

# MAFIA BLITZ



**RULEBOOK**

# STORY

It was nearing midnight when the Rat's frayed nerves finally broke. The washed-up boxer's bloodshot eyes bolted around the quiet room, his trembling hands clutching an empty whiskey glass. Even the shadows whispered his name, echoing with voices he couldn't silence.

For years, he'd been the Kingpin's pawn in a deadly game. The weight was crushing him now, too much to bare. He was done being a puppet, done looking over his shoulder, waiting for death. Tonight, he'd take the first step to break his chains.

As dawn broke, whispers of betrayal slithered through the underworld, coiling tightly around the Kingpin. Backstabs weren't new, but this cut deeper. The Rat was a trusted confidant, not a mere flunky. The Kingpin's gaze swept across his assembled captains, each man stiffening under his stare. "Find him. Kill him. Leave no trace."

Meanwhile, word of the Rat's betrayal reached the sterile halls of the authorities. Hours later, federal agents fanned out across the city. The Rat held enough dirt to bury the Kingpin's empire, and time was bleeding away. But even as teams moved to extract their new asset, a towering figure stalked their every step.

The Vigilante tracked the hunt from above, chambering a round as they scanned the streets. Saving the Rat? Maybe. But their twisted mind saw a bigger picture. This city needed a purge, not a snitch.

As the sun dipped below the horizon, three forces converged: mob muscle hunting a traitor, feds scrambling to protect their prize, and a lone figure on a twisted crusade of justice. In the growing darkness, the Rat clutched his evidence and prayed. By morning, the city would collect its dead. Who would fall during the night? Only you can decide.

# GAME CONTENTS



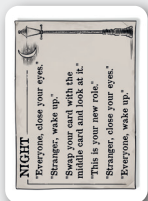
**4 Verdict cards**



**34 Role cards**

Players	6	7	8	9	10	11	12
Stranger	1	1	1	1	1	1	1
Civilian	1	1	1	1	1	1	1
Goons	1	2	2	3	3	3	4
Muscle	1	0	1	0	1	1	1
Fed	1	1	2	2	2	2	2
Rat	1	1	1	1	1	1	1
Monthpiece	0	1	1	1	1	2	2

**3 Chart cards**



**1 Script card**



**8 Mission cards**



**1 Bet card**



**1 Fish card**



**2 Package cards**

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## Introduction

Mafia Blitz is a 10-15 minute social deduction game for 6 to 12 players. Each role has its own path to victory and players draft their role. Some are hunting others, while others are trying to keep their heads low. And some special scoundrels have their own agendas to fulfill – no matter the cost.

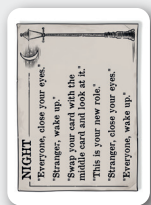


# BASIC COMPONENTS



## VERDICT CARDS

The **Vigilante** uses Verdict cards to shoot the **Goons** to protect the **Rat**. Throughout the game, the Vigilante will question the other players to gather more information.



## SCRIPT CARD

The Script card is used by the Vigilante to narrate the game. One side is used after the Verdict cards are placed, and the other side during the Night phase in the Basic game.



## ROLE CARDS

Role cards inform a player on the **WIN** condition, and some even have their own **LOSS** condition. There can be multiple winners, and some goals might overlap with other roles. Most roles don't have special abilities.



Some roles have the **Civilian** icon. Anyone shooting a role with a Civilian icon will always lose, no matter what. **Be careful who you fire at!**

**Note:** All other cards components, such as the **Bet Card**, are not used in the **Basic Game**. They are explained in more detail on **Page 11** under **Extra Components**.

# BASIC ROLES



## Vigilante

Vigilante aims to protect the Rat by shooting players they suspect are Goons. To gather intel, they ask questions and observe body language. Unlike other roles, the Vigilante player is public knowledge.

*"I don't need a badge to make someone talk."*



## Stranger

After all roles are drafted, one role card remains in the middle of the play area. During the Night Phase, the player with the Stranger card swaps it with the middle card and then looks at their new card.

*"Merely a shadow passing through your pesky drama."*



## Rat

The Rat doesn't want to be shot. This involves carefully convincing the Vigilante that they are not the target, while also misleading the Goons.

*"Maybe I cracked, sure, but they wore me down first."*



## Fed

Fed wants the Rat to remain unharmed, as they win if the Rat isn't shot. The Fed may use truth, deception, or impersonation to achieve this.

*"A closed door and a clean exit. You follow?"*

# BASIC ROLES



## Goon

Goon's goal is to ensure the Rat gets shot, no matter what. After the Vigilante fires, any Goon who hasn't been shot have one chance to shoot at someone, hoping it's the Rat.

*"You think you can outrun a bullet, little rat?"*



## Muscle

Muscle, like the Goons, wants the Rat shot. Muscle isn't armed and doesn't care if they are shot, so they can be more open with their information. Expect other players to pretend to be the Muscle.

*"I don't ask twice. Where is he?"*



## Civilian

Civilian does not want to be shot. If a Civilian is shot, the shooter also loses. The Rat, Fed, or Goons will likely claim to be a Civilian to protect themselves and spread disinformation.

*"The safest thing is to see nothing and say even less."*



## Mouthpiece

Mouthpiece wants to be shot. They must deceive others to draw attention and lead the focus toward themselves without being obvious. Fraud wasn't built in a day.

*"Now we need a witness sayin' they saw the wrong guy."*

# BASIC GAME SETUP

1. Choose a player to be the Vigilante, or allow any player to volunteer for the role. Give them the double-sided Vigilante role card and a number of Verdict cards equal to the number of Goons in the game.

Players	6	7	8	9	10	11	12
Stranger	1	1	1	1	1	1	1
Civilian	1	1	1	1	1	1	1
Goons	1	2	2	3	3	3	4
Muscle	1		1		1	1	1
Fed	1	1	1	2	2	2	2
Rat	1	1	1	1	1	1	1
Mouthpiece		1	1	1	1	2	2

2. Using the chart above or a **Chart card**, the Vigilante gathers the role cards to create a deck and shuffle it.
3. Provide the **Script card** to the Vigilante player.

A session of Mafia Blitz consists of several phases:

1. **DRAFTING**
2. **NIGHT**
3. **INTERROGATION**
4. **SHOOTING**
5. **GAME END**



# GAME PHASES

## 1. DRAFTING PHASE

**During this phase, there should be no form of communication!**

1. Starting with the player left of the Vigilante, the player will take the role deck and draw the top 2 cards without revealing them to other players. They choose 1 to place face down in front of them. This is their Role card. The card describes all goals and conditions they must fulfill to win. **They should not show this card to any other player!**

The player will then return the other card, face down, to the top of the deck **without reshuffling**. The deck is then passed to the player to their left.

2. The next player will follow the same process of taking the top 2 cards, picking 1, and placing the other card on top of the deck. This process continues until the role cards make it all the way back to the player to the right of the Vigilante. That player will pick one, and the other card is placed at the center of the table face down.

**TIP:** Before picking your role, shuffle the two cards so no one knows if you are picking the role card passed by the previous player.



# GAME PHASES

## 2. NIGHT PHASE

**During this phase, there should be no form of communication!**

In the Night Phase, all players (including the Vigilante) close their eyes and the Vigilante player narrates based on the following script. The Script card also has this information.

If the Vigilante prefers, they can turn away from the table and read the script instead of closing their eyes.

**"Everyone, close your eyes."**

**"Stranger, wake up."**

**"Swap your card with the middle card and look at it."**

**"This is your new role."**

**"Stranger, close your eyes."**

**"Everyone, wake up."**

Afterwards, the player who held the Stranger card should have swapped the card with the middle, face down, and should know their new role.

Everyone opens their eyes and the interrogation phase begins.

# GAME PHASES

## 3. INTERROGATION PHASE

Players are able to freely discuss their thoughts on the situation, such as what card they picked or didn't pick. They can tell the truth, lie, or stay silent. It's their choice. Whatever they communicate, the Vigilante must be able to hear it, so no whispering!

The Vigilante moderates the flow of the discussion however they wish. They can call on specific players, prevent crosstalk or interruptions, or enforce temporary silence periods. It's their call, as the Vigilante directs the interrogation under a harsh spotlight.

During these discussions, the Vigilante player places Verdict cards in front of suspected Goons. The Verdict cards can be moved at any time by the Vigilante, but never by the other players. Once they have placed all of their Verdict cards and their decision is final, they declare the interrogation phase is over by saying '**BANG!**'

**TIP:** The Vigilante can initiate the discussion by posing questions to players about the roles they saw or chose during the Drafting Phase. For example:

"What card did you pick?"

"What card did you place in the middle?"

"What were your two options?"

Other players can also claim a role or challenge others. Get information or cause misinformation by talking!

# GAME PHASES

## 4. SHOOTING PHASE

**During this phase, there should be no form of communication!**

In the Shooting Phase, the Vigilante narrates using this page or the **Script Card** provided to them as part of the game setup.

*After the Vigilante says "Bang," anyone with a Verdict card in front of them must reveal their role now.*

**"Safe Goons, reveal your card and raise your hand."**

**"Get ready to point at your target."**

**"Countdown. 3... 2... 1... Point!"**

*Goons point at their targets simultaneously.*

**"Targets, reveal your role."**

During the Shooting Phase, Goons cannot communicate or collaborate on targets. Pointing at a player is a shot, not a vote, and their targets are considered 'shot.'

If the Rat is shot during the Shooting Phase, the phase ends immediately. Another way the Shooting Phase can end early is if the Vigilante shot all the Goons with the Verdict cards.

**Safe** means not shot. This term is used to save text space on some cards.

# GAME PHASES

## 5. END GAME

After the shooting, all players reveal their role cards. To determine the winners, follow these steps.



1. Any player who shot a Civilian loses! They discard their role card.
2. Any player that met their role's **LOSE** condition is out. They discard their role card.
3. Any player that didn't met their role's **WIN** condition discards their role card. Whoever still has their role card is a winner. There can be multiple winners, even if they aren't on the same side.

**Example of a Goon winning:** Jill, a Goon, manages to shoot the Rat. This meets the Goon's win condition.

**Example of a Goon losing:** Michael is also a Goon, but accidentally shoots a Civilian. Shooting a Civilian causes a loss, despite Michael's teammate shooting the Rat. Michael loses, but Jill wins.

**Example of Vigilante losing:** Vigilante shoots a Civilian. The sole safe Goon fires his gun at a Fed. The Rat escapes!

The Vigilante loses because shooting a Civilian is a loss, while the shot Fed and the Rat win.

# ADVANCED GAME

In the Advanced Game, there are changes to the **Setup** and **Night Phase**. There are some notes on **End Game** with certain roles and extra components.

## SETUP

Setup is mostly the same. It's also here where extra components are used if specific roles are in play.

Using the Chart card, you still gather the role cards to create a deck. If agreed upon, you may replace any Basic roles with their Advanced counterparts. Advanced Roles on **Page 12 to 19** provide swap details and any setup instructions. Premade Setups are on **page 20**.

## NIGHT PHASE

As before, no communication during the Night Phase. If using roles that perform actions at night, **Page 22 has the entire Night Script**.

## END GAME

The End Game remains unchanged. **As a reminder, roles can still win even if they are shot unless the card says otherwise.**

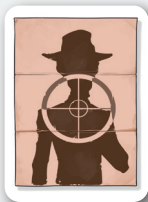
Certain roles and other cards might mention “**nearby players**.” This refers to players sitting directly to a player's left or right and skipping over the Vigilante's seating position.

If the Package cards are used, they are flipped face up to confirm the win conditions of **Fixer & Sweetheart** or **Courier**.

# ADVANCED GAME

## EXTRA COMPONENTS

The following cards are for the Advanced game of Mafia Blitz. Certain Advanced roles use these components as part of the game's setup or actions they do during the night.



### BET CARD

The Bet card is exclusive to the **Gambler** role. During the Night Phase, the Gambler will bet on whether or not the Rat will be shot. The Red crosshair side is a bet on the Rat being shot, and the Green side is a bet on the Rat being safe.



### MISSION CARDS

Mission cards are used solely by the **Heavy** role to determine their win condition. Two mission cards states *Skip the Vigilante*, meaning skipping over the Vigilante's seating position.



### PACKAGE CARDS

Package cards are part of the **Courier**, **Fixer**, and **Sweetheart** roles. The bullet is used by the Fixer, while the ring is used by the Sweetheart. Courier randomly uses one of the two cards.



### FISH CARD

Fish card is used by the **Capo** role. During the night, the Capo places this card in front of himself or a nearby non-Vigilante player. This card gives a hint to everyone else that the Capo is nearby.

# CIVILIAN ROLES

These roles are variations of the standard Civilian role. Whenever another card mentions a **Civilian Role**, these roles are included.



## Driver

A Civilian role that wins if the player to their right wins. This can include the Vigilante. **Don't play with Courier, Outsider, or Fixer & Sweetheart.**

**Replaces:** Civilian, Mouthpiece, Muscle, or Fed.

*"A good driver makes distance. A great one disappears."*



## Gumshoe

A Civilian role that helps the Rat avoid being shot while ensuring they also remain unharmed.

**Replaces:** Civilian, Mouthpiece, Muscle, or Fed.

*"These streets talk, and some of us want to listen."*



## Lookout

A Civilian role that helps the Goons find the Rat while not getting shot themselves.

**Replaces:** Civilian, Mouthpiece, or Muscle.

*"I spot trouble so I don't end up cold and tagged."*



# CIVILIAN ROLES



## Civilian

There is an extra Civilian card included if you want to create your own setups or scenarios, allowing for more customization in your sessions.

**Replaces:** Mouthpiece, Muscle, or Fed.

*"The safest thing is to see nothing and say even less."*



## Canary

Civilian role with useful information to share and wins if they are not shot. At night, the Canary looks at a role card of a nearby player.

**Replaces:** Civilian, Mouthpiece, Muscle, or Fed.

*"A room full of hard men could use a soft voice."*



## Lovers

**Both Lover Cards must be used.** Lovers are a Civilian team consisting of two players who must be safe without knowing each other's identities. If either Lover is shot, both Lovers lose and so does the shooter.

**Replaces:** Civilian and either a Mouthpiece, Muscle, or Fed.

*"We're a package deal. Handle with care."*

# NEIGHBOR ROLES

Neighbor roles interact with the players sitting directly to their left or right. **Remember to skip over the Vigilante's seating position.**



## Bodyguard

Bodyguard wins if the player to their right is safe. They are not concerned about the objective of that player.

**Replaces:** Civilian, Mouthpiece, Muscle, or Fed.

*"No, I don't know who paid me, and frankly, don't care."*



## Psycho

Psycho wins if either nearby player is shot. It doesn't matter where that shot came from.

**Replaces:** Civilian, Mouthpiece, Muscle, or Fed.

*"If God can witness the suffering of others, why can't I?"*



## Bomber

**Setup:** The Vigilante will have one fewer Verdict card since the Bomber role replaces a Goon.

Bomber wins if the Rat is shot. If the Bomber is shot, their nearby players are also shot. A Civilian role shot by the Bomber's effect will make both the Bomber and the original shooter lose.

**Replaces:** Goon.

*"Not every revolution comes with a speech."*

# SUPPORT ROLES

Support roles assist other key roles through their abilities and information they get during the night.



## Capo

**Setup:** Put the Fish card in the center of the area.

Capo wins if the Rat is shot. At night, Capo puts the Fish card on himself or nearby player.

**Replaces:** Muscle.

*"I don't make threats. I make promises."*



## Martyr

**Setup:** There must be at least two Civilian roles in the game if you want to play with the Martyr.

Martyr wins if none of the Civilian roles are shot.

**Replaces:** Muscle or Mouthpiece.

*"Some things are worth bleeding for."*



## Witness

Witness wins if the Rat is safe. At night, Witness will know the Rat. If Witness is shot by anyone, the Witness loses.

**Replaces:** Fed.

*"His eyes gave him up before his mouth did."*

# WILD CARD ROLES

Wild Card roles are unpredictable roles designed to incite chaos.



## Gambler

**Setup:** Place the Bet card in the middle of the play area, either side up.

At night, Gambler chooses which side of the bet card to use. This bet decides if they want the Rat shot or safe, and their goal is to ensure it happens. The bet is public information.

**Replaces:** Mouthpiece, Muscle, or Civilian.

*"Lousy odds, but someone's gotta beat the house."*

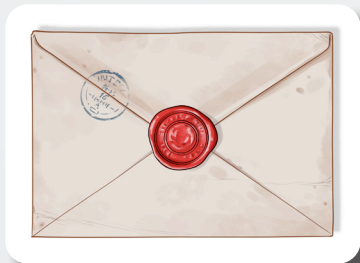


## Turncoat

Turncoat wins if either they or the Rat is shot, but not both.

**Replaces:** Mouthpiece, Muscle, or Civilian.

*"Et tu, Brute? Nah, this is just business."*



# WILD CARD ROLES



## Heavy

**Setup:** Before shuffling the Mission deck, if the *Outsider* role is in play (see page 19), there are two Mission cards that need to be removed. This restriction is mentioned on the bottom of the two Mission cards.

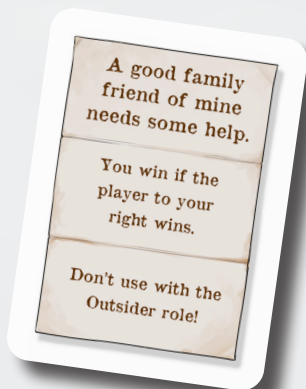
Then, shuffle the remaining Mission cards and put the deck face down in the center of the play area.

If preferred, the group can remove any unwanted Mission cards prior to the shuffle.

After the night phase, the Vigilante reveals the top card of the Mission deck and leaves it face up for everyone to see. This is Heavy's goal for the game.

**Replaces:** Mouthpiece, Muscle, or Civilian.

*"I make sure certain conversations stay buried."*



# FACTION ROLES

Faction roles have their own way of winning that doesn't involve the Rat. Because of their complexity, they should only be played with experienced players. **You cannot play with more than one Faction role and the *Driver* is never used with any Faction role.**



## Courier

**Setup:** Randomly pick one Package card without looking at it and place it face down in the center of the play area. The other Package card is not used.

At night, Courier looks at the Package card, and puts it face down in front of any other non-Vigilante player. This card is the win condition.

If it shows a ring, the chosen player must be safe.  
If it shows a bullet, the chosen player must be shot.

**No one may view the Package once placed.**

**Replaces:** Mouthpiece, Muscle, Fed, or Civilian.

*"The scar? It's just a paper cut. Don't worry about it."*



# FACTION ROLES



## Fixer & Sweetheart

**Setup:** Place both Package cards faceup in the play area within everyone's reach.

**Both cards must be used together.** Fixer uses the bullet, and Sweetheart uses the ring.

At night, both roles will place their Package card face down in front of any other non-Vigilante player. The Fixer wants the chosen player shot, and the Sweetheart wants the chosen player safe.

**No one may view the Package once placed.**

**Replaces:** Mouthpiece, Muscle, Fed, or Civilian.

*"Her charm draws you in, his name makes you vanish."*



## Outsider

If Outsider is shot, the game immediately ends with the Outsider winning alone and all other players losing, regardless of the circumstances.

There is a second Outsider card if you want play with two Outsiders instead of one. If both Outsiders are shot at the same time, they share the victory together.

**Replaces:** Civilian or Mouthpiece.

*"My country's far from here, but a debt's a debt."*

# PREMADE SETUPS

*Advanced Setup* includes numerous roles that can feel daunting. Here are some premade setups for different player counts that introduces a variety of roles. Any role marked with an asterisk (\*) has actions at night. Refer to **page 22** for the full night script.

## 6 PLAYERS

### Foreign Asset

This isn't their first city, and it won't be their last. To them, it's just another assignment.

**Remove:** Civilian

**Add:** Outsider

### High Volume

A singer knows too much about the coming bloodbath, but can she make anyone listen before it's too late?

**Remove:** Civilian

**Add:** Canary\*

## 7 PLAYERS

### A Bet To Die For

When ordinary bets lost their thrill, he found a new game with the highest stakes of all.

**Remove:** Mouthpiece

**Add:** Gambler\*

### Blood For Peace

A man of the church walks into the fray, ready to trade his life for a shot at redemption.

**Remove:** Fed, Mouthpiece

**Add:** Gumshoe, Martyr



# PREMADE SETUPS

## 8 PLAYERS

### **Blind Date, Blind Fire**

A date takes a violent turn when a romantic dinner is interrupted by the rhythm of tommy guns.

**Remove:** Civilian, Muscle

**Add:** Lovers

### **Midnight Delivery**

A newspaper-wrapped fish left on a doorstep. A silent, chilling harbinger of the mob's murderous intent.

**Remove:** Civilian, Muscle

**Add:** Driver, Capo\*

## 9 PLAYERS

### **Dynamite Daisy**

The mob have bought in the fireworks for today's lead festival. It is time for a celebration.

**Remove:** Goon

**Add:** Bomber

### **No Return Address**

Unmarked parcels arriving like silent omens, with no clear purpose.

**Remove:** Fed, Mouthpiece

**Add:** Fixer\*, Sweetheart\*

## 10 PLAYERS

### **Trust No Shadow**

Handshakes and smiles are nothing but currencies in this moral wasteland.

**Remove:** Muscle, Mouthpiece

**Add:** Turncoat, Heavy

### **Bulletproof Alibi**

Their stories were airtight, until one stray witness saw too much.

**Remove:** Fed, Civilian

**Add:** Witness\*, Bodyguard

# NIGHT SCRIPT

**"Everyone, close your eyes!"**



"Stranger, wake up."

"Swap your card with the middle card and look at it.  
This is your new role."

"Stranger, close your eyes."



"Witness, wake up."

"Rat, raise your hand so the Witness can see you."

"Rat, put your hand away."

"Witness, close your eyes."



"Capo, wake up."

"Place the Fish card in front of yourself, or a  
nearby player."

"Capo, close your eyes."



"Canary, wake up."

"Look at role card of one of your nearby players,  
then return it face down."

"Canary, close your eyes."

# NIGHT SCRIPT



"Gambler, wake up."

"Choose which side of the Bet card you want to use."

"Gambler, close your eyes."



"Fixer, wake up."

"Give your package card to another player, face down."

"Fixer, close your eyes."



"Sweetheart, wake up."

"Give your package card to another player, face down."

"Sweetheart, close your eyes."



"Courier, wake up"

"Look at the package card, then give it to another player, face down."

"Courier, close your eyes."

**"Everyone, wake up!"**



# GAME PHASES

## 1) DRAFTING - **No Communication**

Starting with the player left of the Vigilante, the player will take the role deck and draw the top 2 cards without revealing them to other players. They choose 1 to place face down in front of them and the other card is put on top of the deck. Pass the deck to the next player to the left without reshuffling. Last player puts the unchosen card in the center of the play area.

## 2) NIGHT - **No Communication**

Everyone will close their eyes and the Vigilante narrates based on the roles in play. The player holding the Stranger card swaps their card in the middle face down card and looks at it.

## 3) INTERROGATION

Vigilante starts the discussion and tries to figure who the Goons are by questioning people. This is an open discussion, however the Vigilante can stop cross talk or have silence periods. The Vigilante places Verdict cards in front of players they suspect are Goons and once they have made their final decision, they say **BANG!**

## 4) SHOOTING - **No Communication**

Players with Verdict cards reveal themselves. If the Rat or all Goons were shot, phase ends immediately. Any Goons not shot fires at any other player, hoping to find the Rat.

## 5) END GAME

Everyone reveals themselves and checks their win condition.

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