

## On the Subject of Mafia

*Godfather is him, Mafia is her, kill them, save them. I'm innocent! ....AHHHHH!*

In this module, there are 8 named people that sit around a gallows. It's your job to deduce who is the Godfather, whom you then have to execute. To figure out who is the Godfather, follow the following instructions:

- Take all the values of the serial number, changing letters into numbers by their placement in the alphabet (A=1, B=2 etc.), and add them together.
- Starting from the top of the list below, count this many names. Then keep going until you get to a name that's on the module. If you go past #50, loop back around to #1.
- Rule out people by crossing off the name from the previous step and going around the circle by skipping people equal to the last number of the serial. Go clockwise if you have less than 2 indicators and counter-clockwise otherwise.
- Continue around the circle, skipping over people you have ruled out, until you have one person left.
- Find the name that's left in the table and look at their "Innocence Condition". If they do not meet the condition, they are the Godfather and should be executed. If they are found innocent, execute the person referred to in the "Otherwise" column.
- There is a chance that multiple people could be the Godfather, so go back to the original number you used, and read down the list until you run into the first Godfather, and execute him or her.

\*FRP= First Ruled-out Person

\*LRP= Last Ruled-out Person

\*SSN= Same Side Neighbor (Person who is on the same side of the module with them: top 2, bottom 2, left 2, right 2)

#	Name	Innocent/Godfather Condition	Otherwise, Godfather is...
1	Rob	Innocent if the serial number contains a vowel.	Person after Rob in clockwise order.
2	Tim	Innocent if the bomb contains a "Only Connect", "Battleship" or "S.E.T."	FRP
3	Mary*	Innocent if Bob, Walter or Cher are <u>not</u> present.	Person on the left in the top pair, SSN if it is Mary.
4	Briane	Innocent if there is a Two Factor or lit CAR indicator.	LRP
5	Hunter	Innocent if there are more ports than batteries.	Rick, or 4th Ruled out player if Rick is absent.
6	Macy	Innocent if Tommy is present.	Tommy
7	John	Innocent if John is the only person on the module whose name starts with "J".	SSN
8	Will	Innocent if there is a PS/2 or DVI port and at least one even number in the serial number.	5th person ruled out.
9	Lacy	Innocent if there are less than 20 modules.	SSN
10	Claire	Innocent if there is "Creation", "FizzBuzz", or "Wire Placement".	LRP
11	Kenny	Innocent if there are <u>no</u> unlit indicators.	Person after FRP in clockwise order (skip Kenny)
12	Rick	Innocent if there is an empty port plate.	Person next to Rick in counterclockwise order.
13	Walter	Innocent if serial number contains any letters from Walter's name.	FRP
14	Bonnie	Innocent if there is another person on the module whose name starts with "B".	First person clockwise from Bonnie whose name starts with "B".
15	Luke	Always Innocent.	Person with lowest number (excluding Luke).
16	Ed	Innocent if last number of serial number is prime or zero.	Person with highest number (excluding Ed).

N#	Name	Innocent/Godfather Condition	Otherwise, Godfather is...
17	Sarah	Innocent if there is a colored indicator, HDMI port, or if "S", "H", or "3" is in the serial number.	LRP
18	Larry	Larry is colorblind. Innocent if there are <u>no</u> modules containing the word "Color."	FRP
19	Kate	Innocent if there is no "L", "O", "S", or "T" in the serial number.	John; SSN if John is absent
20	Stacy	Innocent if FRP's "Innocent Condition" has been met.	FRP
21	Diane	Innocent if there is a VGA or USB port, or if there is "The Screw".	LRP
22	Mac	Innocent if there is a parallel port on the same plate as a serial port.	6th person ruled out
23	Jim	Jim is a musician. Innocent if there is "Piano Keys", "Cruel Piano Keys", "Chord Qualities", or "Rhythms".	SSN
24	Ron	Innocent if Bonnie is present.	Bonnie
25	Tommy	Innocent if there are <u>no</u> batteries nor ports.	4th person ruled out
26	Lenny	Innocent if SSN's name does <u>not</u> contain exactly 3 letters.	SSN
27	Molly	Innocent if not on the right of the bottom two.	Person on the right of the bottom two.
28	Benny	Innocent if Hunter, Cher, or Nick are not the FRP.	The third person after Benny in clockwise order.
29	Phil	Innocent if Walter, Ed, or Rob would fail their innocent condition, even if they are not on the module.	Person after Phil in clockwise order.
30	Bob	Innocent if there is "Laundry", "Morse-A-Maze", "Big Circle", or "Painting", or if there is a lit BOB indicator. <b>Thanks for everything, Bob!</b>	3rd person ruled out.
31	Gary	Gary is lazy and likes to eat. Innocent if there is a "Cheap Checkout" or "Ice Cream".	LRP
32	Ted	Innocent if exactly two of the following would fail their innocence, even if not on the module: Thomas, Bob, or Claire.	SSN
33	Kim	Innocent if FRP's number is 25 or less.	FRP
34	Nate	Innocent if there are more lit indicators than unlit.	Person after Nate in clockwise order.
35	Cher	Innocent if there is <u>no</u> needy modules and 1 or more ports.	LRP
36	Wally	Innocent if letters of the serial number share letters with any indicator on the bomb.	SSN

N#	Name	Innocent/Godfather Condition	Otherwise, Godfather is...
37	Thomas	Thomas doesn't like being stuck in mazes. Innocent if there is <u>no</u> "Mouse In The Maze", "3D Maze", or "Hexamaze".	Second person after Thomas in counterclockwise order.
38	Sam	Innocent if LRP's "Innocent Condition" has been met.	LRP
39	Duke	Innocent if LRP's number is greater than 25.	LRP
40	Jack	Innocent if SSN has 4 letters in their name.	SSN
41	Bill	Innocent if there is exactly one of the following: "Friendship", "Semaphore", or "Yahtzee".	2nd person ruled out.
42	Ronny	Innocent if there are <u>no</u> vanilla modules or there are 4 or more ports.	FRP
43	Terry	Innocent if there are 3 or more batteries on the bomb.	3rd person ruled out.
44	Claira	Innocent if there are two or more of RJ, RCA, or PS/2 ports, but only if they are on different port plates.	SSN
45	Nick	Innocent if there is <u>no</u> "Zoo", "Nonogram", or "Murder".	FRP
46	Cob	Cob loves Inception; innocent if there are 2 or more of the same module.	Person with most letters in name (except for Cob).
47	Ash	Innocent if there are any modules pertaining to Monsplodes.	LRP
48	Don	<u>Always guilty.</u>	N/A
49	Jerry	Innocent if there are less modules than starting time in minutes.	Person after Jerry in counterclockwise order.
50	Simon	Simon likes to be alone. Innocent if there are <u>no</u> modules with Simon's name.	SSN