

Mafia Families Game

MAIN OBJECTIVE: To beat out the other mafia families for territory in New York. Winning family is the one who controls 80% of New York. Reward to the family who controls the most territory.

Stage #1

- Everyone comes in and chooses a family

Stage #2

- Once you have your family decide who will fulfill what role in the family.
- When you have decided fill out your family's column on the board.

Stage #3

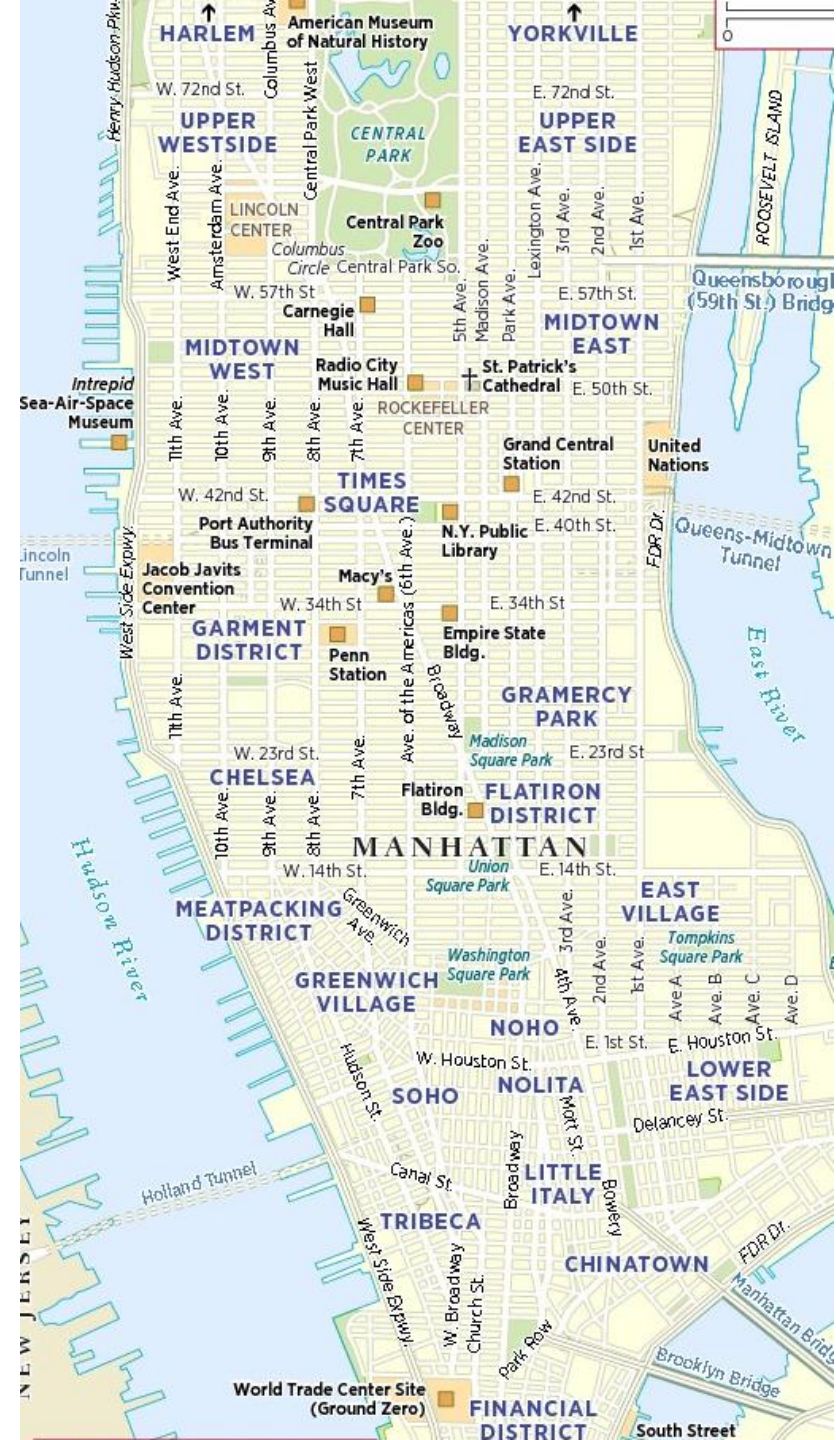
- Get familiar with your families background. Decide on 1-3 people in your group that will read your background out loud to the class.

Stage #4

- Look at the map in the front of the room. Chose at least eight locations you want to control.
- Eligible locations are labeled in blue like “China Town” and “Little Italy”.
- On a piece of paper for your family list your locations.

NEW YORK

TURF:



Stage #5

- Now we will reveal who wants to control what locations. List the locations you want to control in your families column under “Turf”.

STAGE #6

- No two families can control the same location.
- There will now be a meeting at the center of the room amongst the bosses to settle these turf disputes. Bosses will have 5 minutes to split up New York in a way that makes everyone happy.
- Remember the more territory you control the more powerful you are.
- At the end of the five minutes bosses will return to their families.

STAGE #7

- Most families will probably not be happy. You now have two routes to choose from to settle these territory disputes.

ROUTE #1

Send a family member “wise guy” to whack members of other families.

Risk: when you send a family member to “whack” someone you will play rock, paper, scissors (best 2 of 3). Whoever loses is dead.

Note: a mafia family only exists until no one remains or the remaining family members join another family.

Route #2

- Merge with another family voluntarily. One family must agree that they are lesser than the other family. Only the family in control will receive the reward through.

DEBRIEF

1. What did you notice about how families behaved?
2. What did you like about the experiment?
3. What did you not like about the experiment?
4. How could this exercise be improved?

TICKET OUT THE DOOR

- **Ticket Out the Door -**
- 1. "What level of Webb's depth of knowledge do you think we primarily worked at today? Why?"
- 2. Did we meet our objective for today on a scale of 0% to 100%. 100% meaning you feel we hit 100% of the objective.