

Mafia vs. Werewolves

(A guide for the confused.)¹

How to use this guide. Look up the role corresponding to the card you have on the table on back. Find the name of the role. Consult the list below for the powers associated with that role. A role that is on the side of the CIVILIANS is marked with an asterisk (*). A role that is on the side of the MAFIA is marked with a dagger (†) and a role that is on the side of the WEREWOLVES is marked with a double-dagger (‡).² It should be noted that spades are on the WEREWOLF side, clubs on the MAFIA side, and all other cards on the CIVILIAN side.

Summary of Rules

The rules of Mafia can get pretty complicated; this is only intended to be a summary. Rules are written for Mafia without WEREWOLVES‡; WEREWOLVES‡ act just like MAFIA†, but are a separate team. Mafia requires 9 people (8 players plus a moderator) and a deck of cards.

The Deal. A moderator is chosen to supervise the deal. The moderator informs the players what roles are in the game, unless playing *Secret Existence of Roles*. One card is dealt to each person; in *Unknown Existence of Roles*, more cards than are dealt may be shuffled into the deck so that players know roles may exist but may not. Every player should look at their card (top card, if holding more than one). Play begins with night and alternates between night and day.

The Night. Moderator announces nightfall. All players close their eyes. In standard Mafia, each role is awakened and asked to perform silently the task assigned to that role (see table below), and then put back to sleep. Moderator records all actions, taking care, for instance, to wake MAFIA† before ANGEL*, so as to be able to give ANGEL* the proper answer.

The Day. Moderator announces daybreak. All players open their eyes. Moderator announces who died during the night and any other pertinent information, such as sequestrations. Dead players expose their cards and may no longer talk or in any other way participate. Discussion begins. Any player may be accused; when a player is accused and seconded, they are on trial. Players on trial may state a defense. After such discussion as there may be, a vote is taken. If a majority of living players, including the one on trial, votes to convict, the player on trial is lynched, and dies (unless a GOVERNOR* is in the game; then death waits to the next morning). If a majority is not attained, the player is acquitted and may not be tried again that day. Day ends when a player is lynched, or when no more players can be tried, or when 50% or more of players vote to go to sleep. No discussion is permitted after the day ends.

Victory. The CIVILIANS* win if no MAFIA† are alive; MAFIA† win if CIVILIANS* no longer outnumber MAFIA†.

Irregularities. **Suicide**, including telling someone what is the actual number of your card or showing your card when alive, is illegal unless otherwise specified by the moderator; if legal, a suicide during the day ends the day. The **Moderator** has considerable discretion and may place time limits on the day and allow or disallow withdrawals on accusations (which are by default not allowed). **Moderator Error** is a fact of life, and errors should be corrected by sending everyone back to sleep, if possible.

Common Rules Variants

1. *Blind Mafia.* MAFIA† are awakened separately at night and the highest-ranking surviving MAFIA† member makes the decision: MAFIA† may (a) “kill”, (b) “no-kill” in which case there is no kill, or (c) “pass” in which case the next highest MAFIA† member’s decision is considered but incomplete passes act as no-kills. Victory for MAFIA† is only when all CIVILIANS* are eliminated. Victory for the CIVILIANS* occurs only when MAFIA† have been eliminated and there are no lynchings for two days.
2. *Multiple Lives.* Each player is dealt several cards, and looks only at the top one. When a player dies, he turns over the top card and looks at the next one, if any are left. Must be played in conjunction with *Blind Mafia*; may be played with as few as 5 players.
3. *No Moderator First Night.* In single-life non-blind games, one person acts as temporary moderator and sends everyone (himself included) to sleep. With eyes closed, he asks the MAFIA† to wake up, giving them a good amount of time to choose someone to kill. Temporary moderator sends MAFIA† back to sleep. Each person around the table wakes up in turn, announcing that he is waking up, and looking around the table and going back to sleep. MAFIA† awake also if their chosen victim is awake. Victim sees MAFIA†, sends them back to sleep, wakes everyone up, dies, and becomes moderator, sends back to sleep, wakes ANGEL* etc.; game proceeds as normal. This variant allows play with as few as 8 people.
4. *Secret Existence of Roles.* Moderator doesn’t tell players what roles are being put into the game. May be played in conjunction with *Unknown Existence of Roles*.
5. *Speed Mafia.* If two minutes pass without an accusation, night falls. There may also be a total limit placed on daytime.
6. *Turbo Mafia.* There are no accusations. Days are of fixed length, e.g. 5 mins. At the end of the day, players are polled in random order as to who they wish to kill; plurality kills; ties are handled in one or more runoffs; tie in a runoff is handled by randomly selecting one player to kill one. End of day may be speeded by majority vote; 50% vote during day brings night without death.
7. *Unknown Existence of Roles.* Moderator starts with more cards than he deals out, so no one knows what has made it into the game.

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²Sorry, no fangs are available in the L^AT_EX fontset.

The Cards

MAFIA† side		CIVILIAN* side		WEREWOLF‡ side	
A♣ Devil† [Jerk†] ³	A♥ Archangel*	A◇ Sorcerer*	A♠ Wizard‡		
K♣ Mafia (Godfather)†	K♥ Vigilante* [Rambo*]	K◇ Magistrate*	K♠ Werewolf (α -wolf)‡ ⁴		
Q♣ Mafia (Godmother)†	Q♥ Angel* [Cherub*]	Q◇ Seer*	Q♠ Werewolf (β -wolf)‡		
J♣ Mafia (Guido)†	J♥ Bulletproof Vest* [Sensei*]	J◇ Wolfsbane*	J♠ Werewolf (γ -wolf)‡		
T♣ Mafia (Guiseppe)†	T♥ Civilian* [Psychologist*]	T◇ Mason*	T♠ Werewolf (δ -wolf)‡		
9♣ Mafia (Giovanni)†	9♥ Civilian*	9◇ Mason*	9♠ Werewolf (ϵ -wolf)‡		
8♣ Mafia (Giacomo)†	8♥ Civilian*	8◇ Mason*	8♠ Werewolf (ζ -wolf)‡		
7♣ Mafia (Guitano)†	7♥ Civilian* [James Bond*]	7◇ Mason*	7♠ Werewolf (η -wolf)‡		
6♣ Mafia (Gino)†	6♥ Civilian*	6◇ Mason*	6♠ Werewolf (θ -wolf)‡		
5♣ Mafia (Guiocco)† ⁵	5♥ Civilian*	5◇ Mason*	5♠ Werewolf (ι -wolf)‡		
4♣ Mafia (Georgio)†	4♥ Civilian*	4◇ Mason*	4♠ Werewolf (κ -wolf)‡		
3♣	3♥ Civilian*	3◇ Mason*	3♠		
2♣ Walrus†	2♥ Civilian* [Tooth Fairy*]	2◇ Mason* [Martyr*]	2♠ Eggman‡		
	Fancier Joker: Governor*	Lesser Joker: Mayor*			

Card not established– Special Prosecutor*, Stalker*, Bodyguard*, Medical Examiner*;

Role has no card– Miller*, Random Vigilante*; – **Use characters in square brackets only if mentioned by moderator.**

The Powers

Angel*	♥Q	asks about MAFIA†; one per night
Archangel*	♥A	protects one (not self) against MAFIA† per night
Bodyguard*		protects one (not self) against VIGILANTE*/RAMBO* per night
Bulletproof Vest*	♥J	cannot be killed by MAFIA†
Cherub*	[♥Q]	like the ANGEL* but operates every other night
Civilian*	♥2-T	no special powers
Devil†	♣A	asks about ANGEL*/ARCHANGEL*; one per night
Eggman‡	♠2	grants or withholds power for VIGILANTE* to kill
Governor*	Jok+	can issue pardon to previous day's lynching victim; must announce if in game
James Bond*	[♥7]	has the power of ONE good character (VIGILANTE*, ARCHANGEL*, ANGEL* etc.)
Jerk†	[♣A]	no special powers
Lone Wolf‡	[♠K]	common term for a single WEREWOLF‡ working alone
Mafia†	♣4-K	kill one per night; if playing <i>Blind Mafia</i> , the highest ranking alive kills
Magistrate*	◇K	sequesters one per night (not self); sequestered player can't debate or be lynched but can vote
Martyr*	[◇2]	Can protect one per night by offering self-sacrifice against killing only
Mason*	◇2-T	wake up at night and know each other
Mayor*	Jok-	can kill once per game; day or night, by revealing identity
Medical Examiner*		checks one dead per night; gets method of death
Miller*	???	unaware of own identity (moderator assigns a CIVILIAN* card); ANGEL*/SEER* sees as guilty
Psychologist*	[♥T]	asks about VIGILANTE*; one per night
Rambo*	[♥K]	a VIGILANTE* who can kill up to three adjacent (corpses hold places)
Random Vigilante*	???	moderator assigns secretly a CIVILIAN* card to be the VIGILANTE*
Seer*	◇Q	asks about WEREWOLVES‡; one per night
Sensei*	[♥J]	only dies at night if killed twice in one night or at center of a 3-wide RAMBO* blast
Sorcerer*	◇A	protects one (not self) against WEREWOLVES‡ per night
Special Prosecutor*		asks about ANGEL*/ARCHANGEL*/SEER*/SORCERER*; one per night
Stalker*		both an ANGEL* and a VIGILANTE*, but can only act once per night
Tooth Fairy*	[♥2]	grants or withholds permission for VIGILANTE* to kill
Vigilante*	♥K	can kill one per night
Walrus†	♣2	grants or withholds permission for VIGILANTE* to kill
Werewolf‡	♠4-K	kill one per night; if playing <i>Blind Mafia</i> , the highest ranking alive kills
Wild Card	[Jok]	unaware of power (and possibly team). Should just try to point at night and see.
Wizard‡	♠A	asks about SEER*/SORCERER*; one per night
Wolfsbane*	◇J	cannot be killed by WEREWOLVES‡

³When the game does not include an ANGEL* or an ARCHANGEL*, this character is known as the JERK†.

⁴When there is only one WEREWOLF‡ in the game, ♠K is used, and the character is known as the LONE WOLF‡.

⁵Also known as "Tony" †.