60 Second Overview

Live Action Mafia is like the party game mafia, but played in real time and space. A "day" literally is a day - the 23-hour interval starting at midnight and ending with a execution vote at 23:00 each night - but of course people aren't playing constantly.

Taking an action on a player usually requires going and tapping them on the shoulder. The times and locations of deaths are posted, and people try to deduce who made a kill based on who could've been there at that time. Players who live near each other often have smaller in-person meetups. If you find yourself not having enough opportunities for in-person discussion, say so! Talking (and lying) to other players is a fun and important part of the game.

Game discussion also happens on our forums, mafia.mit.edu. where everyone posts introductions, talks about what's going on, and game announcements are posted. Mafia have their own secret forum. People can also communicate privately with each other and moderators electronically.

Of course, to keep it interesting we give everyone special powers and items, so be sure to read through the rest of the rules! For a brief overview of game and how everything works, see the Short Rules on the next page. The Long Rules are the official reference for any ambiguities or disputes. Differences from the most recent rules are highlighted.

Live-Action Mafia - Short Rules

There are 2 alignments in the game: Town and Mafia. Most players in game are town-aligned, and win when only town-aligned players remain. M players are mafia, and S players are serial killers; these players are considered mafia-aligned, and win if only mafia-aligned players remain.

Each game day starts at midnight and ends with an execution vote at 23:00 that evening. 23:00-23:59 is the night phase: no incants are allowed, but people can take actions and talk. All actions taking place must be messaged to GMs, preferably through forums or gchat.

Mafia and Serial Killer Powers
➢ The mafia may kill one player per day.
➢ Each serial killer may kill one player every three days.
➢ Mafia may transfer items between each other without being next to each other.
➢ Mafia may "trap" players by guessing their role, which will roleblock them permanently.
➢ Mafia may "slaughter" players who they correctly guess to be children, gaining a kill.

Roles
Pair Investigator: Twice daily, investigates a pair of players for a kill and finds one innocent.
Roleblocker: Stops others from using incants and role powers.
Secret Admirer: Chooses a person to admire each day. If the admired dies, gets investigations and possibly a kill, but dies in a day.
Splitter: Makes two sets of players daily; the mafia chooses a set to give free investigations.
Vigilante: Has one free use of 'bang' per 3 days, but loses the power after a successful shot.
Child: Can probabilistically reveal their alignment to other people, subject to being slaughtered.
Planeswalker: Can choose powers from all of the above for various costs.

Items
Each player starts with one item. If a player is killed, the killer gets all of their items. Items from day end deaths are publicly and randomly redistributed. Items can be purchased for coins equal to their cost and sold for coins equal to half their cost rounded down. Costs are in parentheses.
Coin (1): Worth one coin. You can flip it.
Mafia Counter (5): With enough signatures, can be used to count the living mafia.
Shovel (4): Learn a dead player's role and alignment (can be meddled with by mafia).
Taser (3): Can prevent someone from killing for a day.
Honey Jar (3): Lets a player use their role twice that day, but makes them freely trappable.
Spirit Search (3): Perform a ritual at a kill site to learn if someone in the ritual is guilty of the kill.

Live-Action Mafia - Long Rules

Feel free to message GMs for clarification as needed.

Alignments and Win Conditions

Town (7 in game)

Most players in the game are town-aligned. Town-aligned players win when at least one player is alive and all alive players are town-aligned. Town-aligned players do not know anyone else's alignment.

Mafia (2 in game)

Mafia-aligned players win when all town-aligned players are dead. 2 of the mafia-aligned players are mafia and know who each other are. 0 of the mafia-aligned players are serial killers and do not know anyone else's alignment.

Once either alignment has won, the game ends immediately, and the other alignment loses. If it becomes truly inevitable that one alignment will win, then the GMs may end the game early. The alignments (and therefore win conditions) of players will not change after the start of the game, and players are expected to do their best in-game to cause their alignment to win.

Game Structure

The game consists of a sequence of days and nights. Each day starts at midnight and ends at 23:00 that evening. Night phase then occurs from 23:00 to midnight. So days last 23 hours, and nights last 1 hour. Days and nights are numbered sequentially, starting with day 1, then night 1, then day 2, and so on. There is a special night 0 phase before the start of the game.

All actions taking place must be pm'd to GMs either using the mafia.mit.edu pm system, or using another private messaging service. The current GMs will try to resolve most things outside of the hours 5am-9am fairly quickly. By default, you should message the "GMs" group on forums. If that doesn't work, you can also gchat or email the GMs at jasonye4273@gmail.com or isha.gani@gmail.com.

Executions

At any time during each day, players may submit an execution vote for a living player, or on day 1 only, an execution vote for 'no execution'. Votes will be submitted via a Google form provided by the GM's. When votes are tallied at the end of the day, only a player's most recent vote will count. **If any players do not submit legal votes , they automatically vote for themselves.**

If a strict plurality of living players voted for no execution, and it is day 1, then no execution occurs. Otherwise, the player who received the most votes is executed. If there is a tie for the most votes, the tiebreaker is the number of votes received the previous day, and if still tied, the day before that, and so on. If there is still a tie after looking at votes all the way back to day 1, then a random player from among those tied will be executed.

The executed player immediately dies. GMs will publicly and randomly distribute their items among the still-living players and post all final votes cast.

Kills

Any player who is allowed to kill can do so by tapping the player they want to kill on the shoulder and saying (incanting) "bang!". If the target of the "bang" incant is mafia-aligned, they may respond by incanting, "I plead guilty" (see mafia powers), at which point the killer may choose to spare them.

Dead players may use the Graveyard forum to discuss the game with other ghosts. **Ghosts are never allowed to discuss the game with living players**, and must respond with "no comment" if asked anything about the game. It is absolutely critical that this rule be respected at all times. The game will completely break otherwise, which would be very sad.

Before killing a player, the killer may incant "Freeze!" and either clearly point at the target player or say their name. The target player must freeze for one minute, meaning that they cannot move or communicate about the game, with one exception: they may use tasers. Incanting freeze on another player is a commitment to immediately use a kill power on them, unless you are tased before you are able to.

You may not make reactive kills, i.e. notice another player coming to kill you and freeze/bang them first. Be reasonable about this. As a rule of thumb, if the only reason you would currently want to kill a player is because you just realized they're about to kill you, you may not do so. (If you noticed them coming to kill you, but evaded their notice and escaped, you may go kill them later in the day.)

All kills must happen during the day. If the kill results in a death, then the perpetrator will by default be considered "guilty" for the purposes of investigation powers.

Deaths

When a player dies during the day, a death announcement is posted to the mafia forums with the name of the person who died and the time and place of the death. Both the killer and the killed player should send this information to the GMs, who will post this information 30 minutes after the time of the kill. If the GMs have failed to post the announcement by the time the announcement should have been made, then the dead player can (and should) post the announcement.

If a kill occurs after 22:00, then the announcement should be made immediately or at 22:30, whichever is later. If a death announcement is made after 22:00, then the end of the day will be pushed back to one hour after the announcement or 23:30, whichever comes earlier. Deaths that occur at the end of the day (e.g. executions) will be announced within 5 minutes after the end of the day.

Once a player dies, they become a ghost and gain access to the Graveyard forum, where they can discuss the game with other ghosts. Ghosts cannot share any information about game with living players. The only exception is that players may, and must, respond truthfully when asked whether they are alive or not.

Night Phases

Night Phase occurs between the end of the previous day (23:00 unless extended) and when the next day begins (always midnight). No in-person mechanical game actions may be taken during this time. Players may not discuss the game in any medium until end-of-day deaths are posted, which should be 5 minutes after day end. In particular, anyone who dies at day end will not be able to communicate after day end. During the rest of the night phase, players may freely discuss the game (only in-person mechanical game actions are prohibited). Until 23:45, players may also send GMs any game actions that they want to make during the night phase. Please check for messages from the GMs at the end of the night phase before doing anything in the new day.

Miscellaneous

Each player is also assigned a role, which gives them particular abilities. When the role ability may be used depends on the role. Some powers (e.g. roleblocker, splitter, secret admirer) require a choice to be made the day or night before the effect occurs; this choice may be made or updated any time during the previous day or night. Players also hold items which have various effects. A full description of roles, items, and abilities is given later in these rules.

Communication with the GMs can be done through individual gchats (please add both GMs or it may not be noted) or the forum PM system.

GMs also reserve the right to (publicly) remove noticeably inactive players from game. Before doing so, the inactive player will be notified about their lack of activity and given the chance to respond to that notification.

Much of this game relies on the honor system, so please play in a way that's fair and fun for everyone. If you think you may have broken a rule, let the GMs know right away so they can take any necessary action to balance the situation. Likewise, if you've gained information that you shouldn't have (e.g. you've accidentally seen somebody's forum screen) let the GMs know right away. In general, if you're not sure whether something is allowed, or against the spirit of the game, please ask the GMs.

Mafia-Aligned Effects

Daily Kills

Once per day, one mafia player may kill a player by incanting "bang".

Each serial killer may kill a player once every three days by incanting "bang." The first day that each serial killer is allowed to kill will be either day 1, 2, or 3 (independently randomized for each serial killer).

Bloodlust

If there are two consecutive or three cumulative days in which no mafia performs a kill, then a mafia dies (of bloodlust) at the end of the day. The mafia can choose which one of them dies; if they don't make a decision, GMs will choose one at random.

If a serial killer does not perform a kill for five consecutive days, then that serial killer dies at the end of the day.

If it is the last day before bloodlust would trigger and a serial killer (or all of the mafia) are roleblocked, their bloodlust counter extends one day with no penalty.

Scheme

Mafia will NOT have a use of scheme this game.

Pleading Guilty

If someone incants "bang" on a mafia-aligned player, the target may respond with the incant "I plead guilty." The killer can then choose whether the target dies. If they let the target live, they have still used up their kill ability; this counts as performing a kill for bloodlust purposes if and only if it was not already mechanically provable from the killer's perspective that the target was mafia-aligned. (That is, you can't abuse this to get around bloodlust.)

Traps

The mafia collectively have three "traps", and each serial killer has one. At any time, a mafia-aligned player who still has a trap may set a trap on another living player by guessing their role in a message to the GM's. If the guess is correct, or the target player has ever been splashed by a honey jar (see items), the target player becomes roleblocked (see roleblocker) every subsequent day, and the trap is immediately returned to the player who used it. Otherwise, the trap is permanently lost. The player who set the trap may at any point decide to release the trap, causing the player to stop being roleblocked at the beginning of subsequent days. If a serial killer dies, any traps they have set are released. If the last mafia dies, any traps the mafia had set are released. Players are not informed that they have been trapped.

Slaughter the Weak

The mafia also have one use of Slaughter the Weak, which is a bit like a trap/scheme that can only be used on Children. You may use it by guessing a person whose role is child, in a message to GMs. If the guess is correct, you get an additional kill on that person, usable whenever you want. After you kill them, or when you voluntarily release the slaughter effect from

them, you get the slaughter power back and can use it again starting the next day. If you guess wrong, you permanently lose the slaughter power. Honey jars do not affect slaughterability. Players are not informed that they have slaughter set on them.

Item Transfer

Mafia can freely transfer items between themselves without being physically in the same location (see items).

Roles

Each player has a role, which is independent of alignment.

Pair Investigator

Twice per day, you can make a pair investigation by messaging the GM's. You can investigate a given kill at most twice with this power.

A pair investigation allows the investigator to name a pair of players and a death. If exactly one of those players is guilty for that death, the GMs will respond with the name of the not-guilty player. Otherwise, the GMs will randomly choose between the two players and respond with the name of that player. One exception: if the exact same pair investigation has already been made (by anybody), then the GM's will return the same result.

Additionally, once per game, if you kill a player, you can immediately choose another living player to frame. That player will be considered guilty for the purposes of any investigation that depends on whether you are "guilty". You are still also considered guilty for the kill.

Secret Admirer

Before the start of each day, you must choose a player (other than yourself) to admire that you haven't admired before. If you don't pick a target, the GMs will pick someone at random and tell you. If that player dies during that day, then you will die at the end of the next day. However, you will gain the following two single-use powers:
1. You may message the GMs with a set of players, and the GMs will tell you whether anyone in that set is guilty for killing the player you admired.
2. You may message the GMs with the name of a player, and the GMs will tell you whether that player killed the player you admired, regardless of whether they are guilty for the kill. If they did, then you may make a kill on the killer, using the "bang" incant.

Additionally, once per game, if you kill a player, you may make the choice at the time of the kill to not be guilty for their death. This will cause you to be considered innocent for the purposes of any investigation that depends on whether you are "guilty".

If you are roleblocked, the only part of your role that is affected is the ability to choose a person to admire. (i.e. you can still make your investigations and revenge kill, and appear not-guilty for it; you are still blocked from making mafia/serial kills.)

Splitter

Before the start of each day, you may submit two disjoint sets of living players to the GMs, which in total contain exactly 3 more than one-sixth the number of living players, rounded up, and which differ in size by at most 1. The mafia will then be given those sets at the start of that day, and must choose one of the two (if they don't, GMs will choose one at random). You will find out at the end of that day which set was chosen, and everyone still alive in that set will receive a free "pair investigation" to use the following day.

See "Pair Investigator" for an explanation of pair investigations.

Additionally, once per game, you may choose any dead player. The chosen player's alignment and role will be changed to one of your choice for the purpose of Shovel results.

Roleblocker

Before the start of each day, you must choose a player to roleblock, other than yourself, that you haven't roleblocked before. During the subsequent day and night, the chosen player cannot kill or use their role abilities, with the exception of secret admirers whose powers from a previous day have triggered. The player who has been roleblocked will be informed that they have been roleblocked. If you don't pick a target, the GMs will pick someone at random and tell you. Being trapped is indistinguishable from being roleblocked every day.

Child

Once per day, you may incant "I am a child and I trust you" upon one other player. Inform GMs that you have done so; 30 minutes later, GMs will PM the player with your name and your alignment. With ⅓ probability, they will lie about your alignment. You may use this ability on the same person on multiple days, and whether GMs lie will be independent each time.

Once per game, if you know about a kill and it has not yet been posted, you may choose to take the blame for that kill: you are guilty and the person who made the kill is not. Using this on your own kills does nothing.

The mafia have an ability ("slaughter the weak") that allows them to kill children more easily, so be careful about revealing your role.

Vigilante

Once every three days, you may kill a player by incanting "bang." If you successfully kill someone whose alignment is opposite yours, you lose this ability and may not make any more vigilante kills.

Losing your ability will be implemented by being told that you are roleblocked every day starting three days later. (Thus it is indistinguishable from being trapped or continuously roleblocked, so you can prove that your kill was unsuccessful but cannot prove it was successful.) Notably, this means that mafia vigilantes killing townspeople will lose all killing ability three days after using their powers.

Planeswalker

You start the game with 2 points. Each day, choose one of the following actions for that day:
1. Gain 2 points.
2. Spend N points to use the child, roleblocker, secret admirer, splitter, or pair investigator daily action. Here N equals 1 plus the number of times you've previously chosen that role.
3. Spend 5 points to use "bang" on another player.

If you do not submit a choice, you will gain 2 points by default. If you choose a role that requires submitting something before day starts, you must decide on it before day starts.

Items

At the start of the game, every player will publicly receive an item. Items can be transferred in-person with the consent of both players by verbally saying something like, "I give you a --" and, "I accept a --" (witnesses can see what was transferred). However, mafia may freely transfer items between themselves by messaging the GMs, even if they are not physically together. **You must immediately notify the GMs of all item transfers**. Items of the same type are indistinguishable. When performing an action with an item, be sure to say which item you are using.

When a player is killed during a day, their killer takes all of their items. When a player dies at the end of the day, their items are randomly and publicly redistributed.

Coin (# in game) [cost: 1]

You can flip this coin by messaging the GMs how many times you are flipping it, and the GMs will tell you how it landed each time. Requesting too many coin flips will cause the GMs to become annoyed at you.

At any point, you may purchase another item by spending coins equal to the item's cost. You then lose the coins and gain that item. You may also sell any item for coins, losing the item and gaining coins equal to the item's cost minus 1.

Counter (# in game) [cost: 5]

The player who holds the counter can freely add or remove their signature from the counter. If the counter has the signatures of a strict majority of living players, the player holding it can submit it to the GMs. The GMs will then select a random living player whose signature is on the counter, and that player will be told how many mafia-aligned players are alive. Nobody will be told who was selected to receive this information.

The player who holds the counter may instead submit the counter by itself with the name of a role and an item. The GMs will reply with the number of living players who have that role and the number of that item that currently exist in the game.

Spirit Search (# in game) [cost: 3]

Use this item by performing a ritual with a group of players at the location where a death occured. A random player in this group will learn whether a person guilty of killing the victim exists in this group. This item is then consumed.

Spirit search can be used at most once total for any given death. If anyone in the game attempts to use a second spirit search for the same death, the item will be consumed, and a random response will be given.

Honey Jar (# in game) [cost: 3]

A player holding a honey jar may tap another player on the shoulder and incant "splash". If the target has ever been splashed with honey before, they must respond "I'm already sticky". In this case, the honey jar is not consumed, and there is no additional effect. Otherwise, this consumes the honey jar and has two effects on the splashed player:
1. The splashed player may use their role ability twice that day (unless they are a vigilante), unless they have been roleblocked or trapped.
2. The splashed player permanently becomes sticky, and any subsequent attempt to trap them will succeed regardless of their role.

If the splashed player is a vigilante, the first effect does not apply. Instead, after making a kill that day, the vigilante is immediately informed what the alignment of their victim was.

Shovel (# in game) [cost: 4]

A player may PM the GMs to use the shovel on a target dead player. GMs will reply with the role of the player and which of {mafia, serial killer, town} they were. The shovel is replaced with a shovel handle inscribed with the name of the target player. Note that shovel results may be altered by the Splitter role ability.

Shovel Handle (0 in game) [cost: 2]

Names on shovel handles cannot be erased. When you buy a shovel handle from the GMs, it will have no name. If a shovel handle has no name on it, you can write a name on it.

Taser (# in game) [cost: 3]

At any time, if a taser doesn't already have a name on it, you can permanently write a living player's name on the taser. The taser will not be active until 5 minutes after the name was written on it. If the taser is active, you may incant, "I tase you" on the named player (if they are within sight), tasing the player and consuming the taser. The player must be able to clearly tell that you have tased them. A tased player may not use any incants for the rest of the day, but they may still use role abilities that do not require an incant. When you consume a taser, you gain a taser handle inscribed with the name of the target player.

Taser Handle (0 in game) [cost: 1]

When you buy a taser handle from the GMs, it will have no name. If a taser handle has no name on it, you can write a name on it.

Mechanism for Game Setup

Role/Alignment Distribution

GMs decline to specify an exact mechanism for assigning roles and alignments to players. They will generally randomize, but reserve the right to correct for imbalanced distributions.

Item Distribution

Each player will be randomly assigned an item that isn't a taser handle or shovel handle, where the probability of getting an item is inversely proportional to the item's cost. This randomization will be posted publicly at the start of game.

Miscellaneous

Group chats with more than 2 people are not allowed (one-on-one chats are still fine). The majority of communication should occur on forums, including for mafia.

DON'T BREAK GAME PLZ (the small text)

Cryptography, direct anonymous communication, sealed envelopes, eliciting electronic information, and public randomness are forbidden. Cryptography is defined to be anything which takes advantage of players' limited computational power, including, but not limited to, RSA cryptography, elliptic curve cryptography, and the Enigma cipher. All direct electronic communication between players must be under your real name or username. A sealed envelope is anything which involves an enforceable precommitment to saying something or taking some action. Electronic information may never be shown or copy-pasted to any other players, and players may never look at other players' screens when they contain game-related information. Public randomness is giving players evidence that you generated a particular bit of information randomly.

Also don't:
- Fake incants (say the text of an incant when you don't have the power to use it).
- Interrupt someone's academic or PE class or other activity to kill them.
- Physically restrain or body block someone.
- Enter someone's room without permission, even if the door is open. You may, however, stand at the entrance and say "<incant 1>, <incant 2>, <incant 3>, <incant>" in order to perform the incant.
- Kill sleeping or driving players, or wake up sleeping players to kill them.
- Contact non-player authority figures to verify a player's alibi without permission from the player.

If you ever have any doubts as to whether something is legal, please ask the GMs before doing it.

If GMs make a mistake (e.g. fail to PM someone about being roleblocked, etc.) all relevant parties will be informed and the action will be transferred as fairly as possible (e.g. the roleblocker and roleblockee will be told of the mistake and the effect will happen the next day instead).

If the rules are unclear, the GMs will resolve them according to common sense; if this fails, they will resolve them in the way that favors the mafia.