

MR64: Rule Clarifications

- Players killed after being revived by the Dawnshard go to the Cognitive Realm, and do not flip.
- The Ghostblood kill is not differentiated from Fighter and Assassin kills.
- The Fighter does not roleblock players the same cycle they are attacked. The roleblock happens the next cycle.
- The Dawnshard *does* bring people back from the dead, just without their role.
- Banished players count towards both wincons.
- There is one knife for every three players, not every four.
- Fighters can injure the same player twice in a row.
- If two Fighters target the same player in the same cycle, that player dies.
- There is no vote threshold.
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