

# MAFIA-AND-SEEK

Moderator Contact: 717-425-9243

*Contact the moderator when the rules instruct you to, when you have a rules-related question, or if the game needs to be ended or suspended for any reason.*

**A SMALL TOWN IN RURAL ITALY** - the Mafia, seeking vengeance for unspecified past grievances and acting under cover of night, are out to kill everyone in town. The townspeople, acting as a vigilante court, must try to stop the Mafia.

This game plays like regular Mafia with a few variations. If you don't know how to play regular Mafia, ask the moderator. Meanwhile, here are the variations:

## **ROLES:**

While everyone is either aligned with the Mafia or the townspeople, there's plenty of variety on the two teams. Don't be surprised if the rules apply differently to you and/or your fellow players.

## **THE NIGHTTIME ROUND:**

Rather than sitting around and pointing, the nighttime round plays as a game of hide-and-seek / tag!

Everyone leaves the "town square" at once and disperses through the playing area. The mafia must "kill" someone by tagging them.

When a mafioso has "killed," s/he should text the moderator, who will then text all players, informing them that they must return to the town square. If there are multiple kills in one round, the order of text messages sent to the moderator will determine which kill is deemed valid.

## **THE AFTERLIFE:**

In this game, when you die, you're not out of the game. This town is very religious, and everyone will meet again in the afterlife! Once you pass through those pearly gates, you will learn the rules of the afterlife, but here are a few guidelines:

1) The dead retain their team alignment, and can act to aid their respective teams from beyond the grave. Keep your role a secret, even in death.

2) Though they may communicate with one another and with the moderator, the dead may not communicate with the living in any way.

**THE MAFIA WIN WHEN THE LAST TOWNSPERSON IS DEAD**

**THE TOWNSPEOPLE WIN WHEN THE LAST OF THE MAFIA ARE DEAD**