

MAFIA

ON FACEBOOK

THE GUIDE

Mafia on Facebook The Guide

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Version 1.0
6th of September, 2007

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Acknowledgments

David's Acknowledgments

I would like to acknowledge and thank all my fellow players at Facebook, especially Siqu for his work in programming the game. I would also like to acknowledge all those who have helped put together this guide, both in the past, present and future.

I would also like thank my fellow Addicted to Mafia Group participants, for ideas on tactics, support and great games.

Brad's Acknowledgments

[To be advised]

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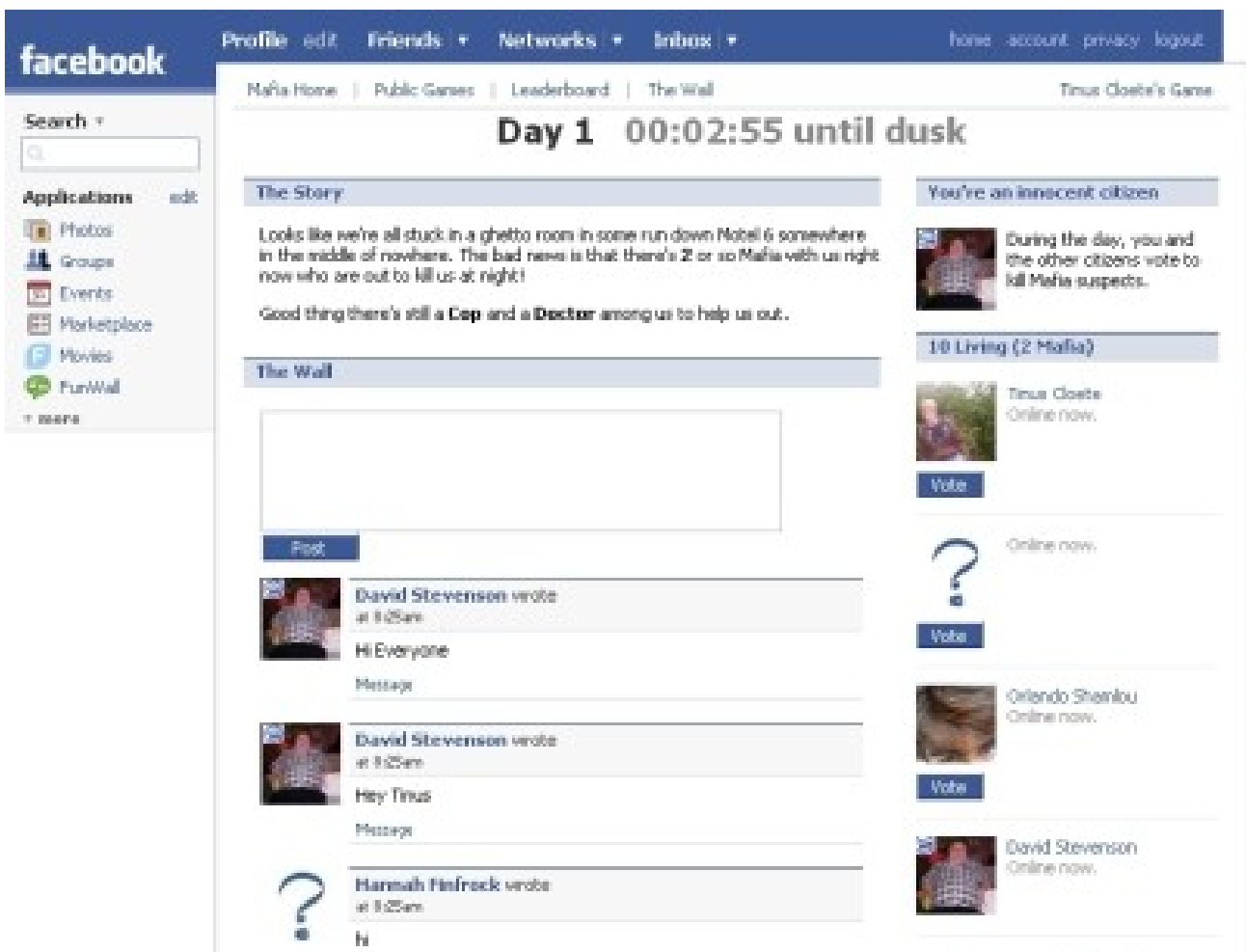
1. Mafia on Facebook, What is it?

To put it simply, it is a game played by two teams of participants, with four different possible roles. On one team are the mafia, on the other team are civilians. The mafia have one role only and that is to be mafia hit people. The civilians have three possible roles, the Police Officer, the Doctor and the Innocent Civilians.

We will discuss the different roles later, and then talk a little about the game play. Before starting, it's probably important to know a little bit about how to navigate your way around the screen.

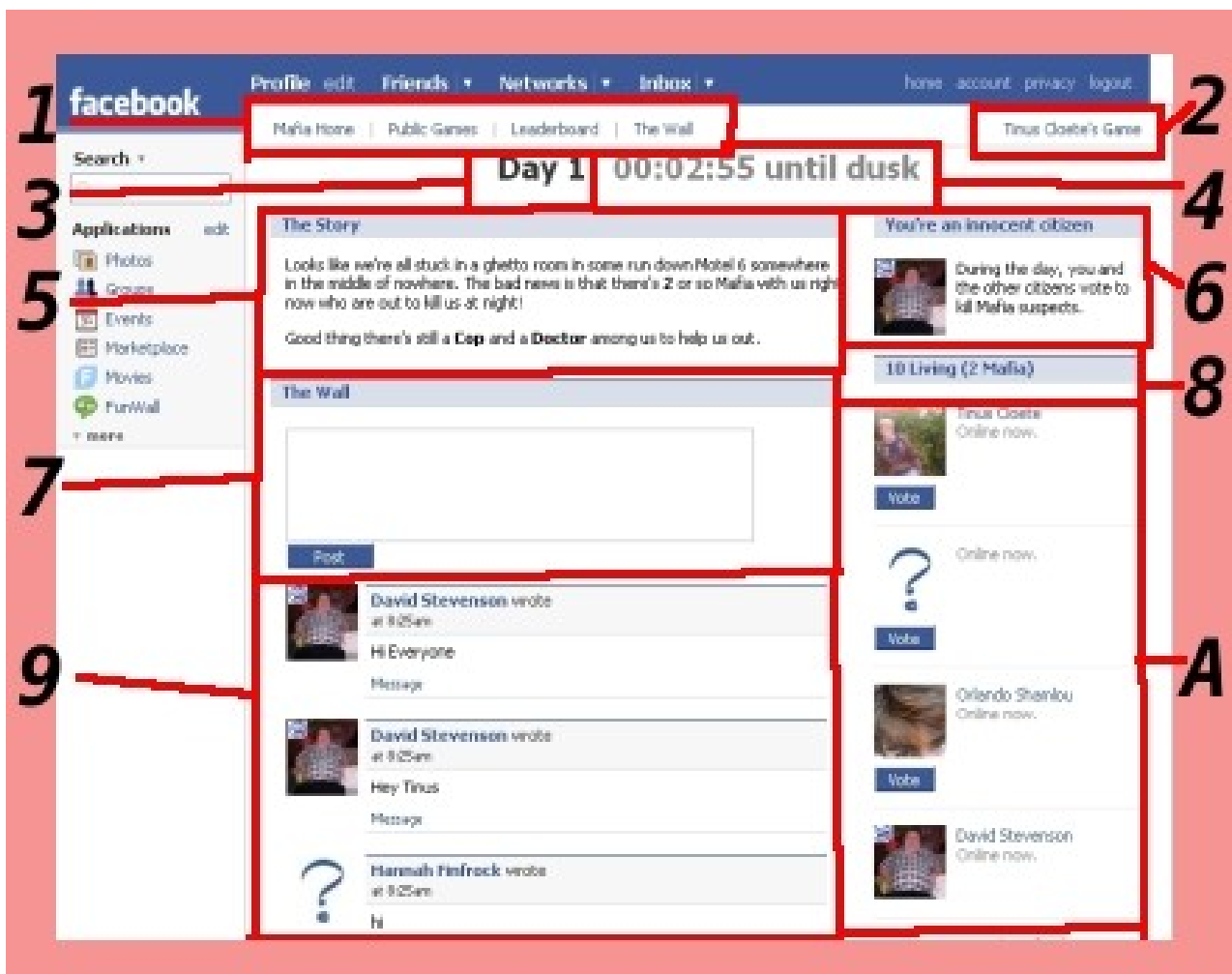
Lets have a quick look at what the screen looks like.

2. The Screen



It might look a little blurry, due to the low resolution of the picture [to keep the guide as small as possible for download].

We'll divide the screen into ten sections so we can look at each section individually. You might notice there are bits of the screen which I didn't include in the dividing of the screen. This is because they are to do with Facebook and not directly part of the game. We will assume that if you are able to get to the Mafia Game on Facebook then you have mastered what these items are.



2.1 Section One:

Section One is a simple menu. It includes four options:



Mafia Home is the page you can go to look up your stats and see recently played games.

Public Games is the page you can go to see which games are looking for people to join them.

Leaderboard is the page which displays the stats of the top players of the game.

The Wall is a discussion area. Go and read it sometime, it often contains interesting things, and you can use it to ask Siqi questions about odd things which sometimes happen or to report bugs.

2.2 Section Two:

Section two simply tells you whose game you are involved in.

Tinus Cloete's Game

In this case, it is Tinus Cloete's Game. Games can be started from any of the four pages mentioned in Section One by clicking on the '*Start a New Game*' button located in the top right hand corner of those four pages. It is worth noting that to the left of this button is the '*Join a Public Game*' button in case you don't want to host a game yourself.

2.3 Section Three:

Section Three simply tells you whether it is day or night. This is important depending on your role. We will discuss this later on.

Day 1

2.4 Section Four:

Section Four contains the count down until the end of the turn. This will differ depending on whether you are in a turbo game or a longer turned game [where the turns might differ depending on what the host set it to. It could be an hour, twelve hours or any other time. You should check the turn time before joining a game].

00:02:55 until dusk

The count down might be until dusk, or until dawn, dependent on the turn.

2.5 Section Five:

Section Five tells the Story of the Game. As each turn progresses, this area shows who is voting for who, and who is executed, saved, or anything else that happens.

The Story

Looks like we're all stuck in a ghetto room in some run down Motel 6 somewhere in the middle of nowhere. The bad news is that there's 2 or so Mafia with us right now who are out to kill us at night!

Good thing there's still a **Cop** and a **Doctor** among us to help us out.

Some of the things to watch for include:

- If the Cop and Doctor are still alive.
- People voting for yourself
- People voting for someone you know is on your side
- What the people executed were [as it will display whether they are mafia, innocent, the cop or the doc.

Voting patterns are often important to work out who is on whose side. So watch that space like a hawk.

2.6 Section 6:

Section Six contains an image of yourself, as well as displaying to you what role you are playing in the game. It also contains a little about what your role is about, in this case voting off Mafia suspects.

You're an innocent citizen



During the day, you and the other citizens vote to kill Mafia suspects.

2.7 Section Seven:

Section Seven is the wall. Like other walls in Facebook, this is how you can leave messages for others to read. In the case of this game, the Mafia also have an extra box they can tick in order to whisper to one another so that the other team cannot read what they are saying to each other.

The Wall

Post

In case you haven't used a wall in Facebook before, it is rather simple. You write in the big white box and click the '*post*' button when you want to say it. Sometimes the banter in the game can give away who is and isn't on your side, so be sure to watch what people post. Please note, if you DIE during the game, your posts cannot be heard by the living. So screaming out that 'Person X' is Mafia is useless. You can however talk to your fellow *Zombies*.


2.8 Section Eight:

Section Eight tells you how many players are still alive in the game and how many Mafia are in the game. This will change as the game progresses and will also be different depending on how many players start in a game. As the game is about either killing all Mafia or most of the Civilians [depending on your team], it is important to watch this to keep track of the odds. Often a vote will come down to working out how many more day and night turns are to occur before you win or lose.

10 Living (2 Mafia)

2.9 Section Nine:


Section Nine just contains the posts of the wall. As mentioned before, watch this, as it often will tell you who is and who isn't on your side.



David Stevenson wrote
at 8:25am

Hi Everyone


[Message](#)



David Stevenson wrote
at 8:25am

Hey Tinus

[Message](#)



Hannah Finfrock wrote
at 8:25am

hi

This is the area where you can openly discuss tactics with your fellow team mates, accuse others, beg for your life and even reveal who you are [if it seems appropriate]. Remember to keep your posts as friendly as possible, after all, we're all just playing a

game here. People who threaten or abuse others will end up on the blacklist of people not to play with.

Mafia Whispers will be preceded by, * Mafia Whisper * written in grey, followed by what they post in black.

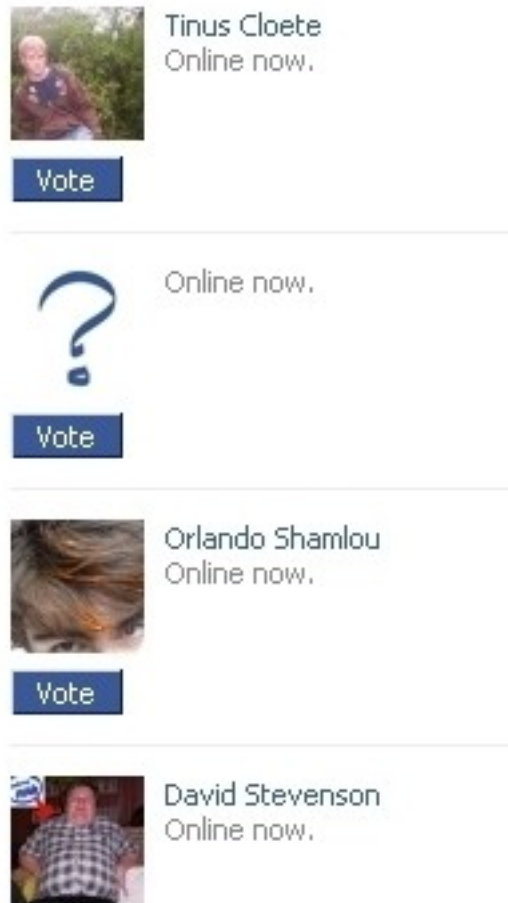
Anyone who is dead who talks will see their posts & those of fellow *zombies* coming up in grey.

At the end of the game all posts, including the dead speak and the mafia whispers will show up for all to see. This can be intriguing sometimes as it offers a little insight into how your fellow players work as mafia and what the dead were thinking as the game progressed. Sometimes it may only divulge what the dead were planning on having for dinner. ☺

2.10 Section A:

Yes, Section A not Section 10. I haven't got over learning to count in Hexadecimal.

This section list all the players. It's actually divided into two sections. The top section lists all the LIVE players. These are player that you may vote for during the day, simply by clicking on the *VOTE* button located BELOW their name.



The screenshot displays a vertical list of player profiles. Each profile consists of a small square profile picture on the left, followed by the player's name and their online status on the right. Below each name and status is a blue rectangular button with the word 'Vote' in white text. The entries are: 1. Tinus Cloete, Online now. 2. A blue question mark icon, Online now. 3. Orlando Shamlou, Online now. 4. David Stevenson, Online now. Horizontal lines separate the entries.

It also will tell you whether the player is online or not. Sometimes during a game people will idle out if they either left the game or didn't return to a game before it started.

If you are playing a Mafia Hit Person it will have '*mafia*' written in red below your name and the name of your fellow mafia. This is important, as it helps you identify who is on your team and who isn't. Some tactics of the game often require you to knock off your fellow mafia during the day in order to make yourself seem innocent.

If you are the Police Officer, as you investigate during the night, you will also see what an investigated players role is in red.

3. The Roles

Your tactics for survival and winning the game in Mafia will often depend upon the role you have during the game. Each of the four roles have different strengths and weaknesses and often players will be better at the game depending on the role designated to them by the game.

The roles are determined randomly by the computer, so carrying a grudge into another game will often be useless, because that person who killed you last game is probably the only one who can save you in this game. So, try to play each game with as little emotion as possible and stick logic as much as you can.

Knowing how others play is also important, Some people are easy to spot as mafia, whilst others are easy to spot as civilians. Try to get to know your fellow players and how they approach each role during the games you play against them.

Lets have a look at each role.

3.1 The Mafia Hit People

Playing the role of mafia for some people is the most exciting, whilst others prefer to avoid the stress of knowing everyone else is out to execute them.

You're a Mafia Hitman



During the day, you try to cast suspicion on innocent citizens.

During the day turns, the mafia player should try to caste suspicion on innocent civilians. In this way, they can turn the civilians against each other in the hope that half their job will be done for them. The more civilians the civilians kill during the day, the less you have to kill at night, and the less you have to worry about the police officer investigating you. If you are lucky, the civilians might even kill the police officer and the doctor for you.

Vote

At night, the mafia decide amongst themselves who they desire to kill. In many cases the vote will be decided on who they believe is the doctor or the police officer. Once decided the mafia vote for that person, though sometimes there can be split votes amongst the mafia and other times only one may vote, even though there are numerous mafia able to.

The Wall

Post



Mafia Whisper?

As mentioned before, the mafia also have the ability to talk to each other secretly. This is done by clicking the 'Mafia Whisper?' box in the dialog area of the wall. This is important in ensuring good teamwork amongst the mafia.

3.2 The Innocent Civilians

The most common role in the game is the innocent civilians. Sometimes it might feel like you're just cannon fodder, or lambs for the slaughter, but the civilian role in the game is quiet important. It is the civilians who ultimately have to vote off the mafia hit people to win. The Doc and Cop can't do it on their own.

You're an innocent citizen



You are sleeping. Come back in the morning to see if you're still alive.

You have to have a sharp mind and try to second guess the tactics in use. Watching and learning how others play and picking up their idiosyncrasies is also important. Does the person normally talk a lot? Do they seldom talk but today they won't shut up? Do they seem pre-occupied? Watch out though, sometimes people change when they're playing the Police Officer or the Doc ... try not to kill off these roles, as they are often the only ones who can help.

The innocent civilians only have a vote during the day, and it is during this time that they need to watch, learn and figure out who the mafia are if they're going to succeed in winning. At night, the innocent civilian has no move to play. Just hope that Doc is watching over you the night the Mafia come for you.

3.3 The Police Officer

The Police Officer has a vote during the day like all the other participants. They will often look like an innocent civilian, but some cops will out themselves if the Doc is still in play and they feel brave enough to take on the mafia that way. Often a cop may have to out themselves in order to stop the innocent civilians executing them during the day.

You're a Police Officer



During the night, you investigate Mafia suspects and uncover their roles.

The cop has another turn at night too, but where as the mafia can vote to execute someone, the cop has the ability to investigate people.

Investigate

Under everyones name who hasn't been investigated is an Investigate button [as per above]. By clicking on this during the night tun, the Cop is told whether the player is a Maf, a Cit or the Doc. How this information is used is up to the cop. Often a player they just investigated will be executed by the mafia the same night, in which case nothing is learned that isn't revealed to everyone anyway.

With the cop, timing is everything. There will be times the cop can't reveal themselves, as there are too many mafia active in the game, or possibly the doc has been killed and can no longer save them.

3.4 The Doctor

The Doctor can vote during the day in the same way that the other players can. At night the doctor takes on the role of the healer.

You're a Doctor



During the night, you heal potential victims of the Mafia.

The tricky thing is to second guess who the mafia is going to try to kill. Sometimes it might be obvious if the Cop has revealed themselves, or if there is someone who seems to always be a potential target.

Under everyones name is a heal button.

The thing the doctor doesn't want to do is spend their time accidentally healing Mafia as the body count of civilians rises. The way the heal button works, is if the mafia attempt to kill the same person the doctor chooses to save, then the hit is unsuccessful and that player gets to live another day.

4. Game Play

This is the bit which explains how to play.

4.1 Introduction – Setting the Scene

It's been one of those days. It's hot, you're in the middle of nowhere, and your bucket of rust of a car has broken down. You've walked the road for hours and not a solitary vehicle of any description has past your way.

You come across an old motel in the middle of this forsaken country. Motel Six, says the sign. You go to knock on the managers door. It's open. You enter the darken office. Tacked to the front counter is a note from the manager. The general gist of it is he fled for his life once he discovered some mafia hit men had moved into his motel. His beaten up old truck was the last vehicle in this general area. From the faded bus timetable on the notice board you can see the next bus isn't due for two weeks.

You try the light switch to see if you can get some better light on the motels guest book. It doesn't work. Seems there isn't any electricity. You have a look over the notes on the desk and hold a few up. Hmm, the Doc wants clean towels. The Sheriff wants some cereal with white toast, coffee and hash browns for breakfast.

'Which guest is the Doc?' you think to yourself. You look down the guest list. Seems everyone is a John Smith or a Betty Jones. How do you discover who is the Doc and who is the Sheriff amongst a list like that. Do they know the mafia is co-habiting in the house? If they do, would they want anyone else to know who they are?

You wander outside and head towards what appears to be a pool area. Seems there are numerous guests sitting around the pool. No ones swimming, and as you draw near you can see why. The pool has a strange green tinge to it.

'What you up to?' you ask as innocently as possible.

'Trying to decide who lives and who dies,' says a middle aged man. 'We got ourselves some trouble, and I dang say you walked right into it.'

'How do you figure that?' you ask.

'We heard from the manager there's some mafia types in the motel,' says the man in his peculiar twang. 'Seems like you might be one of them as you just walks in here off the street, and there ain't nothing around here for miles. I ain't heard no car for days. I

suspects you might be one of them there mafias.'

The rest of the guests start nodding in agreement or murmuring their approval.

'Oh, dear!' you exclaim. 'I'm just an innocent civilian trying to get to the next town.

Besides, I've only just arrived. Surely the cop can tell us something.'

'One of us is a cop?' asks a young lady.

'Yes,' you reply.

'I heard there was a Doctor,' says another woman.

'I don't care,' says the man. 'Comes sunset, we're havin' a hangin', and let's hope it's a mafia, cause my patience is a runnin' out!'

...

TO BE CONTINUED

4.2 Day Time

The game starts with a day turn. During the day everyone is allowed to vote, but you don't have to. If no one votes, no one dies. It is in the mafias interest to try to get the civilians to vote for other civilians. If the mafia are lucky, the civilians will take out the cop or the doctor. If the civilians are lucky, they'll take out one of the mafia.

Section 4 will count down to dusk. It is during this time that players try to explain their reasons for voting the way they are and propose theories as to who is guilty. As soon as the clock reaches zero, the day is over and the night begins. The person with the most votes is executed, and in the case of a tie, the computer will randomly select from the players with the most votes against them.

Depending on which turn it is and who died, players will often try to exonerate themselves for badly picked executions, or congratulate themselves for a well made choice.

'Dang it,' says the man, whom you now know as Jake. 'The suns down, now we's gonna hang him.'

'No, it's not me,' pleads another man who calls himself Simon. 'I'm innocent.'

It's too late. You can't believe it, but it's mob rule. Jake grabs Simon roughly and is helped by another five of the guests who take him, screaming and pleading for his life over to a tree where a rope has already been strung.

You'd like to speak up, but there is no guarantee the mob won't as soon string you up as well. You watch in horror of the glee on the faces of the lynch mob, and poor Simon as he twitches helplessly from the tree. It's not long and Simon stops. Inside is a piece of you that thinks, 'Better him than me.'

The mob have gone through his things looking for evidence that he is in fact a mafia hitman. There's nothing. Looks like Simon was just an accountant who was in the wrong place at the wrong time. Now, you and the rest of the guests have to survive the night.

...

TO BE CONTINUED.

4.3 Night Time

After the person has been executed [provided one did in fact get executed that turn], the player is officially dead. They are moved to the Dead Zone, and anything they say cannot be heard by the rest of the players, though they can hear the rest of the players.

The identity of that players role is reveal to everyone.

The remaining citizens have nothing better to do during a night turn than to sit and hope they aren't killed, but they can continue posting theories on the wall and trying to organise themselves for the next days vote.

The mafia on the other hand have a free hit they can make on the civilians. This hit isn't discovered until the end of the turn, so if they are lucky enough to eliminate the doctor or the cop, the doctor and the cop still have time to make their moves during the night turn.

Like during the day, if a tied vote occurs, the computer will randomly select a victim.

The cop has the ability to investigate one other player. Usually this will be based on what was observed during previous turns. The main thing for the cop to hope for is that the person they investigate isn't the same person the mafia make a hit on.

The doctor has the ability to heal one person during the night. If the mafia make a hit on that person, the person is saved. The doctor will usually make this decision based on what they've seen during the previous turns. If the cop has revealed themselves, this is usually a good person to try to save.

When the clock says 0:00 to dawn, the computer compares who the doctor saved to who the mafia have voted to kill. If the citizens are lucky, the doc will have made a great save. Else, the selected victim is found and their role revealed to all. As mafia don't kill each other at night [or at least logic says they shouldn't], the victim could be any of the citizens roles, from the cop and doctor to any of the innocent civilians.

Simon's ghost sat above the tree looking down on his swinging body.

'Hmmm,' he said to himself. 'I never realized I had such a small bald spot before. When did I start losing hair?'

He looked across at the motel and saw some movement. Two shadows moved between the rooms.

'Look out Samantha,' he screamed, but no one could hear him.

There was a noise, that sounded like a lock being picked, followed by the opening of Samantha's door and the sound of a heavy object being brought down upon a human skull.

'Hey!' said Samantha's ghost suddenly appearing beside Simon. Simon jumped, as he wasn't expecting someone so soon.

'Gees, Sam,' he said. 'You scared the life out of me!'

'No, I thought we hung the life out of you.'

'Well, that too,' said Simon.

'So, how is death treating you?'

'A lot more exciting than accountancy, I can tell you!'

...

TO BE CONTINUED

Winning

The game ends when either the Citizens execute all the mafia, or the mafia have reduced the citizens done to the same number of mafia still alive. It does not matter on which citizens survive, so the doc and cop can die and the citizens can still win.

5. Tactics

Obviously with each role comes different tactics to win the game. Some mathematics and logic is involved in each method, as well as guile, cunning and ... well, the occasional out right lie!

5.1 Mafia

5.1.1. The Average Joe: A simple tactic, the Mafia simply blends in via regular conversation and votes only around midway in a Civilian Bandwagon. Hard to detect save for Cop.

5.1.2. The Firebrand: You know the type, the person who's always yelling out names without real leadership or poise. These are possible New Mafia, easy to find... easier to mistake.

5.1.3. The Shade: The type of Mafia who doesn't vote or speak... some would think they would just idle off, but no... This would mean in fact they could be voting at night! However be warned... Cops and Docs use this strategy too and you might be only harming yourself if you rush to judgment.

5.1.4. The Hero: The type of Mafia who regularly over-hypes his killing of a Mafia Member, usually voting near the end. This is a classic cover for a Mafia member and can sometimes carry them the whole way through a game.

5.1.5. The Leader: The type of Mafia who is an older player and usually organizes the Civilians well, against Civilians who appear to be Mafia... However be warned beneath that outer shell could beat the heart of a Mafia!

5.1.6. The 'LaRose' Gambit: The most potent Mafia movement ever done. It begins with one of the Mafia taking out one of its own on first night, then that same person asking for protection that night... the other Mafia then vote to kill that person. The Doc then, believing the person's plea saves them. This person then defeats all of the other Mafia and is thus assumed to be absolutely safe by all. However in truth, they are Mafia and thus win the game at its end. This move is extremely risky! It has been completed once by Adam LaRose with the cooperation of myself and several others. However with the number of variables there is a great chance of failure if attempted but if the first number of steps are completed... then everything else is easy.

5.1.7. The Fraud: Here is another early attempt to win in Turbo Mafia matches. The good old Fraud. This is the person who claims to be Cop/Doc when they are Mafia... These people are easily caught once the real Cop/Doc die. However these could be just civilians acting as decoys, so you never know...

5.1.8. The Mastermind: Certain people when playing as Mafia usually take the role of leader amongst them. These people coordinate plots, sacrifice others and can do a whole lot of damage. However, if you happen to take this person out, you might just make your job a little easier.

5.1.9. The "Sleeper Cell" Mafia: A similar tactic to the "LaRose" Gambit. This tactic is quite simply a misjudgment on part of the Cop and his/her close allies. It begins with the Mafia taking out a few of their own and getting caught... However one, more innocent looking person who is really Mafia is fed information from the Cop directly or from the dead, because of just how innocent they appear [thus are not scanned]. The Mafia then does exactly as the Cop's allies or the Cop says, killing the Cop later on at night when they are no longer of use.

Once this is done, the Mafia looks pretty innocent and can then merely follow along with any plea from any civilian who suspects another... Right to the win.

5.1.10 The Babblor: In this case one mafia babbles on in conversations with as many people as possible. They leave the voting at night to the other mafia. They are usually typing so much that they can't possibly be the mafia. This works well if the person has a reputation for talking a lot when they are usually a civilian. The babblor will usually not vote at all, except in rare cases when it is rather obvious that a fellow mafia has been discovered and even then, they might miss the vote from babbling too much. This tactic is a 'Shade' in reverse. Blending into the background by causing a lot of background noise. It also requires the fellow mafia to be using some of the other tactics in order to survive as long as possible.

The Mafia story

'So, Johnny,' whispered Joey through the door. 'Who we gonna hit tomorrow?'

'Eh, Joey! Dunno. Who you think da cop is?'

'Well, I suspect it's dat lady with the stupid hat.'

'Da hat lady? You mean Doris? She can't be da cop.'

'What about dat new person who walked in late? I bet they is da cop.'

'Nah, day too stupid. I say we take out Doris anyway. We try to make dem think Doris is mafia during the day. Get them to take her out for us. Anyways, I suspect she might be a docta or somet'ing. She seem too bright.'

'Yeah, we take outs Doris then.'

...

TO BE CONTINUED

5.2 Citizens

Playing a member of the citizenry can be difficult at first. It might seem the citizens have little to do, but in fact they are quite powerful if they can form a good tight team to work together.

5.2.1 The Vigilante: Quite often this player is the sort who goes off half cocked. With little or no evidence they'll start making accusations and often vote for people on the flimsiest of evidence. These citizens can be as harmful as they are good. If they do happen to hit a mafia first go, they'll often brag about it for the rest of the game and expect people to vote for who they say. Unsuccessful vigilantes will often get mistaken for mafia if their chosen targets keep turning up as innocent citizens. They are easily mistake for the mafia firebrand.

5.2.2 The Philosopher: This citizen is a little more reserved in their voting habits and will often try to nut out the problem they are facing. Gathering evidence along voting lines, they will look for possible band wagoning mafia, or mafia firebrands. With enough evidence the philosopher can uncover real mafia threats and with logical argument get their fellow citizens onside to eliminate the threat.

5.2.3 The Innocent Civilian: This player is similar to the mafia's average Joe, though in this case the reason for acting this way is because they really are the poor innocent civilian just trying to make it through the game. Sometimes they are quietly trying to do a little thinking of who might be the mafia; other times they are waiting for a Philosopher type or the cop to tell them who is the mafia and why.

5.2.4 Under the Radar: The civilian version of the shade. This civilian will not say boo, nor will they vote unless required to. They will attempt to appear invisible for most of the game hoping that the cop or a philosopher will come up with solutions to save their skins.

The Civilians Story

You wonder to yourself if all society breaks down under these sorts of circumstances.

Another day and another death. This time they drowned poor Doris in the pool. Jake lead the charge once again, screaming for a conviction. Once again, it was a civilian. The two guys Joseph and John seemed to be quick to add their vote too. Seven people left, and that bus is still too long away. In the morning there will be only six of you left, and two of you will still be mafia. At least two things are certain, the cop and the doc are still out there somewhere. You wonder what the cop is up to. Surely they have a gun or something? Someway of figuring out what exactly is going on. Why won't they say something? It'd be a load off your mind to know the cop is actually doing something ... but then again, if you

knew who the cop was, then the mafia probably would too. What then? The mafia takes out the cop and you're still clueless as to what's happening? It's frustrating. You feel like the dark room this night is some sort of coffin, slowly closing in on you. You lie awake, wondering if tonight will be your last night, or maybe Jake will point the finger and tomorrow will be your last day. Innocents means nothing to some people. They just want a kill. Some sort of cheap thrill to enhance their life. You lie awake that night waiting, hoping that it won't be your last.

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TO BE CONTINUED

5.3 Police

5.3.1 Dirty Harry: Afraid of no man, woman or goat, this cop will often reveal themselves Day One, asking for the Doc to save them. They carry a big Magnum gun, and aren't afraid to reveal investigations out in the open. The main problem with this tactic is when the Doc isn't paying attention or the mafia take out the doc early, the cop will be left with no protection and will often be the next hit victim.

5.3.2 Columbo: This cop will often act as though they are a dumb civilian. They're so busy acting clueless that the mafia will often avoid hitting them and instead aim for other civilians. This gives the cop a little time to investigate during the nights and doesn't require the immediate intervention from the doc to save them.

5.3.3 The Profiler: Not overly noisy, this cop will often remain quiet and in the background as they look for suspected mafia whilst waiting to investigate them during the night. They will often only reveal themselves if threatened during the day with a possible execution, or towards the end of the game if they feel all mafia can be taken out. If the doc is still in play, they can be asked to be saved, though often it might mean taking a hit at night in order for the civilians to win.

The Police Story

'How the frig did you get in here?' you ask as you come out of the shower.

'It's Okay,' says Janine flashing a badge. 'I'm a police officer. I can tell you, you're innocent.'

'I've been saying that all along,' you reply.

'We're running out of time,' she says, looking straight into your eyes. 'This is the second night, and I know we're going to lose someone else.'

'As long as it isn't me,' you reply.

'Don't worry,' says Janine. 'I think I know who the Doc is. I'll ask them to watch over you tonight.'

'You think? You don't know?'

'It's a hunch. You see, I phoned in the guest list to my sergeant when I first arrived. Only, without electricity to recharge my mobile phone, I have to conserve it. Every night at nine the sarge phones in what they've discovered. It's slow work. So far I only know two things for certain, you're clean and Joey is mafia.'

'Do you have any other hunches?'

'Yeah,' she says. 'You notice how Joey and John never stand together, never talk to each other, yet they always seem to be communicating. Both went for Doris quicker than a starving hyena for a zebra carcass. I think it's them. I asked the Sarge to concentrate their search on John, so I can know for definite tomorrow night.'

'Well, let's all vote for Joey tomorrow.'

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TO BE CONTINUED

5.4 Doctor

As the Doctor, the worst possible thing to do is reveal yourself. You might be able to protect yourself, but

5.4.1 The Doctor is in: This is a waiting game. The Doc basically selects to save themselves until the Cop reveals themselves. In the meantime they try to blend in as much as possible in the hope that the civilians don't vote them off before they can be of service. Once the cop is out in the open, the Docs role changes to covering the cop every night.

5.4.2 Doctor at Large: This is a braver sort of Doctor. Rather than trying to save themselves, they look and follow patterns. They try to anticipate the mafias move for the night and protect the obvious target. Once again, they neither reveal themselves, and wait for the cop to come out in the open. Once the co is out in the open, they will protect the cop when it seems obvious the mafia will make a hit on them. Other nights they might be more brave and cover someone they believe the mafia might hit instead.

The Doctors Story

With Joey executed during the day you breath a sigh of relief. One mafia down. Joey was a mafia from Chicago. He was carrying a small arsenal of thug style weapons, brass knuckles, piano wire, thumb screws and a weird looking gadget that looked like something from Star Trek. Janine said it was some sort of high tech TASER. The most damning evidence though was a letter from his Don in Sheboygan, where ever the frig that is. He was mafia through and through.

The only sad thing was the loss of another civilian the previous night. No time to think about it though, you have to get through this night. The doc will be watching over Janine this night, and you just have to hope the final mafia isn't coming for you. If you're lucky Janine will hear that it's John and it'll be the end of the nightmare.

You hear a rattle at the door handle and you leap off the bed. You hope it's just Janine coming back, but deep down inside you know it isn't. The door bursts open, and there is the bang of a gun shot and a blinding flash. You don't know how they did it, but you've been shot square in the chest. You gasp for breath as you collapse on the floor.

There is the running of footsteps, one set leaving, and another heading your way. It's that young girl in the red dress from the first day.

'Don't move,' she says to you. 'I'm a doctor.'

'I'm not going to make it, Doc,' you say.

'Don't be stupid,' says the Doc. 'I've got you covered.'

'I thought you'd be covering Janine,' you reply.

'Yeah,' she says, and in the darkness you feel her smile more than see it. 'That's what the mafia thought as well.'

She makes you hold a bed sheet to your chest as best as you can whilst she painfully removes the lead pieces from the bullet. She sews you up bit by painful bit, and after what seems like an eternity you see the rays of the sun slowly rising, and the Doc smiles down at you. You're going to make it.

At the door Janine and Jake appear.

'It's John,' says Janine. 'John is the other mafia.'

'Great save, Doc,' says Jake.

'Thanks,' says the Doc.

'Lets go get him then,' you wheeze.

Deep down inside you're happy the whole thing is over.