

Mafia Rules

Feel free to read these rules - but they are mainly for reference. I will explain all on the night, and the easiest way to understand is to play the game!

1 Premise

The Mafia are picking off the townsfolk one by one at night - and there's a serial killer on the loose! It is up to the townsfolk to decide on a suspect to eliminate each day - but be careful - the Mafia are among you trying to trip you up. Choose who to trust carefully using whatever clues are available to you before the Mafia eliminate the whole town.

2 Order of play

At the beginning of the game, you will be given a card. This card determines your role, and which team you are on (see the table below). Be sure to keep your identity secret.

2.1 Night

At night the Mafia choose a victim to attack and the townsfolk carry out any night time abilities they may have. These abilities help the town collect evidence for the daytime. A character dies if they not protected from an attack. On the first night no one dies (so that everyone gets to play a daytime round).

2.2 Daytime Discussion

The narrator wakes the town up and announces any deaths that occurred during the night. These people are out of the game. The remaining players then discuss. Anyone can nominate someone to put on trial, but someone must second your nomination. At the end of the discussion time we move to the voting phase.

2.3 Voting phase

All nominated players have 10 seconds or so to defend themselves. The town then votes on which of the nominees to eliminate. Each surviving player that isn't nominated has one vote only (apart from the mayor who has 3). The nominee with the most votes is eliminated from the game, at which point their role is revealed. The town then moves back to the night phase.

2.4 Win Conditions

The town win once all the Mafia (and the Serial Killer if included) are dead. The Mafia win once all other townspeople are eliminated. Neutral roles have their own win conditions.

3 Roles

3.1 Townsfolk

| Card | Role | Active Ability | Passive Ability |
|------|---------------------|--|---|
| 2 | Mayor | May reveal identity card during the day | Has 3 votes in the daytime if their card is revealed |
| 3 | Cupid | Selects 2 lovers at the start of the game | May survive 2 attacks during the night |
| 4 | Detective | Visits a target at night (thumbs up for townsfolk, down otherwise) | None |
| 5 | Doctor | Visits a target and removes an attack | None |
| 6 | Hunter | May set a trap once per game that attacks a target | The trap is activated the night after the hunter dies |
| 7 | Vigilante | Can visit and attack a target once per game | Suffers one attack if they attack a town member |
| 8 | Lookout | Can observe who visited a target during the night | None |
| 9 | The Survivor | None | May survive 3 attacks during the night |

3.2 Mafia

| Card | Role | Active Ability | Passive Ability |
|-------|--------------------|---|---|
| King | Godfather | None | When Investigated shows town |
| Queen | Blackmailer | May visit a target who is then unable to speak the next day | Carries out attacks If the Mafioso dies |
| Jack | Mafioso | Visits and attacks a target each night on behalf of the Godfather | None |

3.3 Neutrals and Specials

| Card | Role | Active Ability | Passive Ability |
|-------|----------------------|--|---|
| Ace | Serial Killer | Attack up to 1 target a night | Attacks anyone who visits him, Cannot die at night |
| Joker | Joker | None | Wins by getting executed during the day |
| 10 | Wannabe | Can investigate one person at night (like the detective) | Wins if the Mafia win |
| none | Lovers | None | Lovers try to keep each other alive, in addition to their main role |

The Joker and Serial Killer appear as thumbs down to the detectives, whereas the wannabe is a towns member and appears as a thumbs up. The lovers keep their original alignments.

4 Points

| Achievement | Points |
|-----------------------|-----------------------------------|
| Last 25% alive | +5 |
| Town Victory | +10 |
| Mafia Victory | +15 |
| Serial Killer Victory | +20 |
| Joker Victory | +5, -5 for all other players |
| Wannabe Victory | +15 |
| Lovers Bonus | +5 |
| Narrator | Average of all players that round |

5 Tips and advice

- It is a common strategy to begin announcing roles in the game. The benefit is that it narrows down who might be guilty and allows the town to make plans. The downside is that people in powerful roles may become targets at night.
- If you are a Mafia member or a neutral character, be prepared to lie about your role if asked - don't let yourself be caught off guard.
- Try not to 'metagame' - e.g. you think characters are guilty because you heard movement at night
- If you're not sure what to do in the daytime - just start with talking to the person next to you