



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A

CITIZEN

YOU KNOW EITHER ONE OR
BOTH OF THESE ARE MAFIA

MY SUSPECTS:

TIPS:

- Only one citizen correctly suspects two Mafia.
- If selected for a mission, you should ***always*** vote to Succeed the mission.
- Citizens should share their suspects to help determine who is Mafia.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A

CITIZEN

YOU KNOW EITHER ONE OR
BOTH OF THESE ARE MAFIA

MY SUSPECTS:

TIPS:

- Only one citizen correctly suspects two Mafia.
- If selected for a mission, you should ***always*** vote to Succeed the mission.
- Citizens should share their suspects to help determine who is Mafia.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A

CITIZEN

YOU KNOW EITHER ONE OR
BOTH OF THESE ARE MAFIA

MY SUSPECTS:

TIPS:

- Only one citizen correctly suspects two Mafia.
- If selected for a mission, you should ***always*** vote to Succeed the mission.
- Citizens should share their suspects to help determine who is Mafia.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A

CITIZEN

YOU KNOW EITHER ONE OR
BOTH OF THESE ARE MAFIA

MY SUSPECTS:

TIPS:

- Only one citizen correctly suspects two Mafia.
- If selected for a mission, you should ***always*** vote to Succeed the mission.
- Citizens should share their suspects to help determine who is Mafia.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **INSPECTOR**

YOU KNOW EITHER ONE OR BOTH OF THESE ARE MAFIA

MY SUSPECTS:

ALL THESE PLAYERS ARE MAFIA

INSPECTOR'S
LIST

TIPS:

- As Inspector, you must never confirm your role openly.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **INSPECTOR**

YOU KNOW EITHER ONE OR BOTH OF THESE ARE MAFIA

MY SUSPECTS:

ALL THESE PLAYERS ARE MAFIA

INSPECTOR'S
LIST

TIPS:

- As Inspector, you must never confirm your role openly.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **INSPECTOR**

YOU KNOW EITHER ONE OR BOTH OF THESE ARE MAFIA

MY SUSPECTS:

ALL THESE PLAYERS ARE MAFIA

INSPECTOR'S
LIST

TIPS:

- As Inspector, you must never confirm your role openly.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **INSPECTOR**

YOU KNOW EITHER ONE OR BOTH OF THESE ARE MAFIA

MY SUSPECTS:

ALL THESE PLAYERS ARE MAFIA

INSPECTOR'S
LIST

TIPS:

- As Inspector, you must never confirm your role openly.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A **CLUEKEEPER**

YOU KNOW EITHER ONE OR
BOTH OF THESE ARE MAFIA

MY SUSPECTS:

MY CLUEKEEPER TEAMMATE:

CLUEKEEPER'S CLUE

THE INSPECTOR OR THE MAFIA BOSS IS:

TIPS:

- As Cluekeeper, you must never confirm your role openly
- Your Cluekeeper teammate has the other half of your missing info.
- Work together to help the Inspector. This is the key to winning!

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A **CLUEKEEPER**

YOU KNOW EITHER ONE OR
BOTH OF THESE ARE MAFIA

MY SUSPECTS:

MY CLUEKEEPER TEAMMATE:

CLUEKEEPER'S CLUE

THE INSPECTOR OR THE MAFIA BOSS IS:

TIPS:

- As Cluekeeper, you must never confirm your role openly
- Your Cluekeeper teammate has the other half of your missing info.
- Work together to help the Inspector. This is the key to winning!

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A **CLUEKEEPER**

YOU KNOW EITHER ONE OR
BOTH OF THESE ARE MAFIA

MY SUSPECTS:

MY CLUEKEEPER TEAMMATE:

CLUEKEEPER'S CLUE

THE INSPECTOR OR THE MAFIA BOSS IS:

TIPS:

- As Cluekeeper, you must never confirm your role openly
- Your Cluekeeper teammate has the other half of your missing info.
- Work together to help the Inspector. This is the key to winning!

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A **CLUEKEEPER**

YOU KNOW EITHER ONE OR
BOTH OF THESE ARE MAFIA

MY SUSPECTS:

MY CLUEKEEPER TEAMMATE:

CLUEKEEPER'S CLUE

THE INSPECTOR OR THE MAFIA BOSS IS:

TIPS:

- As Cluekeeper, you must never confirm your role openly
- Your Cluekeeper teammate has the other half of your missing info.
- Work together to help the Inspector. This is the key to winning!

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A

MAFIA

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

MY MAFIA TEAM:

TIPS:

- If selected for a mission, you **may** vote Success to gain others' trust.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A

MAFIA

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

MY MAFIA TEAM:

TIPS:

- If selected for a mission, you **may** vote Success to gain others' trust.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A

MAFIA

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

MY MAFIA TEAM:

TIPS:

- If selected for a mission, you **may** vote Success to gain others' trust.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE A

MAFIA

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

MY MAFIA TEAM:

TIPS:

- If selected for a mission, you **may** vote Success to gain others' trust.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **MAFIA BOSS**

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

MAFIA TEAM ARE PLAYERS:

TIPS:

- If selected for a mission, you **may** vote Success to gain others' trust.
- You are hidden from the Inspector.
- If Citizens win 3 missions, you may name the Inspector to win for Mafia.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **MAFIA BOSS**

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

MAFIA TEAM ARE PLAYERS:

TIPS:

- If selected for a mission, you **may** vote Success to gain others' trust.
- You are hidden from the Inspector.
- If Citizens win 3 missions, you may name the Inspector to win for Mafia.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **MAFIA BOSS**

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

MAFIA TEAM ARE PLAYERS:

TIPS:

- If selected for a mission, you **may** vote Success to gain others' trust.
- You are hidden from the Inspector.
- If Citizens win 3 missions, you may name the Inspector to win for Mafia.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **MAFIA BOSS**

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

MAFIA TEAM ARE PLAYERS:

TIPS:

- If selected for a mission, you **may** vote Success to gain others' trust.
- You are hidden from the Inspector.
- If Citizens win 3 missions, you may name the Inspector to win for Mafia.

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **DOUBLE AGT.**

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

TIPS:

- **You ARE a Mafia.**
- *None of the other Mafia know who you are.*
- *The Inspector knows you are Mafia.*
- *If selected for a mission, you **may** vote Success to gain others' trust.*

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **DOUBLE AGT.**

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

TIPS:

- **You ARE a Mafia.**
- *None of the other Mafia know who you are.*
- *The Inspector knows you are Mafia.*
- *If selected for a mission, you **may** vote Success to gain others' trust.*

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **DOUBLE AGT.**

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

TIPS:

- **You ARE a Mafia.**
- *None of the other Mafia know who you are.*
- *The Inspector knows you are Mafia.*
- *If selected for a mission, you **may** vote Success to gain others' trust.*

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.



IDENTIFICATION CARD

PLAYER NUMBER

YOU ARE THE **DOUBLE AGT.**

SUGGESTED CITIZENS TO
ACCUSE AS BEING MAFIA

MY "SUSPECTS":

TIPS:

- **You ARE a Mafia.**
- *None of the other Mafia know who you are.*
- *The Inspector knows you are Mafia.*
- *If selected for a mission, you **may** vote Success to gain others' trust.*

REMINDERS:

- NEVER let another player see the information on this card.
- You may exaggerate, hide, or lie about any information on this card.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, do it quickly or others may suspect you are Mafia.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Citizens win if 3 missions succeed AND Mafia Boss fails to name Inspector.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.

**THE
RESISTANCE**
Mafia

Success

Fail

Place your mark over SUCCESS to pass the mission
or FAIL to sabotage the mission.

**THE
RESISTANCE**
Mafia

Success

Fail

Place your mark over SUCCESS to pass the mission
or FAIL to sabotage the mission.

**THE
RESISTANCE**
Mafia

Success

Fail

Place your mark over SUCCESS to pass the mission
or FAIL to sabotage the mission.

**THE
RESISTANCE**
Mafia

Success

Fail

Place your mark over SUCCESS to pass the mission
or FAIL to sabotage the mission.