

Town Roles

Mario

Super Mario Bros. (Released **1985**)

One of the most iconic and beloved video game franchises ever created. You play Mario, a heroic plumber from Brooklyn who mysteriously finds himself in the magical Mushroom Kingdom. His mission is always rescue Princess Peach from the clutches of Bowser, the evil Koopa King. The game is known for its colorful worlds, inventive level design, and power-ups that transform Mario's abilities. From jumping on Goombas to navigating perilous castles, Mario's resilience and courage have inspired generations. Your determination to protect the princess and the kingdom is what makes you who you are, and your versatile arsenal of items aids you on your mission

Ability: Once per game, you may use one of the following items (each on a separate night):

- **Super Mushroom** – You gain an extra hit. If mafia targets you that night, you survive. (1x use)
- **Power Star** – You are immune to all night actions except kills. (1x use)
- **Fire Flower** – Hurl a fireball. If your target is mafia, it negates their night action (both ability and kill). (1x use)

Win Condition: You win with the Town.

Kirby

Kirby's Dream Land (Released **1992**)

A charming and whimsical platformer set in the peaceful Dream Land of the planet Popstar. You are Kirby, a small pink puffball with the incredible ability to inhale enemies and copy their powers, giving you immense versatility. Kirby's adventures often involve protecting Dream Land from invaders like the greedy King Dedede or the dark Nightmare. The game's lighthearted tone, vibrant colors, and playful music contrast with Kirby's serious sense of justice and determination to keep his home safe. Kirby embodies adaptability and innocence, making him a uniquely valuable ally.

Ability: Once per game, you may absorb a dead town member and copy their role.

Win Condition: You win with the Town.

Pokémon

Pokémon Red and Green (Japan: **1996**, NA: **1998**)

The beginning of a worldwide phenomenon where players capture, train, and battle creatures called Pokémon. You take on the role of Ash Ketchum, a determined young trainer aspiring to become a Pokémon Master. Ash's journey is one of friendship, growth, and battling opponents to conquer Gym Leaders and ultimately face the Elite Four. Each Pokémon has unique moves and abilities, allowing for strategic battles. The game's mix of adventure, collection, and competition inspired a long-running franchise including TV shows, movies, and card games. Ash's trusted Pokémon team supports his quest.

Ability: Once per night, you may use one of the following Pokémon. Each can only be used once:

- **Pikachu (Thunderbolt)** – Redirect all actions targeting your chosen player to yourself. (1x)
- **Squirtle (Rapid Spin)** – Reflect all actions targeting you (except kills) back to the source. (1x)
- **Bulbasaur (Vine Whip)** – Target a player and prevent them from acting that night. (1x)

Win Condition: You win with the Town.

Chrono Trigger

Chrono Trigger (Released **1995**)

Considered one of the greatest JRPGs of all time, *Chrono Trigger* tells the epic story of Crono, a brave young hero who embarks on a journey through time itself. Using the time machine Epoch, Crono travels between eras, past, present, and future, to prevent the apocalyptic rise of the monstrous Lavos. The game's innovative battle system, memorable cast, and multiple endings have cemented it as a classic. The weight of time rests on Crono's shoulders, and your actions ripple through history, affecting the fate of the world. If you die time stands still.

Ability:

- If mafia night kills you, **the next night phase is skipped.**
- If you are lynched, **the next day phase is skipped.**

Win Condition: You win with the Town.

Frogger

Flavor: *Frogger* (Released **1981**)

An arcade classic centered around a simple yet tense premise: guide a frog safely across a busy highway and a treacherous river full of logs and crocodiles. Time and timing are critical as you hop forward while avoiding obstacles. The game's repetitive but addictive gameplay highlights the danger of standing still,

you must keep moving or lose. Your survival depends on quick decisions and constant vigilance. This relentless drive to move and react fast shapes your role in the game, where hesitation can be fatal.

Ability:

You must visit a player each night. If that player is the mafia's kill target, **you die along with them.**

Win Condition: You win with the Town.

Duck Hunt

Flavor: *Duck Hunt* (Released **1984**)

One of the first games to use the NES Zapper light gun, *Duck Hunt* was wildly popular for its fun, accessible gameplay where players shoot ducks on the screen. The dog's infamous laughter became a meme and a beloved part of the experience. The game blends skill, timing, and a little luck as players try to shoot flying ducks before they escape. Your keen tracking skills allow you to watch and learn your opponents' moves under the cover of night, much like the dog watches ducks in flight.

Ability:

Each night, **track** one player to see who they visited.

Win Condition: You win with the Town.

Final Fantasy

Flavor: *Final Fantasy* (Released **1987**)

The progenitor of a sprawling JRPG franchise, the original *Final Fantasy* introduced players to epic tales of heroes battling darkness to save the world's elemental crystals. Known for its turn-based combat and deep storylines, magic plays a crucial role in combat and strategy. You are a hero wielding powerful magic spells that can protect, heal, or enhance your allies. The theme of light against darkness and the fate of the world rests on your shoulders.

Ability: Once per game, you may cast one of the following spells:

- **Protect** – Prevents a player from being night killed. (1x)
- **Curaga** – Heals a player who was previously injured. (1x)
- **Haste** – Allows a player to use two night actions that night. (1x)

Win Condition: You win with the Town.

Legend of Zelda (Link)

Flavor: *The Legend of Zelda* (Released **1986**)

You are Link, the courageous hero of the land of Hyrule. Your mission: stop the evil Ganon from conquering the kingdom and rescue Princess Zelda. Armed with an assortment of tools, weapons, and magical items, you explore dungeons, solve puzzles, and battle monsters. The game's open world and innovative mechanics made it a groundbreaking title. Your ability to see through illusions and strike down attackers reflects Link's resourcefulness and bravery.

Ability: Once per game, you may use one of the following:

- **Lens of Truth** – See who your target visited the previous night. (1x)
- **Master Sword** – If someone targets you this night, they will be wounded and die the following night. (1x)

Win Condition: You win with the Town.

Mafia Roles

Metroid / Casey

Flavor: *Metroid* (Released **1986**)

You are Samus Aran, a legendary bounty hunter equipped with a powerful armored Power Suit. Your mission is to eliminate the parasitic Metroids and stop the evil Mother Brain from using them to threaten the galaxy. The game's atmospheric exploration and tense combat pioneered the "Metroidvania" style. Your arsenal of weapons and gadgets makes you a lethal foe. You are ruthless and efficient, ensuring no one stands in your way.

Ability: Once per game, you may use one of the following:

- **Power Shot** – Bypasses all protection and guarantees your kill succeeds. (1x)
- **Grapple Beam** – Prevent a player from acting that night. (1x)
- **Bombs** – If someone visits you that night, they are injured and die the following night phase. (1x)

Win Condition: You win with the Mafia.

Space Invaders / Pie

Flavor: *Space Invaders* (Released **1978**)

A landmark in video game history, *Space Invaders* introduced millions to arcade gaming with waves of descending aliens that players must shoot down. Its simple yet addictive gameplay and iconic imagery made it a cultural phenomenon. The game's relentless pressure and overwhelming numbers make you a difficult opponent to eliminate, requiring extra votes to take you down.

Ability:

You require **one extra vote** to be lynched.

Win Condition: You win with the Mafia.

Asteroids

Flavor: *Asteroids* (Released **1979**)

Following closely on the heels of *Space Invaders*, *Asteroids* added physics-based gameplay where players pilot a spaceship to destroy floating rocks and enemy saucers. Although less revolutionary, it was a solid arcade classic and a fan favorite. Your role is subtle—you do not act independently but work silently with your mafia team.

Ability:

You do **nothing** mechanically. You are not included in the mafia chat.

Win Condition: You win with the Mafia.



Mafia Info

- There is **one extra mafia member** not included in this PM.
- There is no COP in the game
- **Fakeclaims:** **Donkey Kong** (Released **1981**), **Tetris** (Released **1984**)
- Town roles are flavored without specific role titles, so use that ambiguity when faking.

Player Assignments (Randomized)

1. **Ic0n** – **Frogger** (Town / Retro Games) - Sent
2. **Mag1c** – **Final Fantasy** (Town / Retro Games) - Sent
3. **Casey** – **Metroid (Samus)** (Mafia)
4. **Lunatic** – **Mario** (Town / Retro Games) - Sent
5. **Vader** – **Asteroids** (Mafia) - sent
6. **Pie** – **Space Invaders** (Mafia)
7. **RT** – **Chrono Trigger (Crono)** (Town / Retro Games) - Sent

8. **Whiteflame – Kirby** (Town / Retro Games) - Sent
 9. **Rex – Duck Hunt** (Town / Retro Games) - Sent
 10. **Shining (Earth) – Legend of Zelda (Link)** (Town / Retro Games) - Sent
 11. **Ragnar (Barney) – Pokémon (Ash)** (Town / Retro Games) - sent
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Summary:

- **Mafia:** Casey (Metroid), Vader (Asteroids), Pie (Space Invaders)
- **Town (Retro):** Ic0n (Frogger), Lunatic (Mario), Mag1c (Final Fantasy), RT (Chrono Trigger), Whiteflame (Kirby), Rex (Duck Hunt), Shining (Zelda), Ragnar (Pokémon)

Other Factors - Games

On Dayphase 2

Game will be implemented where the highest score gets an item.

Watcher town - Redirect mafia

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DP1 - Icon Lynch

NP1 Actions

1. Ic0n - Dead
2. Mag1c - Haste (motivate) - Ragnar

3. Casey - PowerShot (strongman) - Lunatic
4. Lunatic - FireBall - Pie
5. Vader - NA
6. Pie - NA
7. RT - NA
8. Whiteflame - Absorb Luna
9. Rex - Track Pie - Nothing Result
10. Shining - Waive
11. Ragnar - Thunderbolt (LR) - WF and Casey

Ragnars actions results in nothing. As no one Targets WF or Casey. Casey strongman on luna succeeds, luna dies. Fireball is used as it was not role blocked. Whiteflame absorbs luna. This will obscure his role and he will receive his role minus the fireball. Rex Tracks pie to nothing.

[KIRBY inhales Mario #kirby #mario #animation](#)

DP2

Vader
Mag1c
Casey
RT
Whiteflame
Rex
Shining
Ragnar
Pie

With 9 alive, it takes 5 to lynch

RT is lynched, causing 2 NPS

NP 2

Vader - NA

Mag1c - Protect Ragnar (protect redirected to casey)

Casey - NK Ref - Roleblock Ragnar (Role block is redirected back stops the nk)

Rex - Tracks earth (track shows earth going to himself)

Whiteflame - Whiteflame Uses super mushroom (protects himself bp)

Shining - Lens of Truth on Rex (sees rex visiting pie np1)

Ragnar - Uses Reflector to shove all actions back on person using them (not nk)

Pie - Redirect Mharm to Casey

Notes - Game was over. Only way to have stopped the game from stopping was to RB casey. Either ragnar doing it himself or the deflect.

DP3

N/A beloved

NP3