Untrusted Murder Party Basic Mechanics Document

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Factional Win Conditions

NETSEC (Town): Hack the target machine. Alternatively, eliminate every member of AGENT from the network.

AGENT (Mafia): Prevent NETSEC from hacking the target machine within the allotted time by their client, and Arrest or Kill their Operation Leader. Otherwise, Arrest every NETSEC operative before they succeed in hacking the target machine.

Neutrals: Their win conditions are varied and do not cause the game to end. Check the specific role for their win condition.

Basic Game Flow

The game by default lasts 9 days, ending after Night 9, and is to have up to 16 players. Certain actions may extend this time limit by adding another Day and Night. Each Day and Night will last 22 hours. 2 hours are reserved for the **Game Masters** who must run all actions each Day and Night. Players can execute one Action each Day and Night. Additionally, they can vote someone for elimination each Day and Night. To eliminate someone via vote, you must achieve a simple majority vote; The Operation Leader's vote will always count twice, but show as only one vote to obscure their identity.

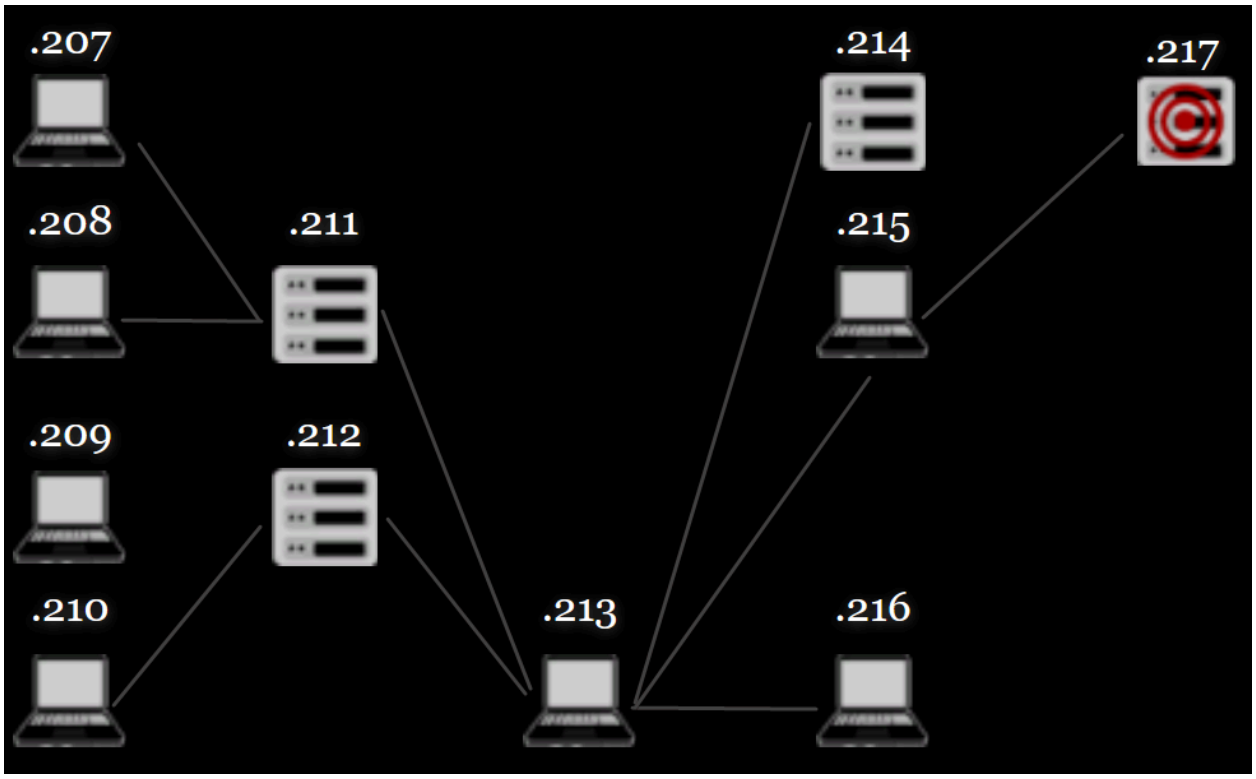
Actions during the Day will mostly affect the Network Topology, with some exceptions. Actions during the Night will affect other Players, with some exceptions. If you are occupied, you will know who occupied you that night, with the exception of the Escort ability, and walking into a Social Engineer who is Stalking someone else. (And it is worth noting that 'occupied' in

this context means ‘roleblocked’) After every Day and Night, a summary of what happened will be provided for public view. Some events are not meant for public view and are private, instead.

Network Topology

The main mechanic for NETSEC with the ‘Hack Target’ ability during the day is hacking their way through the Network Topology by simply using their ‘Hack Target’ ability on a node of their choice (and for AGENT, either pretending to be hacking their way through the Network Topology, or disrupting NETSEC’s attempts of doing that). This topology is a 4 rows x 5 columns grid. AGENT has full access and sees the entire Network. They also know the Target Machine outright; NETSEC only sees the first row of ‘entry Nodes’ on the very left side, and whatever Nodes a hacked Node is directly connected to. NETSEC does not know the address of the Target Machine by default, though it is possible to learn it. Server Nodes are significantly harder to hack than Laptop Nodes, and they do not spawn on the first column.

Here is an example Topology:



NETSEC only sees the .207 to .210 nodes to begin with, and when they hack a node…say, .208, they will be able to see the .211 node. Nodes such as .209, .214 and .216 are quite likely to contain Intel, although any Node can contain Intel. NETSEC's goal when hacking through the Topology is to reach the rightmost node(s), such as .217, and hack that because one of them will be the Target Machine.

When someone hacks a node, such as say, .208, you will see that the node has turned Green, which for a laptop, looks something like this:

These nodes are hacked, and if you need to execute certain Actions on them (such as the Blackhat's 'Trickster', which is a combined Hack Target and a Denial of Service, the Hack Target won't need to execute and as such, won't leave a log.)

There are some skills that make it harder to hack into a Node, these last until the end of that Day. There is no guarantee you will be able to hack into a certain Node.. Certain Roles are better at Hacking than others, which is indicted by their Node capture chance.

After hacking a Node, certain roles will be able to see the Connection Logs for that node, as long as it is still hacked and will get updates on them as long as it is still hacked. AGENT will always be able to see the Connection Logs for all nodes and will always get updates on them. These logs show who connected to a node, and when.

Lastly, certain Nodes contain secondary objectives in the form of Intel. Some roles can download this, and obtain either: The address of the target Node, Additional Time for the operation, or information on Moles within the organization (No presence of moles/The name of the mole). One of each type of Intel is present within the network, by default. They are most likely to be found in the Network's dead end Nodes.

Subclasses

All roles in the game have subclasses that they belong to, independent of their Faction. For NETSEC, these tend to indicate what the role does best. For AGENT and Neutrals (where necessary depending on their judgment), they serve as reference points when making their own claims.

Offensive Classes are generally the best at hacking nodes in the Network Topology, one way or another.

Investigative Classes are generally the best at investigating the Network or the Players.

Field Operations Classes are generally the best at providing support in their own way, be it with force or with subterfuge. Note that these classes cannot hack.

Special Classes do not follow this line of thinking, and generally do more unique things to the game and it's Players, and as such are Unique, meaning only one of them can ever exist at a time, per game. This does not mean that only one Person can be a role belonging to the 'Special' class, but only one of that role will exist at the same time.

It is worth noting that non-unique roles have a limit of 3, meaning only 3 of them can exist at the same time.

Order of Actions and Logging

The **Game Masters** will process and resolve the actions in the following order, top to bottom:

Elimitations by Vote

Elusive/Misdirection

All other Occupation/Roleblocking Skills (note that you cannot stop other occupation skills in this tier from going off)

Denial of Service

Rollback

ISP Isolation/Jam Network

Harden Node

Protection actions

Murder/Arrest actions

Everything else

It is worth noting that your actions may be private and not shared with the public in the event of your arrest or death.