A real-life fusion of Mafia and Among us.

Date	12th August 2026
Avenue	Club Service
Event	Inside RCHC
Duration	3hr
Venue	K.P.B. Hinduja College of Commerce, Worli.
Participants	100
Imposter	10
Volunteers	20

- **Aim:**
- To create a fun and engaging physical experience for students by combining the concepts of Mafia and Among Us, while encouraging teamwork, communication, strategy, problem-solving, observation and healthy competition.

- **Project & Execution:**

a. Pre-event

The idea for Inside RCHC came from combining two popular games, Mafia and Among Us, and turning them into a real-life experience.

The first meeting was conducted to discuss how this concept could be carried out within the college. The team discussed the basic gameplay, number of participants, rooms required, venue and whether the concept would be practically possible. After discussing everything, the concept was finalised.

The next meeting was mainly focused on planning the games and tasks. Different tasks were discussed for both Crewmates and Imposters. The team made sure that the activities were not too difficult, could be completed within the given time and could be managed with the available space and materials. The

idea was to keep the participants busy and make the game more exciting through tasks, interaction and suspicion.

After finalising the games, the team worked on the props and materials required for the event. Items such as cups, ping pong balls, crazy balls, puzzles, posters, bottles, rubber bands, beads and other stationery were arranged. To keep the expenses manageable, the team visited Crawford Market and purchased the required materials from there.

Around 10 days before the event, a mock-up was conducted where the team actually tried out the games and tasks. This helped us understand what worked well and what needed to be changed. It also gave the volunteers a better idea of how the games would be conducted and what their responsibilities would be on the event day.

A final meeting was conducted on the day of the event before it started. The 20 volunteers were divided among the 14 rooms where different tasks were planned. Each volunteer was given a particular responsibility and was briefed about the game, instructions, timings and how to handle the participants. A few volunteers were also placed in the conference hall to help with coordination and movement of participants.

b. Event Day

Inside RCHC was conducted on 12th August 2026 from 4:30 PM to 7:30 PM at K.P.B. Hinduja College of Commerce, Worli.

The event had 100 participants and 20 volunteers, with 10 participants secretly assigned as Imposters. A total of 14 rooms were used for the different activities.

The event started with an explanation of the concept and rules. The participants were divided into Crewmates and Imposters. Unlike the usual digital version of Among Us or the table version of Mafia, this time the entire game took place around the college, with participants physically moving between rooms and completing different tasks.

The Crewmates had to complete different physical and mental tasks that tested their speed, accuracy, observation, coordination and problem-solving skills. At the same time, the Imposters had their own objectives and had to move around without letting the other participants figure out who they were.

The volunteers were present throughout the event to explain the tasks, manage the rooms and make sure everyone understood the rules. They also helped keep the event moving smoothly and made sure the participants remained involved and enjoyed the activities.

Since there were 100 participants and activities happening across 14 rooms, coordination was an important part of the event. Every volunteer had a specific role, which helped the team manage multiple activities at the same time. The organising team also kept a check on participant movement, materials, timings and the overall flow of the event.

Emergency Meetings	Elimination
1	3 Crewmates
2	1 Imposter and 2 Crewmates
3	3 Crewmates
4	1 Imposter and 2 Crewmates
5	3 Imposters

After several rounds of tasks, discussions, guessing and strategy, the event came to an end at 7:30 PM. In the end, the Imposters managed to outplay the Crewmates and emerged as the winners.

- **Impact Analysis:**
- Inside RCHC turned out to be a fun and different experience for everyone involved. Taking Mafia and Among Us out of their usual formats and bringing them into the college made the event more interactive and exciting.
- Participants were not just sitting and playing a game; they had to move around, complete tasks, observe others and make decisions along the way.
- The activities gave participants a chance to use skills like teamwork, communication, observation, problem-solving and strategy.
- The Imposter concept also added an element of suspense, as participants had to figure out whom they could trust while completing their tasks.
- The event also gave participants an opportunity to interact with one another in a fun and competitive environment.

- The different rooms and activities kept the energy going and made sure that participants stayed involved throughout the event.
- From the organising side, managing 100 participants, 20 volunteers and 14 rooms required proper planning and teamwork.
- The mock-up, volunteer briefing and room-wise allocation made it easier to handle the event on the actual day.
- Overall, Inside RCHC was successfully executed and gave the participants an experience that was entertaining, competitive and interactive.
- It also gave the organising team a chance to work together, manage a large-scale event and handle different responsibilities.
- The Imposters winning the game was a fun way to end the event and made the final result even more memorable.

4. Follow up & Feedback:

- The Instagram Reel posted for Inside RCHC received -

Views	**18.7k**
Likes	**461**
Comments	**33**
Shares	**406**

- 28 participants shared their feedback, with most rating the event 4/5 or 5/5.
- Participants highly enjoyed the overall atmosphere and energy of the event.
- Playing as the Imposter and completing tasks were among the most loved parts.
- The different rooms, challenges and interactions made the event more engaging.

- Many participants felt it was like playing Among Us in real life.
- Participants suggested better time management and longer gameplay to avoid rushing.
- Participants recommended clearer rules and instructions, especially for first-time players.

Attendance Details:

Home Club Attendance	100