

THE RESISTANCE Mafia

CITIZEN

You are part of the Resistance.
Find the Mafia before they sabotage three missions.

PLAYER #

★ INTELLIGENCE REPORT ★

One or both of these players
belong to the Mafia.



MISSION BRIEFING



- One Citizen knows two Mafia.
- Most Citizens know one Mafia and one innocent player.
- Share information carefully.
- Hidden Mafia will try to mislead you.

VICTORY CONDITIONS

RESISTANCE WINS

- ✓ 3 Successful Missions
- ✓ Mafia Boss fails to identify Inspector



MAFIA WINS

- ✗ 3 Failed Missions
- OR
- ✗ Mafia Boss identifies Inspector

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THE RESISTANCE

Mafia



CLUEKEEPER

You hold a vital key to victory.
Help the Inspector find the Mafia.

PLAYER #



INTELLIGENCE REPORT

You know either one or both of these players belong to the Mafia.



YOUR CLUEKEEPER TEAMMATE

This player holds the other half of your missing information.



THE INSPECTOR OR THE MAFIA BOSS IS:



As Cluekeeper, you must never confirm your role openly.

TIPS



Your teammate has the other half of your missing info.



Work together to help the Inspector. This is the key to winning!

VICTORY CONDITIONS

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THE RESISTANCE Mafia

INSPECTOR

You are the leader of the investigation.
Find the Mafia... but **never** reveal your true role.

PLAYER #

★ INTELLIGENCE REPORT ★

One or both of these players
belong to the Mafia.

★ MAFIA IDENTITIES ★

These players are
confirmed Mafia.



YOUR MISSION

- You know who the Mafia are.
- Help the Resistance win missions.
- Stay hidden — never confirm your role.
- At the end, the Mafia Boss will try to find you.

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MAFIA

You are part of the **Mafia**.
Work together to sabotage the Resistance.

PLAYER #

MY "SUSPECTS"

Suggested citizens to accuse as being Mafia.

MY MAFIA TEAM

These are your fellow Mafia members.

YOUR MISSION



- Your goal is to cause **THREE** missions to fail.
- Blend in. Act trustworthy. Avoid suspicion.
- Work with your Mafia team.
- At the end, the Mafia Boss will try to identify the Inspector.

VICTORY CONDITIONS

MAFIA WINS

✗ 3 Failed Missions

OR

✗ The Mafia Boss correctly identifies the Inspector.

RESISTANCE WINS

✓ 3 Successful Missions

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THE RESISTANCE

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MAFIA BOSS

You lead the **Mafia**.
 Guide your team. Stay hidden.
 Take down the Resistance.

PLAYER #

MY "SUSPECTS"

Suggested citizens to accuse as being Mafia.

MAFIA TEAM ARE PLAYERS:

These are your fellow Mafia members.

YOUR MISSION

You are hidden from the Inspector.

- Lead your Mafia team from the shadows.
- Blend in. Act trustworthy. Avoid suspicion.
- Work with your Mafia team to cause **THREE** missions to fail.
- If the Citizens succeed in 3 missions, correctly identify the Inspector to win.

VICTORY CONDITIONS

MAFIA WINS

3 Failed Missions
OR
 Mafia Boss correctly names the Inspector

RESISTANCE WINS

3 Successful Missions
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THE
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DOUBLE AGENT

You are a **Mafia** operative...
but they don't fully trust you.
Play both sides. Survive. Help the Mafia win.

PLAYER NUMBER

MY SUSPECTS:



Suggested citizens
to accuse as
being Mafia



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 this card.
- You may exaggerate, hide, or lie.
- All Mafia know each other (except the Double Agent, if present).
- When called to vote, act quickly or others may suspect you.
- After 5 rejections, the next Mission Leader's team is auto-approved.
- With 7+ players, Mission 4 fails only with TWO FAIL votes.
- Mafia win if 3 missions fail OR Mafia Boss correctly names Inspector.


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with anyone. Your mission depends on it.



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THE
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Success

Fail

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



THE
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Success

Fail

Place your mark over **SUCCESS** to
pass the mission
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THE
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MISSION VOTING CARD



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MISSION VOTING CARD



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