

Mafia

Mafia, also known as Werewolf, is a role-play game. The game models a conflict between two groups: an informed minority (the mafia or the werewolves) and an uninformed majority (the villagers).

The main narrative involves the Mafia player trying to devour other players.



Participation and civic engagement



Role Playing



13+



Up to 30 participants (the role of the mafia, doctor, detective, moderator and villagers).



Paper, cards, smartphones.



Communication platforms or messaging apps (Messenger, WhatsApp, Viber, Telegram...)



Explanation of the game and spreading cards 10min. *(We strongly suggest firstly to be demonstrated)*

Up to 30 participants it might take around 40min.



YOU.TH. Manual for youth workers - 3.3 Theatre Methodologies - Role Play

<https://youth-theatre.eu/>



Classroom, outdoor, online.

This is an activity that can be performed both outdoors and indoors depending on the needs of your group.

Introduction:

Mafia is a role-play game.

The game models a conflict between two groups: an informed minority (the mafia or the werewolves) and an uninformed majority (the villagers).

The main narrative involves the Mafia player trying to devour other players.

In this activity, all the participants (villagers) need communication and collaboration for protecting the community from the mafia, even though the mafia during the day acts like normal villagers, they hide and camouflage themselves.

The most important part of this game to be played successfully is to understand the rules clearly and the moderator to have good communication and acting skills.

The moderator is the main person who raises interactivity and attracts participants in inclusive communication.

In the description and implementation part are given the instructions and roles for the players.

Objective:

Engage participants in a dynamic and strategic role-playing game where the Mafia attempts to infiltrate the community, and the villagers work together to uncover the hidden threats. This activity encourages communication, collaboration, and critical thinking.

Implementation:

Setup: Assign roles secretly to each participant using role cards. Roles include Moderator, Mafia (3 to 6 members depending on group size), Doctor, Detective, and Villagers. The Moderator, who may also act as a participant, is responsible for guiding the game.

Gameplay: The game is divided into Night and Day phases. During the Night, all players close their eyes, and the Moderator awakens each role in sequence to perform their actions. Mafia decides on a villager to "kill". Doctor chooses a player to "save" (either themselves or another villager). Detective points to a player they suspect is Mafia.

Morning Revelation: In the morning, players open their eyes. The Moderator narrates the events of the night, revealing the victim and the actions taken by the Doctor and Detective. Players discuss and deliberate to identify the Mafia among them.

Voting: Villagers vote on who they believe is the Mafia. The player with the majority of votes is eliminated. If the Detective correctly identified the Mafia, that player is also eliminated.

Repeat: The game continues with alternating Night and Day phases until either the Mafia or Villagers prevail.

Debriefing: Discuss the challenges faced by the Mafia, villagers and all the roles. Explore reasons for suspicions and decisions made during the game. Reflect on the impact of decisions on the community. Encourage participants to share their experiences and observations.

Digital Element:

Introduce a digital component by having participants use a dedicated online platform or messaging app for discussions during the Day phase. Players can privately message suspicions or strategies to the Moderator, simulating hidden online conversations.

Digital Element - Reflection:

In the debriefing, include questions related to online interactions. Discuss how perceptions of individuals online might differ from real-life interactions. Encourage reflection on the potential for misjudgments and the importance of empathy in digital communication.

Tips and notes to the facilitator:

For the facilitator we suggest to select the moderator by itself, since the moderator needs good communication skills and know well the language.

Facilitator can intervene in some cases when the moderator cannot handle the situation.