MAFIA RULES

**Premise**

In the simplest version of the game, there are two teams: the **Mafia** and the **Town (Innocents)**. Before the game starts, you get a card (face-down, that you must not show to anyone) that indicates which team you’re on (Mafia or Innocent).

Every “night,” all players (the “town”) close their eyes. The members of the Mafia wake up and choose someone to kill, and then close their eyes again. Everyone “wakes up” and the narrator announces who has died. During the “day,” players then deliberate on who they think the Mafia members might be. When the pre-set time limit expires, everyone points at the person they think should be executed. The votes are tallied, and the 2-3 people with the most votes get a sentence of defense. After their defenses, the town must vote to execute between the suspects. The one with the most votes is executed, and the narrator announces whether or not the town successfully executed a Mafia. Everyone then goes back to sleep, and the same thing happens. The game ends when either the innocents have executed all the Mafia members (innocents win), or the Mafia members have the majority (Mafia wins).

Mafia is fundamentally a game of group psychology. The Mafia members must lie about being innocent, and must try to avoid falling under suspicion, or throwing suspicion on their fellow Mafia members. You might think that the innocents have very little to work off, but you’d be surprised. The amount you talk, your body language, the noises you made at night, the way you’re voting, and the people you’re accusing – all of these serve as signs of whether you might be in the Mafia or not.

**Our version**

In our experience, Mafia is a lot more fun with **special characters**. Special characters have special abilities that can be used to the benefit of the team that you’re on. You may have played with a very common special character: the policeman. The policeman (on the side of the innocents) can “check” a person every night, and the narrator will inform the policeman whether that person is in the Mafia.

Here in the Liars’ Club, because we’ve played this game for so long with the same people and we get its ins and outs, we go *waaaay* over the top and play with a bajillion special characters, listed below. It’s a lot to learn, we know. And during your first few games, you may feel like a fish out of water, wondering what to say, or why the hell people instinctively want Cupid to reveal herself. But your perspective on Mafia will NEVER BE THE SAME AGAIN. Once you understand how the characters interact, the game transforms into a full-blown power struggle with complex strategy, both during the night and day phases, that is as dynamic as it is addictive.

Even if you’ve played with special characters before, there are some concepts we use that may be unfamiliar to you. I highly encourage you to read through the character descriptions and email me at [abuddhir@princeton.edu](mailto:abuddhir@princeton.edu) if you have questions about rules and/or strategy. Keep in mind that we don’t play with all the characters in every game! (For instance, with only 9 people, a Vigilante would probably be too powerful for the Innocents.) At the beginning of every game, we will tell you which roles are in the game, and which are not.

Happy lying! Looking forward to meeting you all,

KitKat

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| Arsonist  MAFIA | * DO NOT WAKE UP WITH MAFIA * Choose a person to douse with gasoline every night * Agree to a signal with the narrator on the first night * Once in the game, you can set all the doused players on fire by making the signal, killing them instantly |
| Ax  MAFIA | * Choose a person every night * You can chop off either their hand (vote) or tongue (speech) by pointing at your hand/tongue * That person cannot vote/speak for the next day * You cannot axe the same person two nights in a row |
| Bodyguard  TOWN | * On Night 1, choose a Mortician (not yourself) * Choose a person every night * That person is protected from a single kill that night * Can be overpowered if the Strongman uses his power * You cannot protect the same person two nights in a row |
| Bomb  MAFIA | * If you die in any way, you choose someone to die with you |
| Cupid  TOWN | * On Night 1, choose two people to be Lovers * You may make yourself a Lover |
| Lover  ? | * If one Lover dies, so does the other * If both the Lovers have the same alignment, they win with that alignment; otherwise, they become their own team, and must be the last two players standing to win * If both Lovers are Town-aligned and are executed, the Mafia wins automatically |
| Mafia  MAFIA | * Choose a person to kill every night; majority decides |
| Mirror  TOWN | * Choose a person every night * If you die, all details about the person you chose last are revealed to the town |
| Mortician  ? | * While the Mortician is alive, the narrator tells the town whether dead people were Mafia or not, and whether certain characters have points * You won’t know if you’re Mortician! |
| Policeman  TOWN | * Choose a person every night * The narrator will tell you whether he is Mafia or not |
| Prince  TOWN | * Agree to a signal with the narrator on Night 1 * Once in the entire game, you can single-handedly choose who gets executed by making the signal. The narrator will put everyone to sleep while you make your decision. * If you die in any way, the Town cannot execute anyone the next day |
| Prostitute  MAFIA | * DO NOT WAKE UP WITH MAFIA * Choose a person every night * That person is disabled that night, and cannot use their power if they have one * You cannot disable Cupid or the Prince * If all the Mafia die, you become the last Mafia * You show up as Town when checked by the policeman |
| Siren  SIREN | * Choose a person every night * If that person points at you at night for whatever reason, that person dies and you get 1 point * You need 2 points to win * You get a bulletproof vest every night till you get 1 point, protecting you from a single night kill |
| Strongman  MAFIA | * Once in the game, you can choose to guarantee that the kill is successful (bypassing any bulletproof vests and bodyguard protection) by giving a thumbs-up |
| Thief  ? | * Choose one of the two remaining cards and assume that role for the rest of the game * If one of the cards is Mafia-aligned, you have to pick it * You are the only character who knows which card is missing in the game, so use it to your advantage! |
| Townsperson  TOWN | * No power! Enjoy trying to figure stuff out. |
| Vigilante  TOWN | * Every night, you may choose to kill someone, but you don’t have to |
| Warlock  WARLOCK | * Choose a person every night * If that person is executed the next day, you get 1 point * You need 2 points to win * You get a bulletproof vest every night till you get 1 point, protecting you from a single night kill * Can you predict that no-one is going to get executed because the Prince will die? YES! Make a circle with your hand at night. |

**Note that the SIREN and the WARLOCK are on their OWN teams. They do NOT win with the TOWN or the MAFIA. Note that the LOVERS can also be their own team. If a SIREN or a WARLOCK is also a LOVER, the LOVERS can win if the SIREN/WARLOCK wins individually.**