

Supermafia is a special role that acts as a mafia of mafia. They are a part of the mafia group chat, but other mafia don't know who it is. If mafia takes majority of the town and wins, ONLY the Supermafia wins if it is still alive. Alternatively, if Supermafia dies and mafia wins, mafia wins but Supermafia doesn't. In other words, Supermafia has a completely separate wincon.

- Supermafia inspect as mafia and flip as Mafia. This prevents Mafia from knowing when they've killed Supermafia.
- Supermafia contributes to Mafia wincons. A 1vNv(N+1) scenario is supermafia winning.
- Days work as usual. Deadlines / voting conditions are the host's choice (though I recommended 8 minute deadlines, plur, 1 extension)
- Mafia vote on a kill.
 - Voting works similar to standard voting: votes are bolded in chat; once a player gets majority, voting ends and that player is killed.
 - if no majority is reached by the deadline (4 minutes with 1 extension recommended), no kill occurs.
 - "No Kill" is a vote option.
- Mafia may choose to kill within themselves.
- Mafia wins when they (including Supermafia) have 50% or more of town. If they go into a night with Nv(N+1) or 1vNv(N+2), they still must kill.
- **Daytalk is banned for mafia (host should set modchat to % during the day).**
- **It is gamethrow for Supermafia to reveal the other mafia.**

12: Supermafia, Mafia, Mafia, Mafia, Cop, Miller, Miller, VT, VT, VT, VT, VT

- TvMvS: 0:0:1

Playtest 1: Supermafia Win

- Zorquax won as Supermafia in a 1v2v3. Win was largely in part to the Supermafia's good townplays; neither mafia suspected.
- Cop died N1 due to Schia's PR snipes.
- Generally positive reviews, especially from mafia. Town complained that the game went on too long.

Update: Recommended night vote time is now 4 minutes.