MAFIA



# Mafia

Each night, wake with the rest of the Mafia and agree on one player to put out of the game. By day, act like everyone else. You win when the Mafia equal the town.

*Werewolf name: Werewolf*

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TOWN



# Detective

Each night, point at one player. The narrator gives a thumbs up if they are Mafia and a thumbs down if not. Use what you learn without giving yourself away.

*Werewolf name: Seer*

TOWN



# Doctor

Each night, choose one player to protect, yourself included. If the Mafia chose the same player, nobody leaves the game that night.

*Werewolf name: Healer*

TOWN



# Villager

You sleep through the night. By day, listen, ask questions and vote. The town wins when every member of the Mafia is out of the game.

*Werewolf name: Villager*

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EACH NIGHT



# Narrator

1. Everyone closes their eyes.
2. Mafia, wake up and point at a player. Mafia, sleep.
3. Doctor, wake up and point at a player to save. Doctor, sleep.
4. Detective, wake up and point at a player. (Thumbs up or down.) Detective, sleep.
5. Everyone wakes. Say who left in the night, if anyone.
6. Talk, then vote. The player with the most votes leaves.

*Werewolf name: Moderator*



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YOUR ROLE

?

*role name*

*Make your own roles at shufflekit.com*

YOUR ROLE

?


*role name*

*Make your own roles at shufflekit.com*


YOUR ROLE

?


*role name*

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YOUR ROLE

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