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Quality Products



*Un juego de*  
**LOÏC LAMY**  
Y PHILIPPE DES PALLIÈRES



*Ilustrado por*  
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**Instrucciones**

# ★ MAFIA de Cuba ★

An investigation and bluffing game for 6 to 12 players, aged 14 and up.  
Duration: 10 to 20 minutes.

## ★ OVERVIEW

The player who takes on the role of the Godfather will pass their precious cigar box from player to player. Each player will take that chance to steal some of the diamonds **or** a character token it contains. The Godfather will interrogate them afterwards to identify the Thieves and recover the diamonds.

## ★ CONTENTS

- 15 diamonds (made of genuine plastic)
- 10 character tokens: 5 Loyal Henchmen, 2 Agents (FBI and CIA), 2 Drivers, 1 Cleaner
- 2 joker tokens (bottle-shaped)
- 1 game box
- 1 felt bag

## ★ SETUP

The most experienced player becomes the Godfather. They place the 15 diamonds and the character tokens indicated below in the box. The available jokers are to be placed in front of them.

Number of players	6	7	8	9	10	11	12
Loyal Henchmen	1	2	3	4	4	4	5
Agents (FBI/CIA)	1	1	1	1	2	2	2
Drivers	1	1	1	1	1	2	2
Jokers	-	-	1	1	1	2	2

- The Godfather chooses to secretly remove 0 - 5 diamonds from the box and keeps them hidden in their pocket. There are therefore between 10 and 15 diamonds in the box.
- The felt bag is entrusted to **the first player** to the left of the Godfather.
- The remaining contents are removed from the game area.

## ★ GAME OVERVIEW

The game is divided into two phases: the Diamond Theft and the Investigation.

### I. Diamond Theft

During the "Diamond Theft", the box is passed around the table clockwise, player to player, starting with **the first player**. Each player, when they receive the box, must **examine the contents (1)**, **help themselves (2)**, and then **pass the box along (3)**.

- 1 - The player opens the box then memorizes the number of diamonds and the remaining character tokens. This information is critical to accurately testify or lie believably!
- 2 - The player **MUST** take, discreetly:  
as many diamonds as they wish (1 minimum) **OR** 1 character token of their choice.

The player keeps their "take" hidden in their pocket (or their hand, or bag...). Of course, they can't reveal their "take" before the Godfather demands it. **IT IS FORBIDDEN TO TAKE NOTHING!**

#### EXCEPTIONS

- **The first player** can secretly dismiss a **character token** of their choice into the felt bag and hide it in their pocket until the end of the game. The player then helps themselves normally. **It is forbidden to place diamonds in the bag.**
- **Each player** who gets a **totally empty box** automatically becomes a "Street Urchin" (see page 6). They treat it as if it wasn't empty and pretend to help themselves.
- **The last player** can decide to **not take anything** in order to become a Street Urchin. However, they must still pretend to take something.

**Note:** At any moment during the game, if a player has not respected the requirement to help themselves, in the permitted quantities, that player will be eliminated immediately. **AN ELIMINATED PLAYER CANNOT SPEAK NOR PARTICIPATE IN THE INVESTIGATION.**

- 3 - Once their share is hidden, the player passes the box to the player to their left.



## II. Investigation

The Godfather recovers the box, checks its contents, and then freely interrogates the players, in the order of their preference, to recover the stolen diamonds. These players are free to be truthful or to lie, keep quiet, talk without being interrogated...

*Note: the Godfather's success is ensured if all of the players have stolen diamonds.*

### Good questions to ask?

- "When you received the box, how many diamonds were in it?"
- "When you received the box, which character tokens were in it?"
- "When you passed the box along, what was left in it?"
- "What did you take?"

*The Godfather must vary the questions from one player to the next, resume the debates and spot the reliable people from among the contradictions! The game is much more amusing and interesting when the player acts out the Godfather's character in a believable manner.*

When the Godfather believes they have found a Thief, they must accuse them by ordering them to: "empty your pockets!". This is the only valid way to force a player to immediately disclose his take.

- *If the player has stolen any diamonds*, the diamonds are placed in **front** of the Godfather.

The Thief is **eliminated**, and **CAN THEREFORE NO LONGER TALK!** The Godfather continues the investigation until they have recovered all of their diamonds.



- *If the player hasn't stolen any diamonds*, the Godfather has made a mistake! As an apology, the Godfather **must** give a Joker to the unjustly accused player. That player **isn't** eliminated and the investigation continues normally. If the Godfather no longer has any Jokers left to give during an unjust accusation, the Godfather is eliminated and the investigation immediately ends.

- *If the accused player is an FBI or CIA Agent*, the investigation ends and the Agent wins the game.

As the Agents are incorruptible, the Godfather can't give them any Jokers!

### In case of an error?

If a player makes a mistake while helping themselves, in all cases they are eliminated. If the mistake is revealed when the player is accused, the Godfather doesn't give them a Joker. The investigation continues normally.

## ★ END OF THE INVESTIGATION

If the Godfather recovers **all** of their stolen diamonds, they will share the victory with their Loyal Henchmen.

If the Godfather has accused an FBI or CIA Agent, the Agent wins the game **alone**.

If the Godfather is eliminated, the Thieves still in play reveal their take. The Thief who has stolen **the most** diamonds wins, as well as **all** of the Street Urchins.

The Driver wins if the player to their right is one of the winners.

The winners choose a new Godfather to begin a new investigation.

## VARY THE GAMES

*We recommend that players change places between games.*

*Very experienced players can change the distribution of characters while following the number of tokens initially identified and while keeping enough Loyal Henchmen.*

*It's possible to change the difficulty of a game by changing the number of Jokers available, if you're playing with kids, for example. Adding Jokers makes the investigation easier for the Godfather; by removing them it improves the chance of victory for the Thieves.*

*A "5 player" version is possible, however, it is highly discouraged for your first few games. It will require a good knowledge of the game to take full advantage. The two character tokens to be used are the Loyal Henchmen and the FBI or CIA Agents; the Godfather has no Jokers in this version.*



## ★ ABOUT THE CHARACTERS



(no token)

**THE GODFATHER:** *they've sacrificed much to become the leader of this family. And they intend to stay there!*

The Godfather wins if they recover **all of their diamonds**. They referee the debates, makes sure everyone has their say, and demands an obsequious respect from their men!

**Note:** The Godfather must only accuse the Thieves to avoid losing their Jokers and being eliminated.



(no token)

**THE THIEF:** *alright, all of the members of the family are dishonest, but stealing from the Godfather is very dangerous: the justice of Don Alessandro is swift and merciless.*

If the Godfather is eliminated, the Thief who is still in play with the greatest number of diamonds is declared the winner. In case of a tie, the tied Thieves will share in the victory.



**THE LOYAL HENCHMEN:** *their loyalty to the Godfather will secure them a reasonable income.*

These Loyal Henchmen will win if the Godfather recovers all of the diamonds. They must convince the Godfather that they are telling the truth and help find the culprits.



**THE FBI AGENT - THE CIA AGENT:** *being an undercover Agent for months, they take advantage of the discord among the family members. They are only waiting for a sign to alert their colleagues and end this.*

The Agent immediately wins if they are accused by the Godfather. If two Agents are present, the accused one wins **alone**.



**THE DRIVER:** *their goal is to protect their passenger, even though they are not always aware of their intentions.*

The Driver wins if the player to their right triumphs.



(no token)

**THE STREET URCHIN** *is an apprentice gangster, and helps the Thieves by attracting the suspicions on themselves.*

The Street Urchin wins if a Thief wins. They must therefore help the Thieves - by being unjustly accused, for example.

**Note:** a player becomes a Street Urchin if he receives an empty box **or** if he is the last player and decide to take nothing.



**THE CLEANER:** *performs the dirty work of the family, and is very trigger-happy...*

Set up: this character replaces a Loyal Henchman token. We suggest that you avoid using the Cleaner during the first few games. The Cleaner acts like a Loyal Henchman, however, they use their "special" skill when the Godfather says "empty your pockets!" to someone, the Cleaner can shout "POW!" before the accused reveals their take. If the accused is an Agent, the Cleaner immediately **WINS ALONE**. If they aren't an Agent, the Cleaner and their victim are eliminated. If the accused was a Thief, the Godfather retrieves the diamonds; and if it was a character, the Godfather doesn't give them a Joker.

*Thanks to:* Loïc Lamy would like to thank all of the testers who have played the game one day or another while it was in development, and allowed this game to finally see the light of day.

More particularly, thanks to Syro, the first real fan of the game; to DP for the "off and off" at Cannes; to the Alchimie du jeu from Toulouse, where the game took its first steps; to the Wilobee team, for the Banksters adventure; to Philippe and Hervé, for the Werewolves of Millers' Hollow which has inspired me; and especially to Mathilde for having had the patience to follow me on this long road while still believing in me!

The editor would also like to thank Bruno Faidutti for his help in the writing of the rules as well as to Barack Obama and Raúl Castro for the promotion of this game.



**Caution:** The ambiance of "Mafia de Cuba" favors immersion and allows the taking on roles by the players through common references. Of course, we oppose the use of drugs, stimulants, and alcohol: they are very dangerous to health.

We are also opposed to criminal organisations, knives, and firearms.

The very essence of the game is to "make believe that..."

and to never take the transgressions seriously!



Mafia de Cuba is a game by Loïc Lamy and Philippe des Pallières  
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Special thanks to the Asmodee team for their commitment  
on the promotion & animation of the game.

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