

Mafia

How to Host a Mafia Game:

Setup:

- Assign roles to each player. “Innocents and Mafia”. (You can use cards, stickers, or other markers to distinguish between roles.)
- **Innocents:** The majority of players are Innocents. They try to identify the Mafia members.
- **Mafia:** The Mafia consists of a smaller group of players. During the night phase, they secretly agree on one Innocent to eliminate.
- **Moderator:** Select a moderator (or “mayor”) from your group to mediate the game. While the mayor does not partake in any official rounds of gameplay, they oversee each round and add unique stories to explain players’ actions.

Other moderator duties include:

- Distributing cards
 - Telling people when to “sleep” and “wake”
 - Timing discussions
 - Informing people if they have been eliminated
 - Declaring the winner
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- Assign roles to players based on their cards.
 - All players who draw cards of a different suit from the rest of the deck are the mafia.
 - The player that draws the queen card is the doctor.
 - The player that draws the king card is the detective, and all remaining players are townspeople.
 - **Doctor** may point to 1 person who they wish to save each night cycle. If the mafia tries to kill the person the doctor chooses, that person is saved for the round. The doctor is allowed to save themselves.
 - **Detective** is allowed to guess if players are members of the mafia. If the detective guesses correctly, that mafia member is eliminated. If the detective guesses incorrectly, nothing happens.

Gameplay:

- **Night Phase:** Start the game in the night phase.
 - This cycle simulates the innocents in the imaginary village going to sleep.
 - To begin a night cycle, have the moderator instruct all players, no matter their role, to close their eyes and put their hands down.
 - The Mafia should not make any noise or movements that could give away their identity.
 - All players close their eyes, and the Mafia silently decides on one Innocent to “eliminate” (for this version, elimination means giving them a challenge in the day phase).
 - Have the moderator instruct all mafia members to open their eyes and see what other players are a part of the mafia team.
 - Give the mafia a set amount of time (ideally about 60 seconds) to silently decide who they want to “kill” (eliminate from the game.)
 - When they reach a decision, have them point out their choice to the moderator.

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- All players who are not mafia members must keep their eyes closed while the mafia makes their selection. Any non-mafia players who open their eyes are eliminated.
 - If the mafia cannot come to a unanimous decision about who to eliminate, then they forfeit their turn and no one will be eliminated during that round.
 - Once the mayor has confirmed who the mafia wishes to kill for their turn, have the mayor tell the mafia to go back to sleep and close their eyes again. Wait until all mafia members have closed their eyes to continue the game.
 - Have the mayor say out loud that it's time for the detective to wake up. Detective: Once you've opened your eyes, point at someone you think is a member of the mafia. Since there is only 1 detective in the game, you will have to rely on your instincts and any other hints you've received.
 - Have the mayor silently indicate if the person the detective identified is a member of the mafia, such as by nodding or shaking their head. Have the mayor instruct the detective to go back to sleep after they make their selection.
 - If the detective was right, the person will be eliminated. However, if the person was wrong, then the detective knows who another one of the townspeople is and can choose someone else on their next turn.
 - Have the doctor point at the player they wish to save. If the person the doctor saves is the same person the mafia chooses, they will survive this round and not be eliminated. Otherwise, nothing will happen to the person saved and the mafia's choice will be eliminated.
 - If the doctor dies, the townspeople can no longer be saved from the mafia in subsequent rounds.
 - Once the doctor has pointed out someone to save, have the mayor note who it is and then tell them to go back to sleep. Once their doctor closes their eyes, the night cycle is complete.
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- **Day Phase:** Announce that the day phase has begun. Players open their eyes and gather at a central location in the skateboarding area.
 - **Determining Innocent vs. Mafia:** The Innocents observe the challenges and try to identify who might be Mafia based on their behavior, reactions, and interactions during the challenges.
 - **Voting:** After the challenge, the Innocents discuss and vote on who they think the Mafia members are. The player with the most votes (or the one deemed most suspicious) is eliminated from the game and takes no further part in the challenge.
 - **Repeat Phases:** The game continues with alternating night and day phases until either all the Mafia members are identified (Innocents win) or the Mafia outnumbers the Innocents (Mafia wins).