

How to Play Imposter

The aim of the Game:

Faithful – Find out who doesn't know the secret word!

Imposter – Find out the secret word and blend in!



1. Choose one person to be the Game Master.
2. The Game Master secretly chooses a word (e.g. a place, film, food, holiday, season — keep it appropriate!).
3. They write the secret word on one piece of paper.
4. They write the word “Imposter” on another piece of paper.
5. Everyone in the group closes their eyes.
6. The Game Master goes around the circle and shows each person one piece of paper.
7. Most people will be shown the secret word but one (or two, depending on group size) will see the word “Imposter”
8. Once everyone has seen their word, a player starts the round.
9. Going around the circle, each person says one word linked to the secret word.
10. The Imposter listens carefully — they must try to guess the word in their head, while pretending they already know it!
11. After a few rounds, the Game Master counts down 3...2...1... and everyone points at who they think the Imposter is!
12. The Imposter then reveals themselves — and if they guessed the word correctly, they win!



How to Play Empire



Aim:

Guess who is who and build the biggest Empire of players.

Instructions:

- Choose one person to be the Game Master.
- Everyone else secretly writes down the name of a famous person (real or fictional).
 - Don't show anyone!
- The Game Master collects all the names, mixes them up, and reads the list once only.
 - Everyone must listen carefully – it won't be repeated!
- The Game Master chooses someone to start the game.
- The first player chooses a name from the list and asks someone in the group, e.g. "Bob, are you Harry Potter?"
- If Bob is the person who wrote Harry Potter, he joins the first player's Empire and sits with them.
- If Bob is not that person, then it becomes Bob's turn to make a guess and ask someone else.

Important:

- You cannot lie about the name you wrote down.
- Everyone is trying to figure out which name belongs to which person.

As the Empires Form:

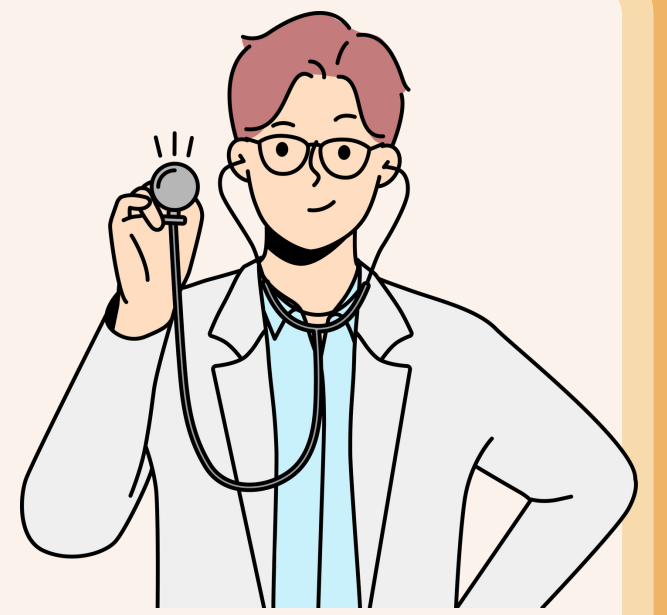
- When an Empire has two or more players, they make guesses together.
- If they guess correctly, the new person joins their Empire.
- If they guess incorrectly, another Empire (or single player) gets a turn.

End of the Game:

- The game continues until everyone has joined an Empire.
- The Empire with the most players at the end wins!



How to Play Doctor

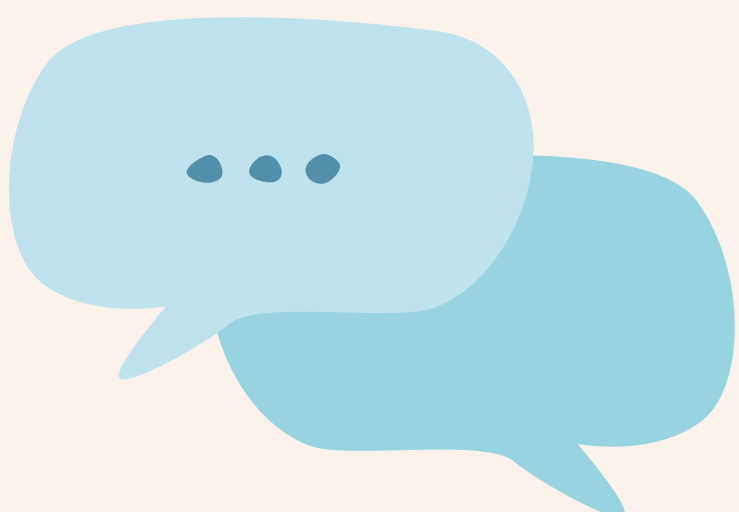


Aim of the Game:

The Doctor must work out the secret rule the group is following.

Instructions:

- Choose one person to be the Doctor.
- The Doctor stands outside the room so that they cannot hear the discussion.
- While they are gone, the group agrees on a shared behaviour rule that everyone will follow when answering questions.
 - E.g. everyone yawns before they answer the question or everyone includes the Doctors name in their answer
- The Doctor returns and can ask any question to anyone in the group (E.g. what's your favourite food? What plans do you have for Christmas? What are you doing at the weekend? Who is your favourite celebrity) — the aim is to figure out what the rule is.
- Everyone must stick to the rule in their answers.
- The game continues until the Doctor correctly guesses the rule.



How to Play Mafia



Roles (adjust depending on group size)

- Mafia (1-3 people)
- Detective (1 person)
- Doctor (1 person)
- Villagers (everyone else)

How to Play

- Choose a Game Master (they do not play, they run the game).
- Everyone except the Game Master closes their eyes.
- The Game Master taps the Mafia on the shoulder to show who they are.
 - The Game Master says, "Mafia, open your eyes."
 - The Mafia silently point to someone they want to eliminate.
 - The Game Master notes the choice and says, "Mafia, close your eyes."
- The Game Master says, "Detective, open your eyes."
 - The Detective points to one person to investigate.
 - The Game Master quietly signals yes (if that person is Mafia) or no (if not).
 - The Game Master says, "Detective, close your eyes."
- The Game Master says, "Doctor, open your eyes."
 - The Doctor chooses one person to save (they may choose themselves).
 - The Game Master notes the choice and says, "Doctor, close your eyes."
- Everyone opens their eyes.
 - The Game Master announces whether the person targeted by the Mafia was saved or eliminated.
- Discussion Time:
 - The group talks and tries to decide who they think is Mafia.
- Voting:
 - Everyone votes to eliminate one player. That player reveals their role and is out of the game.
- Repeat the night/day cycle.

Winning the Game

- Villagers Win if all Mafia are eliminated.
- Mafia Win if the Mafia equal or outnumber the villagers.

