

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). The game is moderated by a narrator, who wakes up different characters and keeps track of people's actions.

Every "night," all players (the "town") close their eyes. The members of the Mafia wake up and collectively agree on someone to eliminate from the game ("kill"), and then close their eyes again. Everyone "wakes up" and the narrator announces who has died, concluding the night phase. 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 statement of defense. After their defenses, the town must vote to execute between the suspects. The one with the strict majority of 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 team completely eliminates the other – i.e. when either the innocents have executed all the Mafia members (Town wins), or the Mafia members have the majority of the votes (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.

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 in the folders for the respective setups. 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, how to act, or how to lie. 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.

When does the game end?

When any of these things happen:

- All the players left are on the same team (that team wins) or can describe a correct strategy to kill off all remaining teams, effectively forcing a resignation
- A Third-party (i.e. not aligned with Mafia or Town) character satisfies its win condition (e.g. Warlock gets two points)
- An endgame condition is hit (e.g. Town-aligned lovers get executed, so Mafia wins)
- Two people get the same number of votes during execution three times in a row (all remaining teams tie)
- The Mafia cannot agree on whom to kill at night (all remaining teams tie)
- Everyone dies at the same time (it is a tie between all teams that were alive before the event that triggered everyone's death)

There are some common confusing endgame situations that will be documented shortly.

Voting

How voting is done:

- When the time is up, on the count of 3, everyone points to the person they want executed
- The votes are tallied:
 - The goal is to narrow the pool down to 2 or 3 people for defenses. After defenses, voting is redone amongst the players who just defended themselves. The person with the majority of the votes (50% + 1) gets executed.
 - If more than 3 people get more votes than anyone else, redo the votes for those people only until you have 2-3 people
 - If exactly one person gets by far the most votes, then:
 - He is the only one who gets to give a sentence of defense
 - When the voting is redone, it is redone amongst *all* players and narrowed down in the same fashion without any further defenses.
 - If 4 people are left, then 2 votes counts as a majority

Lingo

The following terms are used interchangeably:

- “Town” and “Innocents,” referring to the *team* consisting of Policeman, Cupid, Doctor, etc. that opposes the Mafia

“Town” can also refer more generally to the *entire set* of surviving players, e.g. the Town executed person X.

Additional Notes

- Each day phase is timed. The duration of the day is up to the narrator’s discretion, but in our experience we have found the following to work well in practice:
 - 3 minutes for the first day
 - 4 minutes for each subsequent day, until 5-7 people are left
 - 5 minutes for each subsequent day (or exiling, see the Role Descriptions for the Hungarian setup)
- If the majority of the players wish to end the day and proceed straight to the execution phase, they may.
- When the votes are tallied and the 2-3 people with the most votes are given the opportunity to defend themselves, if you are not one of those people, under NO CIRCUMSTANCE may you interject, even if the person is spouting BS about you. The purpose of the defense statements is to give complete control to the people on the chopping block to influence the outcome of the day by whatever means necessary. If someone is lying and they survive the day, you will have ample opportunity to call them out on it during the next day (if you survive, evil laugh muahahahaHaHAhaHAA).

Enjoy!

KitKat