes closed.