

## The Destination

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### **Description**

Combining the elements of Mafia and Ninja, The Destination is a game for 5 to 12 players that encourages cooperation, deception, and betrayal to create an intense competition between ‘survivors’ and ‘disciples.’

### **Materials**

- A bucket or container to represent the well
- Empty bottles or other objects to represent water
- Foam sword or pool noodle

### **Setup**

1. Choose one player to be the “Fate,” or referee.
2. Place the well in the center of the play area, and fill it with bottles. Place the foam sword blade-first into the well.
3. All players except for the Fate stand on the edge of the play area (a circle centered on the well) and close their eyes. The Fate then silently assigns players their secret roles (either Survivor or Disciple) and determines the turn order.

### **Pre-Game**

Once the Fate has finished assigning roles, all players open their eyes. Players then take turns making Ninja-style movements\* until the sword is claimed. Normal play then begins.

## **Gameplay**

Gameplay is separated into three days, three nights, and a final battle. The goal of the Survivors is to survive four days in the desert; the mission of the sinister Disciples is to sacrifice all of the Survivors.

At the beginning of each day, each player returns one water bottle to the well, and the player closest to the well is granted a number of water bottles equal to the number of players minus 2. Players are allowed to give away water at any time during the day.

Once the water has been distributed, players take turns making Ninja-style movements\*. If a player A strikes the forearm of a player B, they may take one of the following actions:

- Steal a water bottle. If player B has water, player A may steal 1 water from them.
- Steal the sword. If player B has the sword, player A may take it from them.
- Exile! Regardless of what player B has, player A may send them back to the edge of the play area.

If any player is struck on their forearm with the foam sword, they are eliminated from the game.

Once each player has moved 3 times, the sun sets and night begins.

During the night, all players except for the Fate close their eyes. Disciples may then open their eyes and silently choose one Survivor without water to convert to their cult. To do this, all Disciples must point at a single Survivor, and the Fate must silently tap their target on the shoulder. Once a Survivor has been converted, the Disciples close their eyes, and all players open their eyes. The next day then begins.

At the beginning of the fourth day, players reveal their secret roles and the “final battle” begins.

Survivors that were eliminated during the first 3 days return to the edge of the play area as

Disciples. Players then take turns making Ninja-style movements – except this time, all strikes on the forearm are fatal! The game ends when either team has been eliminated.

\*Definition of a Ninja-style movement: a single movement where one foot acts as a pivot (it remains in the same position on the ground before and after movement). When a player is clearly under attack, they may make a single evasive movement to “defend.”