

MAFIA WORLD CUP

HOW TO PLAY?

You pick a random card (1-10) to get a seating placement around the table

Then, you pick a random role from the moderator

In the next 45 minutes, two teams compete:

MAFIA

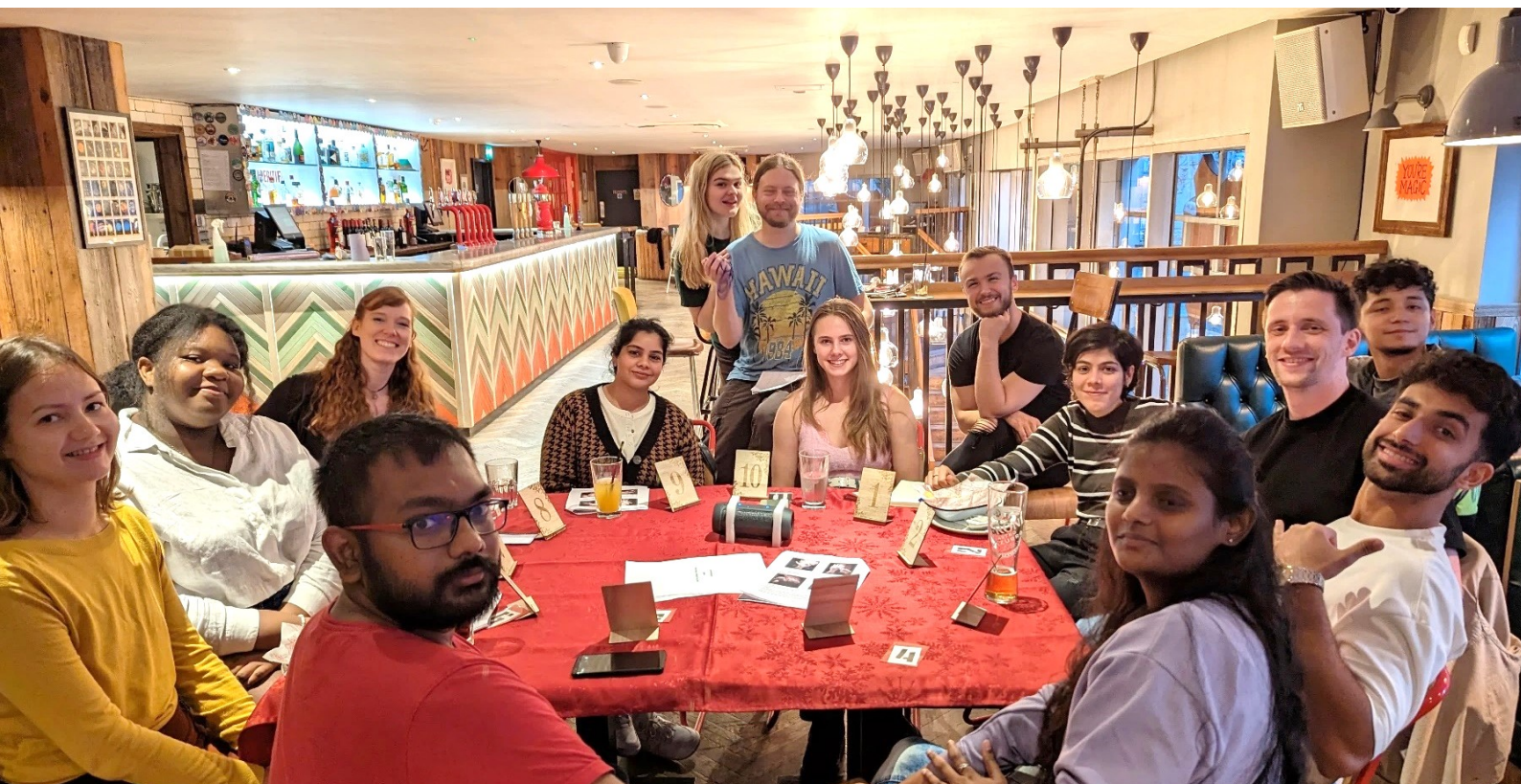
INFORMED MINORITY

All three **Mafia** know each other. They have 1-min at the beginning to plan their "kills", but they must do so silently, using hand gestures.

CITIZENS

UNINFORMED MAJORITY

Citizens don't know which team other players belong to. They must find all **Mafia** players and eliminate them through a public vote.



WORLD CUP SEASON 2025/26



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[HTTP://BIT.LT/EML2025](http://bit.ly/EML2025)

WHAT IS THE GOAL?

The **Mafia** tries to eliminate all **Citizens** (and vice versa)

You say who you think the **Mafia** is – then vote to eliminate someone

At **Night** – the **Mafia** “kills” an innocent **Citizen**

There are two special roles: **Don** & **Sheriff**

The **Sheriff** tries to find **Mafia**. **Don** is looking for the **Sheriff**

WHY MAFIA?

Mafia mixes **logic**, **intuition**, and **emotional intelligence**

Over 15,000 players from over 50 countries play regularly

Leagues & tournaments run constantly with prizes for top players

The **Mafia World Tour** unites players from all over the world

We play **face-to-face** & **online** with players from across the globe

Top players compete in **grandmaster** tournaments

A **friendly global Mafia community** is here to help new players



OPTIONAL TOURNAMENTS, LEAGUE GAMES, & TRIPS ABROAD!

CITIZEN ROLES

CITIZEN



There are **six** regular **Citizens** with no special abilities. Their strength is their numbers – they are a majority!

A Citizen should:

- ❖ Listen to other players.
- ❖ Pay attention to what players who died have to say.
- ❖ **Vote** with the **Sheriff** & other players who you think are **Citizens**.
- ❖ Remember **Mafia** players know each other but **Citizens** don't
- ❖ Avoid relying on intuition. Pay attention to arguments, actions, opinions, & positions.
- ❖ Focus on analysing **decisions** of other players.
- ❖ Enjoy the game, have fun, and be kind.

SHERIFF



Each **Night Sheriff** indicates whom they wish to **check** by showing a **number** with their fingers. The mod will show them if that player is:



CITIZEN

MAFIA

- Favour **majority suggestions**.
- If you find a **Mafia**, the player who suggested checking them is more likely to be a **Citizens**.
- If **killed** – share all your results.
- If you are about to be **eliminated**, consider revealing your role to **survive** & get another check.

MAFIA ROLES

MAFIA



During **Night Zero**, you identify your teammates and silently coordinate your targets.

- If you are new, follow a **static plan** & memorise the "kill" order.
- Pretend to analyse discussions as if you are a **Citizen** to gain trust.
- Avoid making definitive claims about a player's role; only **Mafia** players have that certainty.
- Prioritise targeting the **Sheriff** & confirmed **Citizens**.
- Vote against a **Mafia** player only if it won't change the outcome.
- Consider nominating **Citizens** for elimination.
- Pay attention to **swing votes**.

THE DON



The **Don** is the main decision-maker. You coordinate the **Night** kills.

If you are new, lead the **Mafia** to follow a list of players you wish to kill.

Silently create a "kill order" **for the entire game**, during **Night Zero** (Nobody dies during that Night).

Each **Night**, after **Mafia** shoots, you try to find the **Sheriff**. You indicate whom you would like to **check** by showing a **number** of a player with your fingers. You will get an answer:

SHERIFF

NOT A SHERIFF



The **Don** can try to communicate this information to fellow **Mafia** covertly.

THE GAME REVOLVES AROUND PHASES - NIGHT & DAY



NIGHT ZERO

Mafia has 1-min to coordinate their “kills” (the ‘agreement’)

Sheriff has 10 seconds to look around (without checking anyone yet)

DAY TIME

You get **1-min** to speak in which you may **nominate** a player for elimination

You may use **hand gestures** to communicate while others speak

DAY TIPS

- Share your analysis & suspicions on who you think is **Mafia** / **Citizen**
- Try to **analyse** players who spoke **before you**, to build an **alliance**
- If you are **Mafia**, pretend to be a **Citizen**, and say whom you want everyone to believe is **Mafia**.

REMEMBER

Citizens try to figure out who the **Mafia** members are

Mafia tries to divert suspicion onto innocent **Citizens**

NOMINATING FOR ELIMINATION



- ❖ During your 1-min speech, you can **nominate** for **elimination** by placing **a fist** on the table and saying: "**I nominate player number X**".
- ❖ After all players finished speaking & nominating, everyone votes publicly to **eliminate** a player from the game (unless no one is nominated).
- ❖ If there is a **tie**, both players speak again for 30 seconds & we vote again. In case of another tie, we vote to eliminate both players or none of them.
- ❖ After a player is voted off, they have 1 minute to give a final speech (a will). Then the **Day** phase is over – and the **Day→Night→Day** sequence continues. **Mafia** shoots during the **Night** alongside checks of the **Don** and the **Sheriff**, followed by **Day** discussions, until one team wins!

NIGHT TIME

During the **Night** phase, The **Mafia** tries to “kill” a **Citizen** by “shooting”.



- At Night, **Mafia** put their arms up. Then, the moderator calls out: "Player number 1, player number 2, player number 3, player number 4...".
- If all **Mafia** "shoot" at the same player, the targeted player is "killed".
- All **Mafia** must perform a shooting gesture when the moderator announces the number of their victim, otherwise, they **miss** the target.
- Remember – You can try to kill only **ONE TARGET EACH NIGHT!**
- After **Mafia** is done "shootings", **Don** & **Sheriff** perform their checks.
- When the morning starts, the victim (if shot successfully) is announced as "killed" by the Moderator, and they get **1-min** to speak (a will).
- **Mafia** shoots with eyes closed, following **Don's** guidance at **Night Zero**.
- **Mafia** can only try to kill **one** player per night, including themselves.

MAIN RULES

IF YOU BREAK A RULE, YOU MIGHT GET A PENALTY, DEPENDING ON THE SEVERITY:

VERBAL WARNING WARNING (FOUL) DISQUALIFICATION TEAM DEFEAT

1. IF YOU RECEIVE **3 WARNINGS (FOUL)** YOU **MAY NOT SPEAK** ON THE NEXT ROUND
2. AT **4TH WARNING (FOUL)** YOU ARE DISQUALIFIED (THERE WILL BE NO ELIMINATION)
3. E.G., YOU CAN RECEIVE **VERBAL WARNING** OR **WARNINGS (FOUL)** IF YOU:

SPEAK OUT OF TURN OR AFTER YOUR TIME IS UP

INTERRUPT SOMEONE ELSE'S SPEECH

TOUCH ANOTHER PLAYER

GESTURE DURING THE NIGHT WHEN NOT ALLOWED

4. ALL FORMS OF COMMUNICATION SHOULD BE RESERVED FOR THE **DAY** PHASE
5. YOU WILL RECEIVE A PENALTY FOR **SWEARING** OR **DEGRADING** ANOTHER PLAYER
6. PLAYERS MAY STRATEGICALLY (UP TO THREE)
7. MAKE THE GAME ACCESSIBLE TO ACCOMMODATE NEW PLAYERS AT ALL LEVELS
8. WHILE THE MOD'S DISCRETION PREVAILS, PLEASE ASK QUESTIONS IF YOU ARE NEW

HOW TO WIN

- ❖ **Citizens** win if they successfully **eliminate** all **Mafia** members
- ❖ **Mafia** wins when **an equal number** of **Mafia** and **Citizens** is achieved
- ❖ E.g., if there are 6 players, 3 of whom are Mafia, the victory goes to **Mafia**
- ❖ Follow the tips in this booklet to increase your chances of winning!
- ❖ You must **eliminate** players from the opposing team to win the game
- ❖ **Mafia** has the advantage of **knowledge** while **Citizens** have the numbers



HOW TO USE GESTURES

This part is partially inspired by a englishmafiacub.com/mafia-game-gestures.html

- ❖ You can only speak for 60 seconds each **Day**. Use your time wisely
- ❖ During the **Day**, players typically gesture while other players speak
- ❖ You should try to persuade, manipulate and form an alliance – silently
- ❖ Gestures are perhaps the best tool for being a successful player – and win
- ❖ We compiled a short list of the most popular gestures for playing **Mafia**

MAFIA (BLACK CARD)



CITIZEN (RED CARD)



**TO CLAIM THAT PLAYER 2 IS MAFIA
SHOW NUMBER 2 WITH YOUR FINGERS
THEN POINT WITH YOUR THUMB DOWN**

SHERRIF



DON



CHECK REQUEST



Asking **Sherrif** or **Don** to
check a player at night

HOOK (QUESTION)



Why? Who? Which team?

If you wish the **Sheriff** to check Player 2, use the CHECK REQUEST gesture followed by fingers, and make sure everyone sees you

As **Sheriff**, remember the opinions of other players regarding whom to check during the **Night**

There are many cases in which you should reveal that you are the **Sheriff**. E.g., when you find a Mafia player or when you are about to be eliminated as the **Sheriff**.

As **Don**, consider claiming **Sheriff**, especially if you find the real one. Claim that the **Sheriff** is actually **Mafia** or **Don**, and lead the town to eliminate them.

COOPERATION



This sign means you are playing with another player. For instance, if you trust player 2, You show 2 fingers and then hold your hands together.

OPPOSITION



Fists imply there is friction between two players. If these fists also have a **thumb up** and **thumb down**, it means you claim that one is a **Citizen** and the other is a **Mafia**.

NOMINATION



This means you **wish** to nominate or wish others to nominate. To announce you are interested in nominating player 2, show 2 with your fingers followed by this gesture. It will communicate your intentions and requests. This will **not** nominate anyone. To actually nominate, **place your fist on the table.**

TECHNICAL QUESTION / TIME OUT



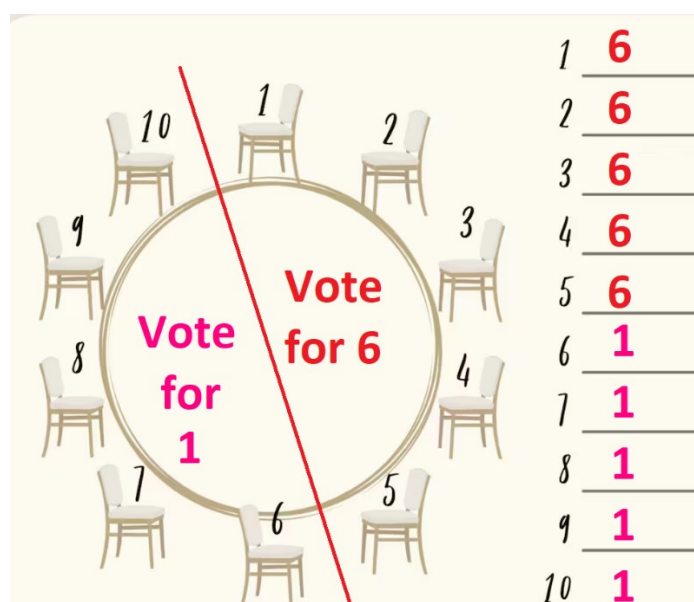
Use this to ask the moderator for something technical about the rules of the game, or to ask for a **timeout**

SPLITTING VOTES

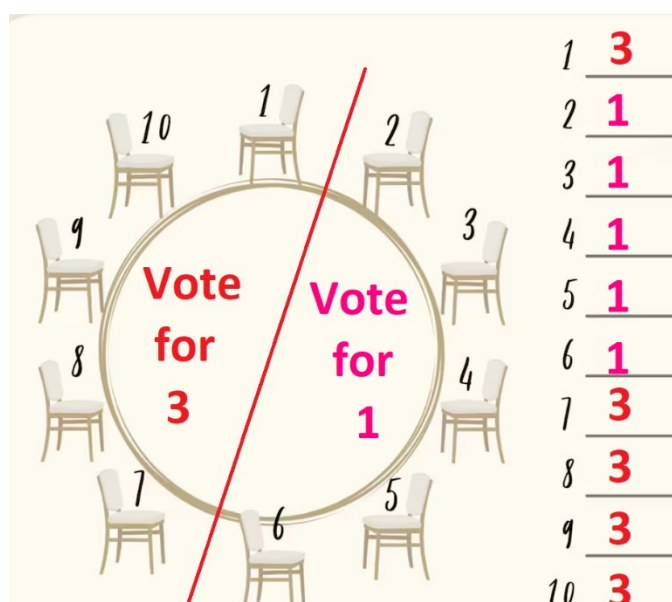
THIS STRATEGY IS ESSENTIAL IN INTERMEDIATE-LEVEL

An **intentional tie** during the elimination stage will grant all tied players an additional 30 seconds to speak.

Splitting the votes allows for a more thorough assessment of low-number players on the first day, and suspicious players on subsequent days, offering extra time & information to understand their role.



Example: On the first day, **2** nominated **1**. Then, **1** asked to split with **6**. **10** nominated **6** (as **1** wished). **10** also asked that **6-10** vote for **1**, while **1-5** vote for **6**.



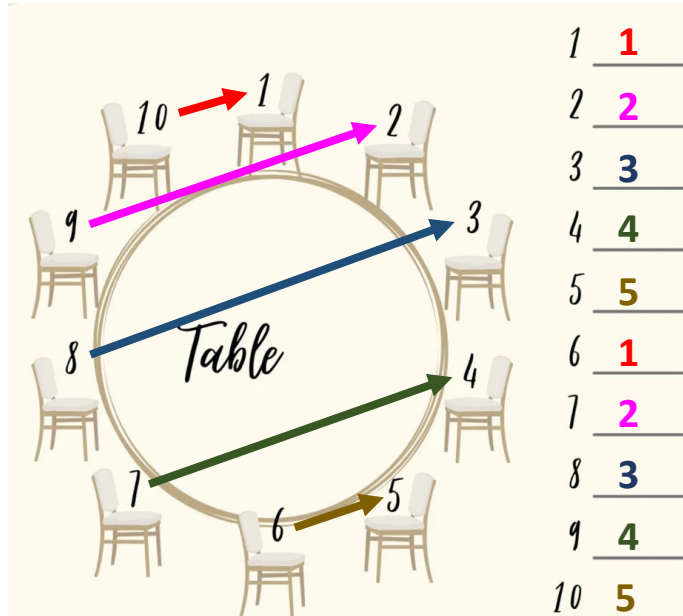
Another Example: On the first day (round zero), **2** nominated **1**. Then, **1** expressed a wish to split with **3**. **10** nominated **3** (as **1** wished). **10** also asked that **2-6** vote for **1**, while **7-10 & 1** vote for **3**.

Players up for elimination should **never** be required to vote for themselves when splitting the votes (They might **break** the vote, especially as **Mafia**).

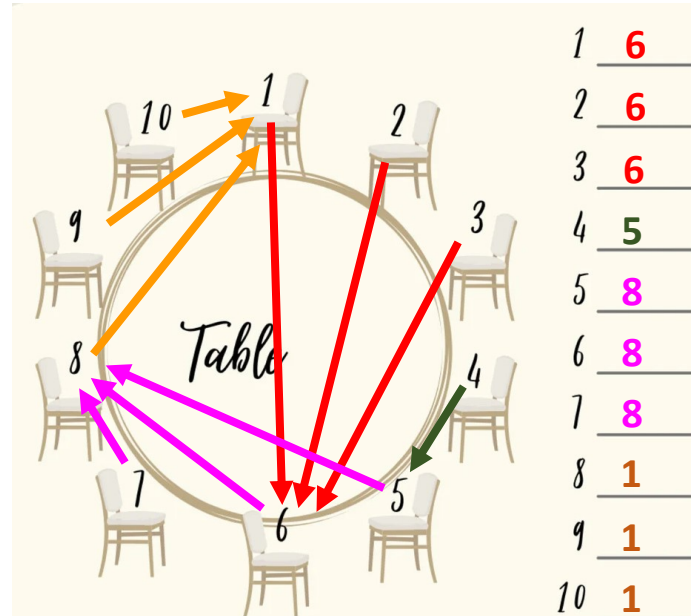
Players are encouraged to vote for those they **suspect** if possible, promoting a logical and effective division in future rounds.

3-WAY / 5-WAY SPLIT

Sometimes players create an **intentional tie** between 3 or even 5 players:



1, 2, 3, 4 & 5 vote for themselves.
10 vote for 1; 9 vote for 2; 8 vote for 3; 7 vote for 4; 6 vote for 5.



1, 2 & 3 vote for 6; 5, 6 & 7 vote for 8; 8, 9 & 10 vote for 1; 4 vote for 5.



FINAL TIPS

SHARE YOUR OPINION ABOUT OTHER PLAYERS

MAKE IT CLEAR: WHO DO YOU **SUSPECT** IS **MAFIA** / **CITIZEN**?

WHAT DO YOU THINK ABOUT PLAYERS WHO SPOKE **BEFORE YOU**?

IS THERE A **POSITION** THAT YOU CAN **JOIN** OR **DISSENT** FROM?

WHILE OTHERS SPEAK YOU MAY USE **GESTURES** TOWARDS THE SPEAKER

BACK YOUR ACCUSATIONS WITH **REASON** & **LOGIC**

USE YOUR **FULL MINUTE** RATHER THAN PASSING IT

REMEMBER TO **NOMINATE** WHO YOU SUSPECT THE MOST





AS **SHERIFF** - CLAIM AT THE BEST MOMENT...





DON FOR THE FIRST TIME?
USE A **STATIC KILL ORDER**





THINK WELL WHO TO "KILL" WHEN YOU ARE THE FINAL **MAFIA**



CONSIDER WHEN MIGHT IT BE **BEST** TO **INTENTIONALLY MISS**

SHERIFF/DON? THINK WELL ABOUT
THE BEST CHECK **BEFORE** THE NIGHT



**MOST IMPORTANTLY:
ENJOY THE GAME & HAVE FUN!**









YOU WERE KILLED

If you were killed during the **Night**, then tell everyone whom you suspect.

If you are **Sheriff**, please remember to **share your checks**!

If you are eliminated during the **Day** by the town, share your suspicions, but the town is less likely to trust you.

Nonetheless, you should usually do your best to convince everyone that you are a **Citizen**, even if you are a **Mafia**. Here is what you might say:

"DEAR CITIZENS, YOU MADE A MISTAKE, I WAS A CITIZEN"

Then say whom you suspect is **Mafia**.

