Masterminds of Deception

The vibe: three social-deduction games kids beg to replay, fully indoor, zero materials. Bluff, read, and reason. Character trait today: **Relationship Skills** (communicating clearly, listening, disagreeing respectfully, building trust). One rule all hour: accuse the character, never the real person.

1 · Mafia (6–21 min) — town hunts the hidden Mafia

Setup Eyes closed, tap **2 Mafia**, **1 Detective**, optional **1 Doctor** (~2 Mafia per 12-15 kids). A tap = your role, no peeking.

Night "Mafia, point to eliminate someone." "Detective, point to investigate" (coach thumbs-up if Mafia). "Doctor, point to save." Then eyes closed.

Day Narrate who is gone; town debates with reasons and votes one out, who reveals their role. Town wins by voting out all Mafia; Mafia win when they equal the town. 5-8 min rounds, reshuffle.

Diff 6-8: 90-sec debate clock, eliminated get "last words." Simpler/mixed: drop Doctor, 60-sec debates, coach the reasoning aloud round one.

2 · Two Truths and a Lie (21–36 min) — crown the best bluffer

Play Small groups of 5-6. Each player tells two true facts and one lie in the same calm voice. Group votes the lie; score a point if you fool the majority.

Bracket Each group's best bluffer advances to a final round in front of the whole room. Room votes; the one who fools the most is crowned champion bluffer.

Teach Model one yourself so they see "say all three the same way." Keep facts about yourself, kind and school-appropriate.

Diff 6-8: 15-sec yes/no interrogation before voting. Simpler/mixed: one big circle, give a theme ("about your summer").

3 · The Psychiatrist (36–50 min) — crack the secret rule

Play Guesser steps out; group picks a secret answering rule; guesser returns, asks questions, diagnoses the pattern, then a new guesser steps out.

Rules (1) Answer as the person on your left. (2) Answer as the person who asked the previous question. (3) Answer as if every question is about your shoes.

Coach Answerers commit fully, no giggling tells. Stuck guesser? Let them ask one question around the whole circle to expose the pattern.

Diff 6-8: trickier rules (two seats away, answer with a lie) + question limit. Simpler/mixed: easy left-neighbor rule, unlimited questions.

4 · Finale + Wristband (50–60 min)

Crown the best **Bluffer** (fooled the most), the sharpest **Detective/reader**, and the **Most Respectful Debater** (made the case or disagreed hard without making it personal). Tally squad points if used, then one group cheer.

Award the **Relationship Skills** trait wristband to kids who communicated clearly, listened well, or disagreed without making it personal.

Bank If a game stalls or the room is tight: Werewolf Lite (quick 1-werewolf Mafia), Undercover Word (same secret word except one), Contact (clue a word, racing the thinker to block). All zero materials.

Today's one line (say it together before you start): "I bluff the game, not my friends. I make my case, I read the room, and I always keep it kind."