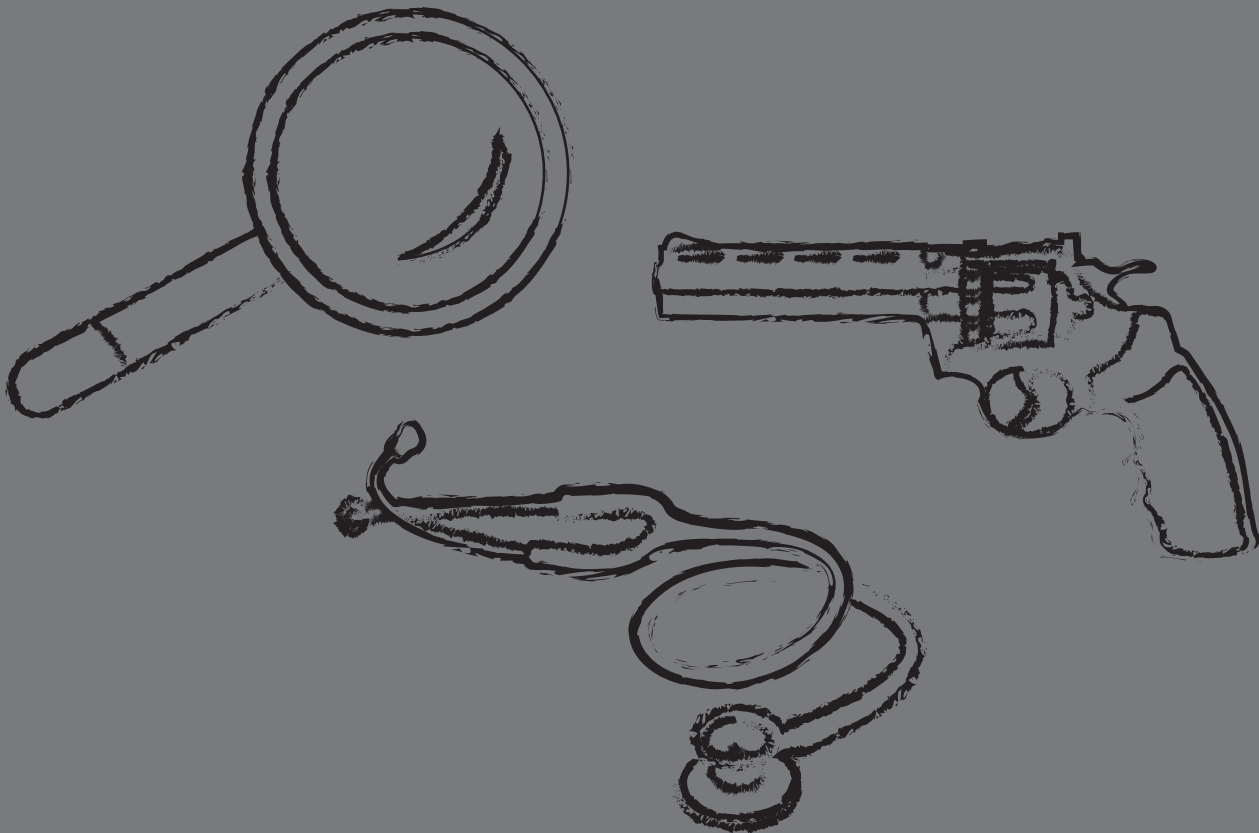




TeamBonding
where work meets play™

MAFIA



INSTRUCTIONS

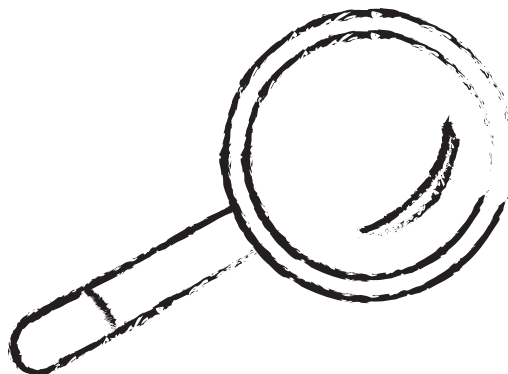
OVERVIEW

The more people playing, the more fun this game is! You need a minimum of eight players for a good game. This game takes place during two stages, “day” and “night”.

At the start of the game, The Godfather is selected. The Godfather acts as the narrator of the story, painting mental pictures for the players and keeping track of everyone’s roles. Once a Godfather is selected, they tell the townspeople to “go to sleep,” at which point all other players must close their eyes. The Godfather then hands out player cards, which will assign the different character rolls. The Godfather should make sure to remember which player got which special character card. All players should make sure to keep their cards hidden and their role a secret.

The Godfather then wakes the townspeople, gives them an introductory scenario, and then puts them back to sleep. During the “night”, the Hit Man selects one person to kill, the Doctor selects one person to save, and the Detective selects one person to investigate. After all of the selected characters have enacted their roles, the godfather wakes up the townspeople, and the game enters the “day” portion. It is at this point that accusations against suspected a Hit Man can be made. The Godfather must be an impartial mediator in this discussion. The detective can chime in for or against an accused, but is discouraged from fully revealing themselves unless they have a confirmed identity for the Hit Man, as this would make them a target.

The game ends when the Hit Man is killed, or the rest of the townspeople are dead. The game can go fairly rapidly, so consider playing more than once, allowing multiple people to take on the roles of Hit Man, Doctor, and Detective. (note: additional special characters can be added into the rotation for groups of 10+ but it is important to remember that special characters should not to outnumber townspeople.)



BASIC CHARACTERS

The Godfather- At the start of each round, the Godfather sends the townspeople to sleep. They then tell the Hit Man to wake up, and watches as they silently select someone to kill. The Godfather then tells the Hit Man to go back to sleep, and wakes up the Doctor. After seeing who the doctor wants to save, The Godfather puts them back to sleep and wakes the Detective. After the Detective makes their guess, the Godfather must nod yes or no, and put them back to sleep. See other character roles for what to do in the event of correct guesses.

The Godfather must wake up the rest of the town and narrate the events of the evening. Have fun with this part! The wilder and wackier the causes of death, the more laughs to be had by all. Don't limit yourself to traditional mob hits-- anything goes. After the story is told, the Godfather should open the floor to discussion about the events that transpired the night before. If the townspeople wish to accuse a player, over half of them must be in agreement to move forward. If the townsfolk agree to accuse a player, that play is "lynched" and eliminated from the game. The Godfather may reveal the guilt or innocence of the accused player after they have been eliminated.

The Hit Man- When woken, the Hit Man should point to the player they want to "off" this round. They must do so as quietly as possible, so as not to alert the other players. The Hit Man must be very careful not to give away their role during the "day" portion when everyone else will be on the look out. The aim of the Hit Man is to eliminate the all of the townsfolk before being caught

The Doctor- When woken, the Doctor must select a person to protect from the Hit Man. They may select themselves or any other member of the group except the Godfather. In the event that they correctly select the same person that Hit Man chose to kill, the Godfather must invent a scenario of near-death, in which the victim is saved.

The Detective- The Detective must be paying close attention at all times. Subtle sound or face expressions may be what alerts the Detective to the identity of the Hit Man. Upon being woken up, the Detective may point to any member of the group to inquire if they're the Hit Man. The Godfather must nod yes or no to this honestly. In the event of a correct guess, the Detective can announce their role and what they have discovered to the townsfolk in the morning. This will end the game.

Townsfolk- The townsfolk must be careful observers. They must pay as close attention as the Detective. While they don't have the ability to get confirmation from the Godfather, the power to make accusations lies in the hands of the people. But be careful! If the townsfolk die off before the Hit Man is caught, the mafia wins. Don't kill one of your own without serious thought.

ADDITIONAL CHARACTERS

(If 10+ people are playing, add one special character per 5 extra players)

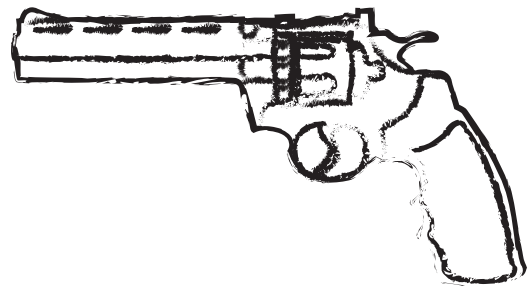
The Bomb- The person who receives the bomb card must keep their role to themselves. They behave the same as any other townspeople, and are not woken during the "night" portion of the game. However if they're killed by either the Hit Man or the townsfolk, the two players closest to them die, as well.

The Witness- The Witness is allowed to look up during all of the Hit Man's night rounds, but are not allowed to make accusations themselves, or to tip off the detective. They may, however, speak up if the townsfolk accuse the correct person.

The Thief- The Thief has the ability to steal the powers of another player on every 3rd round. It is their choice which player's choice they're choosing. Example: If taking the Hit Man's powers, they would open their eyes after the Godfather has sent the Hit Man to sleep, but before they wake the Doctor. The Thief would then indicate the player they want to kill instead player to be killed instead of who the Hit Man choose.

The Sheriff- When in play, this character can take over moderating public discussion during the "day" phase. Their vote also counts for two in the decision to kill an accused player (either for or against), and they can act as a tie breaker.

Patient X- This player enters the regular rotation of night time players, but can only act every other round. They select a player who will become "infected," and will die three rounds later, unless saved by the Doctor.

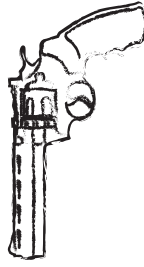


The Witness is allowed to look up during all of the Hit Man's night rounds, but are not allowed to make accusations themselves, or to tip off the detective. They may, however, speak up if the townsfolk accuse the correct person.



THE WITNESS

When woken, the Hit Man should point to the player they want to "off" this round. They must do so as quietly as possible, so as not to alert the other players. The Hit Man must be very careful not to give away their role during the "day" portion when everyone else will be on the look out. The aim of the Hit Man is to eliminate the all of the townsfolk before being caught



THE HIT MAN

When woken, the Doctor must select a person to protect from the Hit Man. They may select themselves or any other member of the group except the Godfather. In the event that they correctly select the same person that Hit Man chose to kill, the Godfather must invent a scenario of near-death, in which the victim is saved.

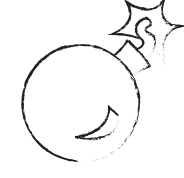


THE DOCTOR

Upon being woken up, the Detective may point to any member of the group to inquire if they're the Hit Man. The Godfather must nod yes or no to this honestly. In the event of a correct guess, the Detective can announce their role and what they have discovered to the townsfolk in the morning. This will end the game.



THE DETECTIVE



THE BOMB

The person who receives the bomb card must keep their role to themselves. They behave the same as any other townsfolk, and are not woken during the "night" portion of the game. However if they're killed by either the Hit Man or the townsfolk, the two players closest to them die, as well.



THE SHERIFF

When in play, this character can take over moderating public discussion during the "day" phase. Their vote also counts for two in the decision to kill an accused player (either for or against), and they can act as a tie breaker.



PATIENT X

This player enters the regular rotation of night time players, but can only act every other round. They select a player who will become "infected," and will die three rounds later, unless saved by the Doctor.



THE THIEF

The Thief has the ability to steal the powers of another player on every 3rd round. It is their choice which player's choice they're choosing. Example: If taking the Hit Man's powers, they would open their eyes after the Godfather has sent the Hit Man to sleep, but before they wake the Doctor. The Thief would then indicate the player they want to kill instead.

The townsfolk must be careful observers. They must pay as close attention as the Detective. While they don't have the ability to get confirmation from the Godfather, the power to make accusations lies in the hands of the people. But be careful! If the townsfolk die off before the Hit Man is caught, the mafia wins. Don't kill one of your own without serious thought.



THE TOWNSFOLK

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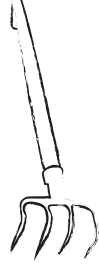
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