

# MAFIA



## DATE NIGHT



GATHER YOUR  
FAVORITE COUPLES  
TOGETHER FOR A  
THRILLING

**MAFIA**  
**GAME NIGHT**

BE SURE TO STUDY  
YOUR MAFIA-SPEAK  
AND STOCK UP ON  
MAFIA-APPROVED  
SNACKS!

DESIGNED BY [WWW.MESSESTOMEMORIES.COM](http://WWW.MESSESTOMEMORIES.COM)  
EXCLUSIVELY FOR THE DATING DIVAS

# Mafia Date Invitation

Print, fold and glue to make a double sided invitation.

CONGRATULATIONS.

THE "BOSS" WANTS TO WELCOME YOU TO THE FAMILY AND MAKE YOU A "MADE GUY."

MY ASSOCIATES HAVE INFORMED ME OF A "RAT" THAT NEEDS TO BE "BURNED."

IN ORDER TO EARN YOUR PLACE IN THE FAMILY COMPLETE THE "CONTRACT."

BELOW IS THE TIME AND PLACE YOU CAN FIND THIS "JAMOOK."



TIME:



PLACE:

DO THE JOB RIGHT AND EARN SOME "LARGE" - MESS IT UP AND I'LL PERSONALLY "ICE" YOU.

YOU'RE INVITED TO  
**MAFIA**  
GAME NIGHT



## MAFIA LINGO SHEET

DECODE THIS FUN COUPLES  
DATE NIGHT INVITATION USING  
THE DEFINITIONS BELOW!

THE ENFORCER CAN'T WAIT  
TO MEET YOU.

BOSS - THE HEAD OF THE FAMILY

MADE-GUY - INDOCTRINATED MEMBER

RAT - SOMEONE WHO SNITCHES

BURN - TO MURDER

CONTRACT - MURDER ASSIGNMENT

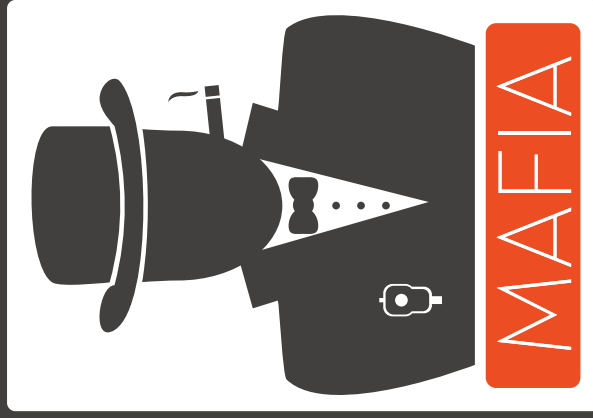
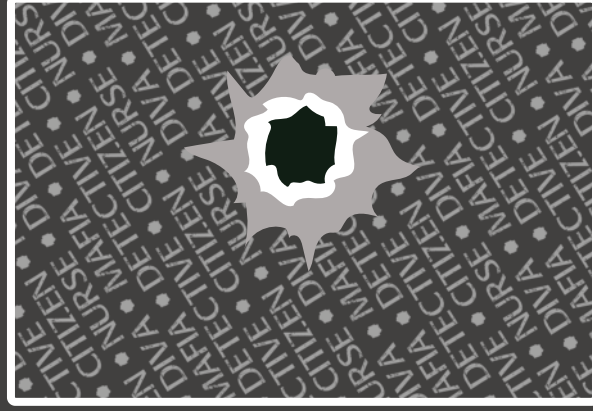
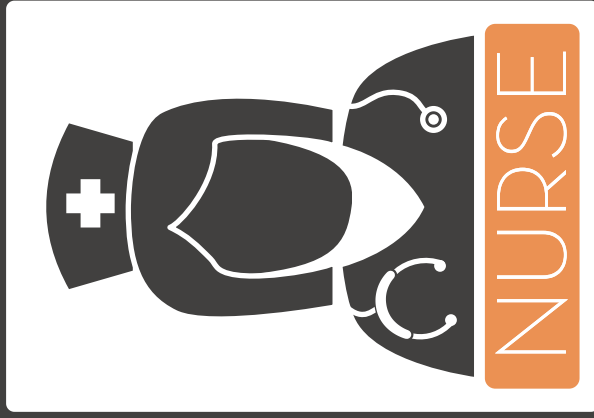
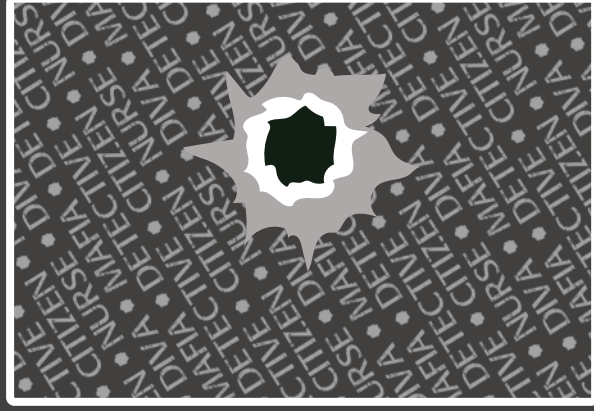
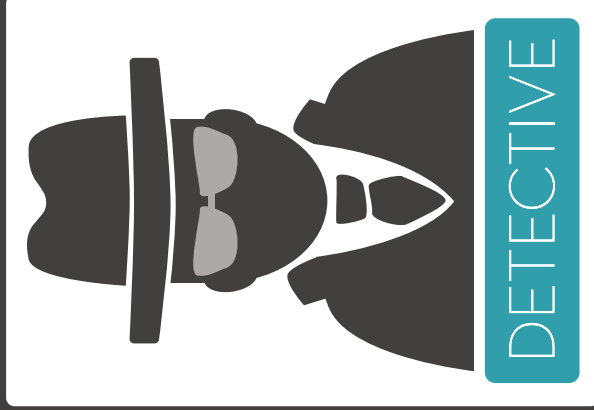
JAMOOK - IDIOT OR LOSER

LARGE - A THOUSAND

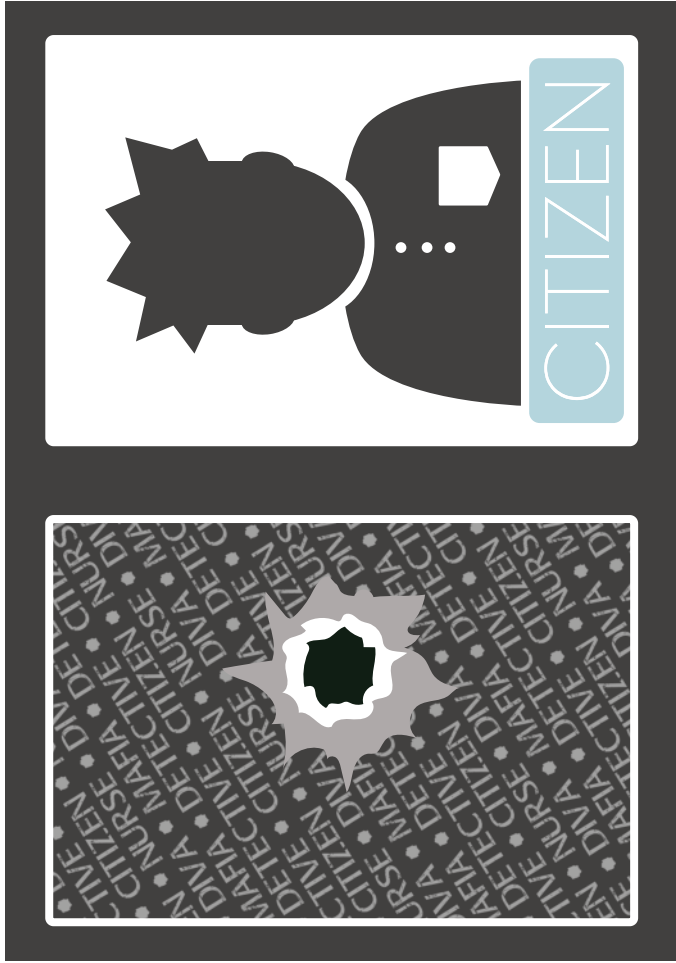
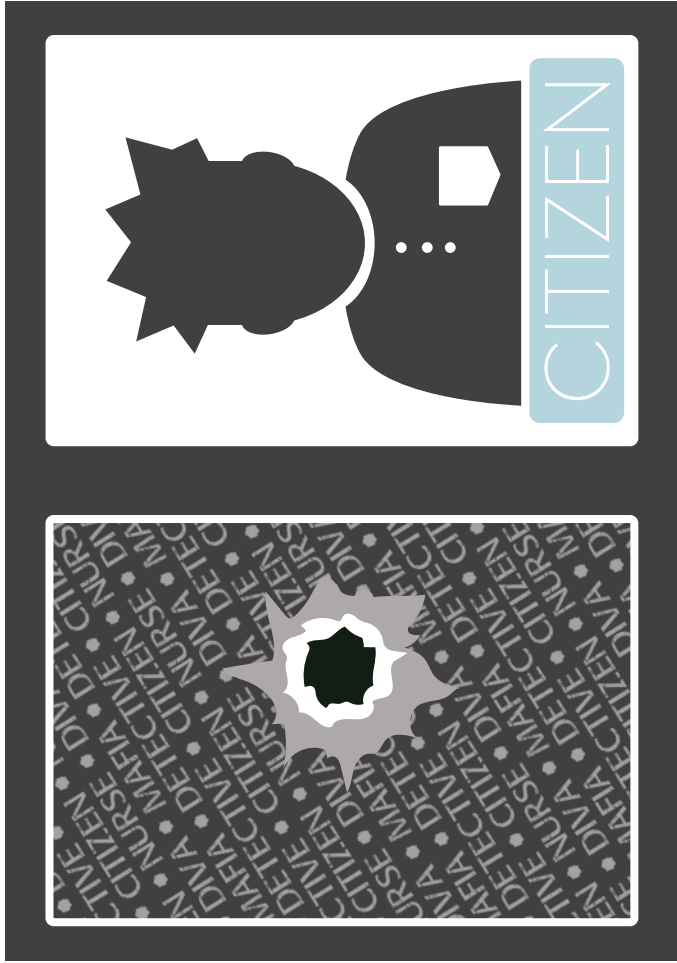
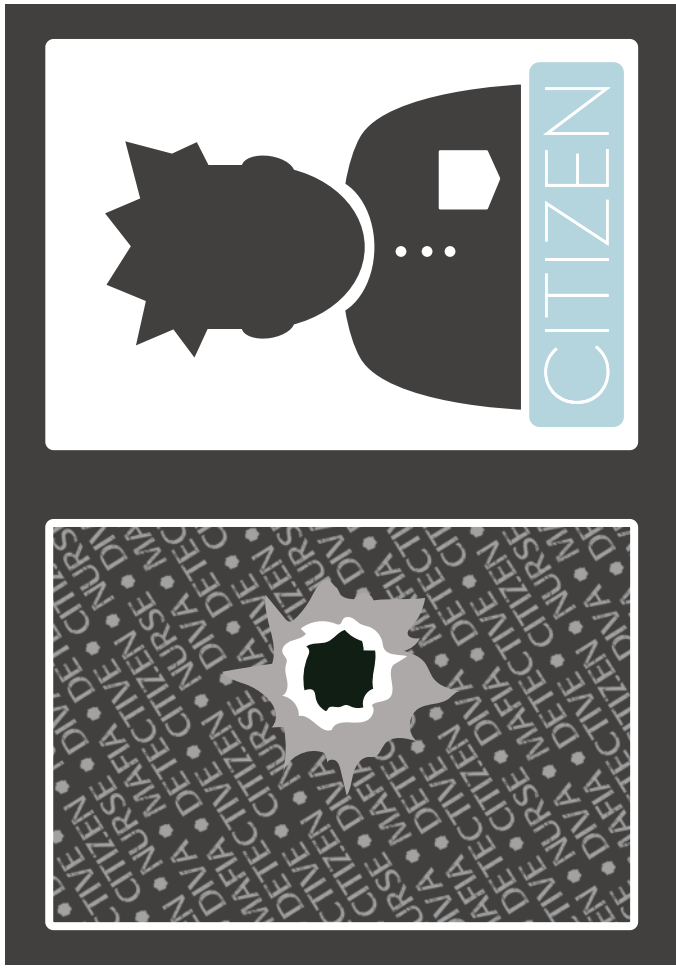
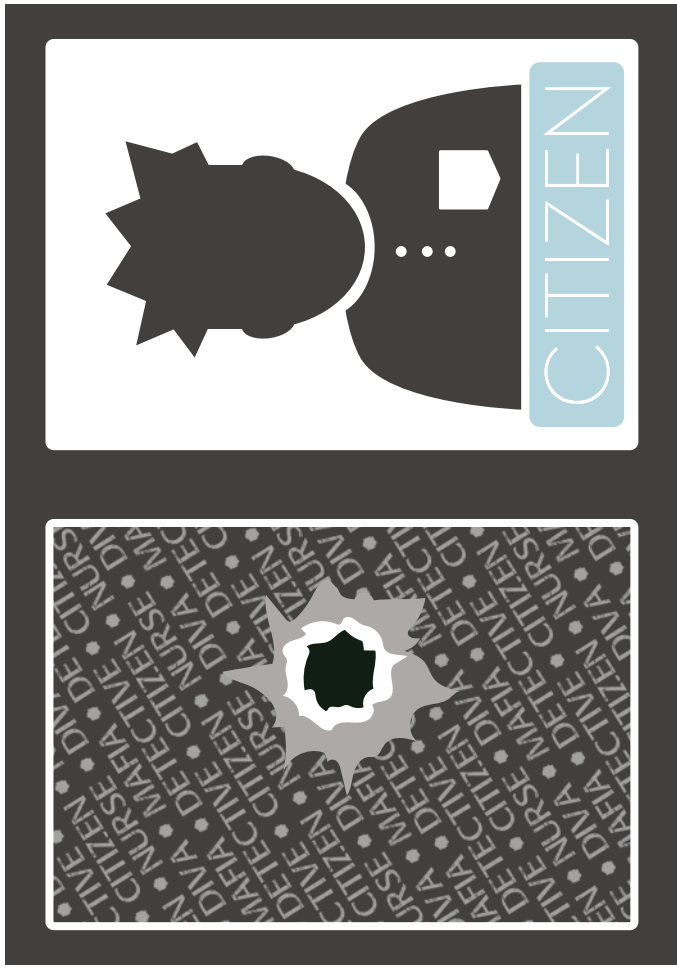
ICE - TO MURDER

FAMILY - ORGANIZED CRIME CLAN

The Lingo Sheet  
will help your guests  
decode the invitation!



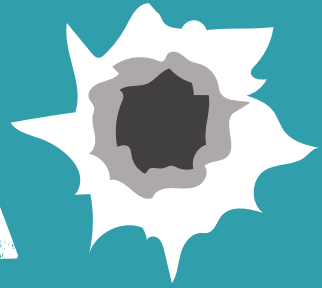
# Mafia Game Cards



# Mafia Game Cards



# THE GAME OF MAFIA



## BEFORE GAME PLAY BEGINS:

- SELECT A MODERATOR TO NARATE THE GAME - THEY NEED TO BE FAMILIAR WITH THE RULES.
- SET UP THE DECK - AMONG THE CARDS ARE THE MAFIA, DETECTIVE, NURSE, DIVA AND CITIZEN. YOU CAN PLAY WITH 8 - 16 PLAYERS. THERE SHOULD BE 1 MAFIA PER 3 VILLAGERS. MAKE SURE THERE ARE ENOUGH CARDS FOR EACH PLAYER TO DRAW 1. THE MODERATOR DOES NOT NEED A CARD.
- DISTRIBUTE THE CARDS - BE SURE TO KEEP YOUR IDENTITY A SECRET. WHEN EVERYONE HAS THEIR CARDS, THE GAME WILL BEGIN.
- OBJECT OF THE GAME - PLAY THROUGH ROUNDS OF DAY AND NIGHT UNTIL THE MAFIA ARE ELIMINATED OR THE MAFIA HAVE ELIMINATED EVERYONE. WHOEVER ELIMINATES THE OTHERS FIRST, WINS!

## WHAT HAPPENS DURING THE NIGHT TIME:

- THE MODERATOR WILL BEGIN BY HAVING EVERYONE CLOSE THEIR EYES AND GO TO "SLEEP". IN ORDER TO BE SECRETIVE, THIS ROUND SHOULD BE COMPLETELY SILENT.
- WHILE EVERYONE IS ASLEEP, THE MODERATOR WILL ASK THE MAFIA TO WAKE UP AND AS QUIETLY AS POSSIBLE DECIDE WHO THEY WANT TO "KILL." THEY WILL POINT TO THEIR VICTIM AND ONCE THE MODERATOR QUIETLY VERIFIES THE VICTIM, THEY MAFIA WILL GO BACK TO SLEEP.
- DETECTIVE WORK BEGINS - THE MODERATOR WILL ASK ONLY THE DETECTIVE TO OPEN THEIR EYES. THEY WILL POINT TO SOMEONE TO ASK IF THEY ARE THE MAFIA. THE MODERATOR WILL SILENTLY CONFIRM OR DENY. ONCE THE DETECTIVE KNOWS, THEY CAN HELP THE OTHER INNOCENTS ELIMINATE THE MAFIA DURING THE "DAY."
- NURSE GOES TO WORK - THE MODERATOR WILL ASK THE NURSE TO WAKE UP AND POINT TO ONE PERSON THEY WANT TO SAVE FOR THIS ROUND. IF THE NURSE CHOOSES THE PERSON THAT THE MAFIA TRIED TO ELIMINATE, THEY WILL BE SAVED. IF THE NURSE CHOOSES SOMEONE ELSE, NOTHING HAPPENS.
- THE DIVA'S TURN - IF THE DIVA HAS A JOB DURING THE NIGHT, THEY WILL WAKE UP NOW TO COMPLETE THEIR ASSIGNMENT (UNLESS THEY ARE WORKING WITH THE MAFIA OR DETECTIVE - THEN THEY WILL WAKE UP WITH WHOEVER THEY ARE WORKING WITH).

## WHAT HAPPENS DURING THE DAY TIME:

- THE NARATOR WILL ASK EVERYONE TO WAKE UP AND GIVE A SHORT STORY DESCRIBING HOW THE MAFIA KILLED SOMEONE DURING THE NIGHT. IF THE NURSE SAVED THAT PERSON, ADD IN A CREATIVE TWIST ON HOW THEY SURVIVED A "NEAR DEATH" EXPERIENCE.
- DISCUSSIONS BEGIN AS EVERYONE TRIES TO DECIDE WHO THE MAFIA IS. THE MAFIA CAN ALSO PARTICIPATE TO TRY TO GET THE CITIZENS OFF THEIR TRAIL. ONCE SOMEONE BELIEVES THEY HAVE ENOUGH TO WARRANT AN ACCUSATION, THEY CAN MAKE IT OFFICIAL AND THE NEXT STEP BEGINS.
- ONCE AN ACCUSATION HAS BEEN MADE AND JUSTIFIED, IT MUST BE SECONDED BY ANOTHER PLAYER. UP TO TWO PEOPLE MAY BE ACCUSED EACH ROUND. ANYONE CAN VOICE THEIR REASONS WHY THEY BELIEVE SOMEONE SHOULD BE ACCUSED OR DEFEND THE ACCUSED. THE ACCUSED MAY ALSO HAVE ONE LAST CHANCE TO DEFEND THEMSELVES BEFORE EVERYONE VOTES.
- THE MODERATOR WILL CALL FOR A VOTE AND WHOEVER THE MAJORITY BELIEVES IS GUILTY WILL BE ELIMINATED AND NO LONGER ABLE TO PARTICIPATE, BUT THEY MUST REVEAL THEIR CARD.
- AT THIS POINT, THE DAY IS COMPLETE AND THE NIGHT BEGINS AGAIN. REPEAT UNTIL EITHER THE MAFIA OR THE REST OF THE PLAYERS ARE ALL ELIMINATED.

# Diva Role Cards

WHEN YOU DIE  
YOU CHOOSE ANOTHER  
PLAYER TO DIE WITH YOU

EACH NIGHT YOU CHOOSE  
ONE PERSON TO SAVE  
FROM THE MAFIA

YOUR ACCUSER (OR IF  
THERE IS NO CLEAR  
ACCUSER, ALL MEMBERS  
WHO VOTE YOU TO DIE)  
ALSO DIES

AFTER THE FIRST NIGHT,  
YOU CAN PEEK WHILE  
MAFIA OPEN THEIR EYES -  
BUT DON'T GET CAUGHT

EACH NIGHT CHOOSE  
ONE PLAYER TO LOSE  
THEIR ROLE FOR THAT  
SPECIFIC ROUND

AS LONG AS YOU ARE  
ALIVE, TWO PEOPLE WILL  
BE VOTED OFF EVERY  
DAY - YOU ACT AS A  
CIVILIAN

SEPARATE FROM THE  
MAFIA, YOU ALSO GET  
TO CHOOSE SOMEONE TO  
DIE EVERY NIGHT - YOU  
MUST SURVIVE TO WIN

ACT LIKE A MAFIA - BUT  
YOU ARE ACTUALLY ON  
THE CIVILIAN TEAM

## MAFIA CHEAT SHEET

OBJECT OF THE GAME:  
ELIMINATE BEFORE YOU  
GET ELIMINATED.

 MAFIA - WORKS TO ELIMINATE ALL  
THE TOWNSPEOPLE BEFORE THEY  
GET ELIMINATED.

 DETECTIVE - TRIES TO DISCOVER THE  
MAFIA AND HELPS THE CITIZENS TO  
ELIMINATE THEM.

 NURSE - HAS THE POWER TO SAVE  
ONE PERSON EACH ROUND. THEY  
MUST CHOOSE WISELY.

 DIVA - HAS A VARYING ROLE EACH  
ROUND TO MIX UP THE GAME AND  
ADD A LITTLE DRAMA.

 CITIZEN - ORDINARY TOWNSPERSON

Mafia Role Cheat Sheet  
will help your guests keep  
track of the different roles  
throughout the game.