

## INTRODUCTION:

Welcome to the "Lynch Mob" – a riotous place where your own survival rests entirely on the good graces (or bad!) of your fellow man. Whether you are a Criminal, a Marshal, or just an honest Citizen, your ability to convince others of your innocence is the only means to avoid the dreaded "lynch mob."

## BRIEF DESCRIPTION OF THE GAME:

Players sit in a large circle, secretly taking on roles determined by their Role Cards. Some are Criminals, one is a Doctor, and one is a very nervous Marshal. As the Criminals "kill" off the citizenry one at a time in an attempt to get the Marshal, the remaining citizens select individuals and "lynch" them, hoping to stop the crime spree with their own brand of mob justice.

## OBJECT OF THE GAME:

**Criminals:** To eliminate the Marshal, either through direct assassination or through the mob's misguided vengeance.

**Marshal/Doctor/"No-Role" Citizens:** To eliminate the evil Criminals through the mob's righteous retribution...lynching.

## SECRET ROLES:

### Criminals

Your role is to eliminate the Marshal. You will have at least one partner in crime to help you succeed in your mission. It is important that you never let anyone know your identity because the townspeople are trying to lynch you. If you are accused of being a criminal, then it is in your best interest to persuade the townspeople that you are otherwise.

### Marshal

Your role is to locate the criminals. Once you have accomplished this, you will need to inform the innocent townspeople so that the criminals can be lynched. However, tact and skill will be necessary because if you move too fast, the criminals may put YOU on their next hit list.

### Doctor

Your role is to save the townspeople from being assassinated (or getting plagued with typhus if the Typhoid Mary card is in use). Therefore, you will need to watch the game carefully and predict the criminal's next move. It is in your best interest to find out who the Marshal is, because you might be needed to save him. Yet beware, the criminals might come after you too.

### "No-Role"

Your job is to lynch the criminals. Therefore, as the game progresses, you will try to discover the "roles" of the other players. The Marshal can provide you with helpful hints; but use your instincts, for a criminal can masquerade as the Marshal as well.

## GAME SETUP:

- 1) Select a Moderator. They will guide players through each phase of the game.
- 2) The Moderator will create two decks. The Citizen Cards should equal the number of players participating. The Role Cards should equal the number of players also, but must include Criminal/Marshal/Doctor cards. For groups of 8-12, use 2 Criminals, 1 Marshal, and 1 Doctor. For groups of 13-16, use 3 Criminals, 1 Marshal, and 1 Doctor. For groups of 17-22, use 3 Criminals, 1 Marshal, 1 Doctor, 1 Typhoid Mary, and 1 Deputy.)
- 3) Moderator deals out one Citizen Card to each player giving them a personality to assume.
- 4) Moderator deals out one Role Card to each player. Players are not to reveal their cards.
- 5) A Player receiving a "No-Role" card must behave as the character on their Citizen Card.
- 6) A Player receiving a "Role" card, such as Criminal, Marshal, or Doctor; must play this secret role, but act out the personality of their Citizen Card, so as to hide their true identity with the other townspeople.

## GAME PLAY:

After distributing Citizen Cards and Role Cards, the Moderator will direct the game in two phases, "Selecting and Killing" and "Accusing and Lynching". The Moderator will guide players through the phases by saying the following "phrases", in order. Players, sitting in a circle, are to perform the functions of their pre-determined "Roles" when asked by the moderator to do so.

### **"Selecting and Killing" Phase**

"Town fall asleep"

"Criminals wake-up"

"Criminals assassinate"

"Criminals fall back asleep"

"Marshal wake-up"

"Marshal investigate"

"Marshal fall back asleep"

"Doctor wake-up"

"Doctor heal"

"Doctor fall asleep"

"Town wake up, an assassination has occurred, (persons name) has just been eliminated"

### **"Accusing and Lynching" Phase**

"Townspople nominate"

"Trial"

"Town vote"

## **"Selecting and Killing" Phase - Detail**

### **"Town fall asleep"**

Moderator makes sure everyone's eyes are closed.

### **"Criminals wake-up"**

"Criminal" Role Card holders open their eyes.

### **"Criminals assassinate"**

Criminals silently point to someone they wish to eliminate.

Moderator nods quietly in understanding.

### **"Criminals fall back asleep"**

Criminals close their eyes.

### **"Marshal wake-up"**

"Marshal" Role Card holder opens his eyes.

### **"Marshal investigate"**

Marshal silently points to someone.

Moderator nods "yes" if he/she is a Criminal,

"no" if he/she is not.

### **"Marshal fall back asleep"**

Marshal closes his eyes.

### **"Doctor wake-up"**

"Doctor" Role Card holder open his eyes.

### **"Doctor heal"**

Doctor silently points to someone he wishes to save or heal.

Moderator nods when he has identified Doctor's choice.

### **"Doctor fall asleep"**

Doctor will now shut his eyes.

### **"Town wake up, an assassination has occurred, (persons name) has just been eliminated"**

Everyone wakes up. The person who was chosen by the criminals is identified by the Moderator and is now out of the game and must remain silent. (Note: If the doctor pointed to the same person the Criminal's wished to eliminate, then the moderator would say, "Town wake up, an assassination has been attempted, but failed")

## **“Accusing and Lynching” Phase - Detail**

### **“Townspople nominate”**

A player nominates or “accuses” another player of being a criminal.

Moderator accepts the first two nominations for the trial.

(NOTE: For a nomination to be valid, it must be “seconded” by another member of the group. “Seconds” are not necessary when there are less than 6 players remaining).

### **“Trial”**

Players who make accusations state their case first. Defendants, those accused, plead their case second. Townspople discuss the case openly after statements.

### **“Town vote”**

Moderator takes a vote on which two defendants should be lynched.

Player receiving the highest vote is lynched.

In case of tie, both are lynched.

**Repeat the phases again until all criminals or the Marshal are eliminated.**

## SOME HELPFUL HINTS:

1) Only reveal your Role card when you are dead. (It's against the rules to do it earlier anyway)

### 2) Townspeople:

\*Listen for movement during the early phases; it might help you discover player's true roles.

\*Be careful not to lynch the Marshal; otherwise, you lose.

\*Try to look for patterns in the assassinations and nominations.

\*If you are nominated, but you know the Marshal has been nominated as well, take one for the team.

### 3) Criminals:

\*Masquerade as townspeople as best as you can.

\*Masquerade as the Marshal or Doctor when necessary, or just to make things more confusing.

### 4) Marshal:

\*If you are about to be lynched by the town, now would be a good time to say, "I'm the Marshal"

\*Seek help from the Doctor; he can protect you from the criminals.

\*If there is only one criminal left, and you know his identity, inform the town right away who you are and who the criminal is.

### 5) Doctor:

\*Find the Marshal as soon as possible and keep the criminal's from assassinating him.

\*If you think your next on the criminal's list, save yourself.

\*If you are not sure what to do, save yourself. It's not exactly valiant, but perhaps that's the kind of self-centered doctor you are.

## VARIATIONS:

### **Typhoid Mary**

The role of Typhoid Mary is to infect the town with typhus. Typhoid Mary wins the game if the disease either kills the Marshal or all the criminals. Typhus infects and eliminates one player during the "select and killing" Phase. Typhoid Mary is immune to this disease and therefore can never be killed by it. The town is cured from Typhus when Typhoid Mary is eliminated from the game.

The following two phrases are used, **ON THE FIRST ROUND ONLY**, after "Marshal fall back asleep".

#### **"Typhoid Mary wake up"**

"Typhoid Mary" Role Card holder opens their eyes.

#### **"Typhoid Mary infect the town"**

Typhoid Mary silently selects someone to "infect", and choose a direction of transmission – either clockwise or counterclockwise.

From now on, the Moderator will kill the next person in line during each successive round, unless that person is saved by the Doctor or is Typhoid Mary and thus immune.

Also, the following phrase is changed from "Town wake up, an assassination has occurred, (persons name) has just been eliminated" to **"Town wake up, there have been two deaths."**  
(moderator names the two dead players but does not reveal their mode of death)



## VARIATIONS CONT...

### **Deputy**

If the Role Card "Deputy" is added to the game, he/she will remain like a Citizen, but will assume the role of Marshal if/when the Marshal is assassinated. Therefore, in order for the Criminals to win, they must eliminate both the Marshal and the Deputy.