

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

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

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

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

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:

TIPS

As Cluekeeper,
you must never
confirm your role
openly.



Your teammate has
the other half of
your missing info.



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

VICTORY CONDITIONS

RESISTANCE WINS

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

MAFIA WINS

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

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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:

TIPS

As Cluekeeper,
you must never
confirm your role
openly.



Your teammate has
the other half of
your missing info.



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

VICTORY CONDITIONS

RESISTANCE WINS

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

MAFIA WINS

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

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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:

TIPS

As Cluekeeper,
you must never
confirm your role
openly.



Your teammate has
the other half of
your missing info.



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

VICTORY CONDITIONS

RESISTANCE WINS

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

MAFIA WINS

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

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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:

TIPS

As Cluekeeper,
you must never
confirm your role
openly.



Your teammate has
the other half of
your missing info.



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

VICTORY CONDITIONS

RESISTANCE WINS

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

MAFIA WINS

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

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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.

VICTORY CONDITIONS

RESISTANCE WINS

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



MAFIA WINS

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

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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.

VICTORY CONDITIONS

RESISTANCE WINS

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



MAFIA WINS

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

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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.

VICTORY CONDITIONS

RESISTANCE WINS

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



MAFIA WINS

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

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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.

VICTORY CONDITIONS

RESISTANCE WINS

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



MAFIA WINS

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

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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
- AND
- ✓ Mafia Boss fails to identify the Inspector.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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
- AND
- ✓ Mafia Boss fails to identify the Inspector.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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
- AND
- ✓ Mafia Boss fails to identify the Inspector.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

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
- AND
- ✓ Mafia Boss fails to identify the Inspector.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

THE RESISTANCE

Mafia

MAFIA BOSS

YOU ARE HIDDEN FROM THE INSPECTOR.

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

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
- ⊗ Mafia Boss correctly identifies the Inspector.

RESISTANCE WINS

- ✓ 3 Successful Missions
- AND
- ✓ Mafia Boss fails to identify the Inspector.



KEEP THIS CARD SECRET. Do not show or share this information with anyone.

THE RESISTANCE

Mafia

MAFIA BOSS

YOU ARE HIDDEN FROM THE INSPECTOR.

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

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
- ⊗ Mafia Boss correctly identifies the Inspector.

RESISTANCE WINS

- ✓ 3 Successful Missions
- AND
- ✓ Mafia Boss fails to identify the Inspector.



KEEP THIS CARD SECRET. Do not show or share this information with anyone.

THE RESISTANCE

Mafia

MAFIA BOSS

YOU ARE HIDDEN FROM THE INSPECTOR.

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

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
- ⊗ Mafia Boss correctly identifies the Inspector.

RESISTANCE WINS

- ✓ 3 Successful Missions
- AND
- ✓ Mafia Boss fails to identify the Inspector.



KEEP THIS CARD SECRET. Do not show or share this information with anyone.

THE RESISTANCE

Mafia

MAFIA BOSS

YOU ARE HIDDEN FROM THE INSPECTOR.

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

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
- ⊗ Mafia Boss correctly identifies the Inspector.

RESISTANCE WINS

- ✓ 3 Successful Missions
- AND
- ✓ Mafia Boss fails to identify the Inspector.



KEEP THIS CARD SECRET. Do not show or share this information with anyone.

THE RESISTANCE Mafia

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.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

THE RESISTANCE Mafia

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.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

THE RESISTANCE Mafia

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.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.

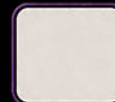
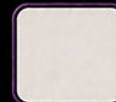
THE RESISTANCE Mafia

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.

KEEP THIS CARD SECRET. Do not show or share this information with anyone.



THE
RESISTANCE

Mafia

★
THIS CARD IS CONFIDENTIAL.
Do not show or share this information
with anyone. Your mission depends on it.



THE
RESISTANCE

Mafia

★
THIS CARD IS CONFIDENTIAL.
Do not show or share this information
with anyone. Your mission depends on it.



THE
RESISTANCE

Mafia

★
THIS CARD IS CONFIDENTIAL.
Do not show or share this information
with anyone. Your mission depends on it.



THE
RESISTANCE

Mafia

★
THIS CARD IS CONFIDENTIAL.
Do not show or share this information
with anyone. Your mission depends on it.

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.

THE
RESISTANCE
Mafia

MISSION VOTING CARD



THIS CARD IS CONFIDENTIAL.

Do not show or share
this information with anyone.

THE
RESISTANCE
Mafia

MISSION VOTING CARD



THIS CARD IS CONFIDENTIAL.

Do not show or share
this information with anyone.

THE
RESISTANCE
Mafia

MISSION VOTING CARD



THIS CARD IS CONFIDENTIAL.

Do not show or share
this information with anyone.

THE
RESISTANCE
Mafia

MISSION VOTING CARD



THIS CARD IS CONFIDENTIAL.

Do not show or share
this information with anyone.