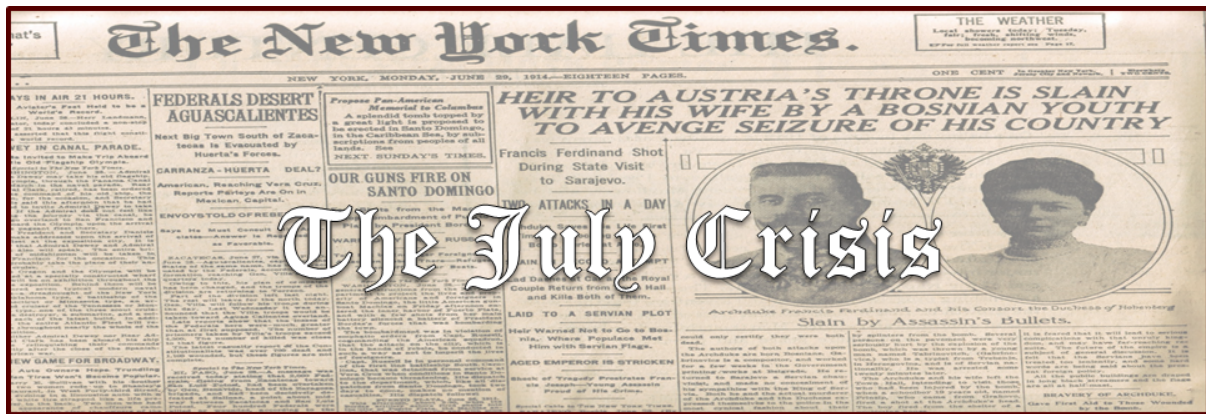




Document links:

Scum doc:

<https://docs.google.com/document/d/1YGxSRpoUEDg6EKwMDssReUCfCDBoSHXrxSL-cJH96E0/edit>

Kane doc:

https://docs.google.com/document/d/1MfPeh1J6Bjz0z4pzQk5BmPLyTN8YzIlptyKI6uV_8vE/edit

Dead doc:

<https://docs.google.com/document/d/1Q5JvT9eddSRdBrT3CEhSR-6ZTEjrfevkdFnYDvx2opw/edit>

Masonry docs:

Mojoman - Jeod:

<https://docs.google.com/document/d/1BHpd0IB5sYEOdmSIE8K61tgDTNiUCoz94HFUz6mNx4F4/edit>

Mojoman - Category 5

https://docs.google.com/document/d/1IRunhQ-SOq_c_eLciwfUMuC--trZwTGpVcSUxW0OE1w/pub

Mojoman - Fraydo

<https://docs.google.com/document/d/1rcHj2xXeBI8QKhTmSR7Q1rPGyOrr9PMHRbNdGjKBgU/edit>

Mojoman - Verti60

<https://docs.google.com/document/d/1QqCB6XJDJYdou0jFos4as2ORUCb8qNjBIH6tuy1sSw/edit>

Mojoman - Category 5

<https://docs.google.com/document/d/1I7O3dggczIIJ0Mv8qTly7Spa5kKQ4RkSQjk4uMPwbC0/>

Item vault and evidence base:

<https://docs.google.com/document/d/1tudWr7DZK1Ud1gxXC1xMsxuNa0rGYXzSGWLdIb3Y9SU/edit>

Evidence progression:

https://docs.google.com/document/d/1zYJ0yNR0I0vKRSKyvMphGAyQPmIRZL_4IGj7Chd0T44/edit

World tension and day/night phase resolver:

<https://docs.google.com/document/d/1aH8Ddiawh4kDmhhAbIB3GGBintSX4QRshvqLaVmrJYg/edit>

Daily/Nightly player profiles:

<https://docs.google.com/document/d/1tOeGUbkMIUGXnl2xeZPHZxsSjOCi6fJ4inqWBFufEJk/edit>

Image base:

<http://imgur.com/a/EHjBL>

Game mechanics (Public)

Franz Ferdinand is dead and trouble has begun! This is no standard mafia game, no, an event like this sparks all kinds of international attention and could ignite the powderkeg of Europe! So what are the things you should know?

Known Objectives

Warmonger aligned players will win by either raising the world tension to 100% or by removing all players from the game that don't share their objective of causing the war.

Town and the town aligned Taskforce will win by either removing all warmongers and hostiles by imprisonment or by killing them by any means necessary, additionally, uncovering all the truth will instantly drop the world tension to -1% and end the game in a victory for town.

World tension

The world tension meter shows how close the world is to being plunged into war. Every event and every action will have some sort of effect on the world tension meter and it can change for the better or the worse. Coming closer to the truth will lower world tension while hostile and subversive actions will raise it quite substantially. Raising the world tension isn't all bad though, as heightened tensions may unlock additional actions.

The vault

During the day, a player can be voted on to be allowed into the vault with **##VoteNominate <Player Name>**. The vault holds the items, which can be taken and in which players can deposit their items if they wish. Additionally, the vault hosts the evidence locker which holds all the evidence and players that have access to the vault can put the evidence two different

boxes. The first being the standard evidence locker and the second one being the table on which the evidence is presented as truth. Depending on how much evidence is uncovered and how much evidence is place in the correct box, the evidence meter will go up or down.

Investigations and lynching

In addition to nominating a player to enter the vault, players must choose between two sets of "classic" votes. The first is to **##VoteInvestigate** somebody and the second is to **##VoteLynch**. You can either vote to investigate or vote to lynch, not both. **Investigations are always possible while Lynching is possible from 60% world tension onwards.**

Investigating will uncover a player's name, nationality, current status as either innocent, suspicious or hostile, and other relevant and irrelevant information. Innocent players will be freed immediately but will leave any evidence they might unknowingly carry, suspicious players will spend one night in the prison, losing any of their items and being blocked for one night. Items of interests will not be returned the following day.

A hostile result means that the player will spend the rest of his days in prison, being blocked from actions and will lose all items.

Lynching will kill the player and transfer his body to the morgue. The player's items will be transferred to the vault and evidence to the evidence locker. However, the identity of the player will be unknown. At least, for a while. It will take the entire night phase before the information about the lynched player is revealed. Lynching will also uncover a player's alignment.

Game mechanics (Mod)

World tension

While the OP will start with 0% world tension, Day 1 will already kick it off with 10% by default. Not only to scare the players a little bit and cause instant discussions, but also due to the fact that it makes sense for the world to be disgruntled after the death of Franz.

So how does it work? Well, here's a chart explaining what does what.

Type of action	Modifiers when an action occurs	Modifiers this phase
Hostile night action (Nightkill, Track, Thief, Block)	+4%	
Evidence providing false information	+5%	
Successfully stolen an item	+3%	
Successfully nightkilled	+6%	
Tied vote/lynching a confirmed innocent player (if actually hostile, see the "death of a hostile player" event)	+5%	
Google doc contact between two mafia (only for the first time they contact one another, happens automatically on N1)	+2%	
Imprisonment of a town player with a hostile result	+15%	
Grenade attack during the day	+2%	
Daily decay	-1%	
Thwarting a hostile action	-5%	
Evidence providing true information	-4%	
Google doc contact between two police task force players (only for the first time they contact one another)	-2%	
Imprisonment of a warmonger player with a hostile result	-10%	
Death of a confirmed hostile warmonger player	-10% (Additionally, the raised tension from the "lynching confirmed innocent" event will be removed)	
Uncovering the truth	-all, -1%	
Total		10%

Note: There are "onetimeers". These are: Evidence providing false information, Google doc contact between two mafia, Evidence providing true information, and Google doc contact between two task force players (once for each member).

The vault

The item vault houses any item that may have been confiscated, deposited or may have been there from the start of the game. Players can access it to deposit their items, to take an item (which will make them suspicious) or just check the vault. However, some role(s) may be able to take an item by use of their night action(s).

The evidence locker has two boxes. Each box hosts evidence. One box that holds the evidence in general and one box that holds the evidence as "truths". The evidence meter will go up or down depending on how much evidence is found and how much is put in the correct box.

There are 7 pieces of evidence, out of which 2 are false. Below is an overview showcasing the evidence and the modifiers.

Evidence type	Condition	Found Score	Truth Score	Public tracker	Spyglass tracker	Total Score
"Austro-Hungarian Chief of Staff"	Inv/Lnch 1 A + H . OR Dead A + H .	+10	+6	Not found	Not found	0%
"Instruction on the Assassination of the Archduke"	Inv/Lnch/Dead Vaso Cubrilovic	+10	+6	Not found	Not found	0%
"Lead on the assassins"	Inv/Lnch 2 Tskfr OR Dead Tskfr entirely.	+10	+6	Not found	Not found	0%
"A note on the Black Hand"	Inv/Lnch/Dead Kane	+10	+6	Not found	Not found	0%
"Instruction to head back to ship"	Inv/Lnch/Dead Miklos Horthy	+10	+6	Not found	Not found	0%
"Lead on the culprits"	Inv/Lnch/Dead Gravilo Nanusevski	+10	1 False = >99% 2 False = >90%	Not found	Not found	0%
"French Involvement"	Inv/lynch 2 of these factions Bosnian , American , Austrian . OR dead 2 of Bosnian , American , Austrian .	+10				
Total		70%	30%			0%

How to win

For the warmongers aligned players, they will win by either raising the world tension to 100% or by removing all players from the game that don't share their objective of causing the war.

For the task force aligned players, they will win by either removing all war mongers and hostiles by imprisonment or by killing them by any means necessary, additionally, uncovering all the truth will instantly drop the world tension to -1% and end the game in a victory for town.

The innocent to hostile ratio

Depending on the situation, a player may be innocent, suspicious or hostile. Some players automatically start as suspicious while most players start out as innocent.

Innocent:

This is the basic status. Players that are investigated and are innocent will not suffer from anything and won't lose their items. However, any evidence their character may carry will be transferred to the evidence locker.

Suspicious:

If a player commits a not so legal action, or is caught visiting somebody at night he/she will become suspicious. Suspicious players will be locked up for one night, blocking any actions they may have and they will lose all items to the vault and all pieces of evidence will be confiscated. (Not so legal actions: **##Steal**, **##Block**, **##Grenade**)

Hostile:

If a player kills another player, he/she will become hostile. Additionally, committing 2 not so legal actions or being caught visiting somebody at night twice while already being suspicious will turn a player hostile. A player may only lose his hostile status when killing a confirmed hostile player on the warmonger side or by not committing any not so legal actions or kills for two phases. (Eq Hostile N1 = Suspicious D3).

[illegible]

			No
			No

Nationalities

There are several different nationalities in the game. However, the nationalities don't mean anything when it comes to being scum/town/neutral, it is only there for flavour and to throw players off.

The nationalities in the game are:

Serbian

Austrian

Hungarian

Bosnian

American

???

Roles

There are several roles in the game, all being different from one another. Below is the standard format for a role.

<Name>

Nationality: <Serbian, Austrian, Hungarian, Bosnian, American, ???>

Side: <Town, Taskforce, Non-aligned, Warmonger> (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: <Innocent, Suspicious, Hostile>

Objective: <Cause world tension to reach 100% or outnumber every other party>, <Find all the evidence or eliminate all warmonger players>, Third party objective.

<Background story>

Item(s) <which ones + description>

Day + Night actions <which ones + description> (Hostile actions will be marked in red)

Carries evidence: <Yes + what item> <No> (Evidence will not appear on the role unless it has been stolen from the evidence locker)

Stefan Nikolic



Nationality: **Serbian**

Side: **Taskforce** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Innocent**

Objective: Find all the evidence or eliminate all warmonger players

You may look like the old King Alexander, but don't let that fool anybody. As head of the taskforce you are to find out the truth behind the assassination of the Austro-Hungarian archduke Franz Ferdinand and his wife Sophie. It doesn't matter how you do it, but ensure that it happens before the great powers become too antagonised of one another.

Item(s): Yes - **Police Revolver** - Cannot be used until later.

Should you have any items, you can **##Pass <Item name> <Player name>/Vault** the item during the night to send it to somebody else or to the vault.

Day: None

/ (Upon 70% world tension + Taskforce/Town) **##Shoot <Player name> (requires Police Revolver)** - During the day you can choose shoot a player that is not innocent. Use it carefully, as friendly fire will surely net you a hostile title.

Night actions:

##Contact <Player name> - Being the head of the taskforce, you will be able to contact other people via sheer authority. Should they accept to meeting with you, then the two of you will share a private document that will last during the following day phase.

Carries evidence:No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Dragutin Hristov



Nationality: **Serbian**

Side: **Taskforce** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Innocent**

Objective: Find all the evidence or eliminate all warmonger players

As a senior detective, you are on the case to find the required evidence behind the assassination on the Austrian archduke. You are skilled in many different things but are known to take your time. Find out what happened, but please do so before it is too late!

Item(s): None

Should you have any items, you can **##Pass <Item name> <Player name>/Vault** the item during the night to send it to somebody else or to the vault.

Day: None

Night actions: **##Backup <Deadplayer Name>** - Should somebody fall, then you'll be able to fill in as a backup. Backing up a role means that you'll gain access to that person's abilities and any items they might have had in their possession. You may even backup scum roles and "steal" their abilities but you will always remain **Taskforce** aligned. Remember, you can only do this once, so choose carefully. **One time use.**

Carries evidence: No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Gavrilo Nanusevski



Nationality: **Serbian**

Side: **Warmonger (Black Hand)** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Innocent**

Objective: Cause world tension to reach 100% or outnumber every other party

You're one of the younger members of police task force. However, you are also part of the Serbian black hand. Before the Serbian uprising in Austro-Hungarian land can happen, you will need to cause friction between the ethnicities, and what better way to do that to cause friction between Serbia and Austro-Hungary? You don't wield enough power to do it on your own though, but help has arrived from an unlikely place....

Scumdoc: Unavailable / link (during N1)

Item(s): None

Should you have any items, you can **##Pass <Item name> <Player name>/Vault** the item during the night to send it to somebody else or to the vault.

Day: None

Night actions:

##Track <Player name> - During the night, you are able to see where a person is going and what his or her target might be.

/ (Upon 25% world tension) **##Nightkill <Player name>** - During the night you will be able to kill a player. However, only one scum member can nightkill.

Carries evidence: No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Johan Koller



Nationality: **Austrian**

Side: **Taskforce** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Suspicious**

Objective: Find all the evidence or eliminate all warmonger players

The assassination of the Archduke has caused quite some tension in Europe.

Austro-Hungary has send you to help out the investigation on said assassination. Being a young officer, you have taken your full kit with you so that you'll be prepared for anything, be it celebration, a hinderance to the investigation, or worse...

Item(s): Yes - **Spyglass**

Should you have any items, you can **##Pass <Item name> <Player name>/Vault** the item during the night to send it to somebody else or to the vault.

Day: None

/ (Upon 90% world tension) **##Protect <Player name>** - The world is on the brink of war and somebody has been meddling with the investigation! You don't care who it is, but you know that you need to protect those doing the right thing. Protect them from any assailants, *shoot to kill*. **Faulty use will not result in any change of the world tension, players will be warned about the consequences of performing an action on the protected player in the thread.**

Night actions:

##Spyglass <Player name> (requires the Spyglass) - During the night, you can use your newly bought spyglass to search for evidence. Hopefully you'll be able to aid the investigation this way! Found evidence will automatically be transferred to the vault.

Carries evidence: No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Carl Aigner



Nationality: **Austrian**

Side: **Warmonger** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Suspicious**

Objective: Cause world tension to reach 100% or outnumber every other party

The stage is set. Under the guise of well meant assistance, you are cause tension and prevent the truth from coming out. The archduke is dead, but his loss has created the opportunity to put forth Conrad von Hotzendorf's plan to make Austro-Hungary great again. Under his orders, you are to escalate the situation by any means necessary! Too bad your other fellow countrymen actually believe they're doing the right thing by helping the investigation, so you're on your own.... Unless you seek help from an unlikely faction, one that you helped before...

Scumdoc: Unavailable / link (during N1)

Item(s): Yes - **Crowbar**

Should you have any items, you can **##Pass <Item name> <Player name>/Vault>** the item during the night to send it to somebody else or to the vault.

Day: None

Night actions:

##Steal vault/<Player name> (requires the Crowbar) - During the night, you can use your crowbar to break open the vault and grab what's inside or steal an item from another player. You can also steal evidence if you open the vault.

/ (Upon 25% world tension) **##Nightkill <Player name>** - During the night you will be able to kill a player. However, only one scum member can nightkill.

Carries evidence:No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Miklos Horthy



Nationality: **Hungarian**

Side: **Town** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Suspicious**

Objective: Find all the evidence or eliminate all warmonger players

Proud commander of the battleship SMS Habsburg, you were on leave in Hungary when you heard the news of the assassination. While you are a proud sailor, you're not stupid. This crisis can lead to war and with the interlinked alliances such war can only result in disaster. You've decided to not obey your orders to return to ship immediately and have gone out for a "little detour" to out the investigators and uncover the evidence.

Item(s): Yes - **Admiral's cane** - Cannot be used until later.

Should you have any items, you can **##Pass <Item name> <Player name>/Vault>** the item during the night to send it to somebody else or to the vault.

Day: None

Night actions: None

/ (After the first nightkill) **##Admiral's cane (requires the Admiral's cane)** - During the night, you can hit somebody on the head with the cane to knock them of their perch, blocking them during the night. You're not going to allow a nightkill again!

Carries evidence: No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Amar Stevanovic



Nationality: **Bosnian**

Side: **Town** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Innocent**

Objective: Find all the evidence or eliminate all warmonger players

You were born in a poor family, however, through hard work, you were able to afford a study and managed to become a doctor! However the world is shaking in a new crisis and you feel that it may just as well end up costing the lives of untold millions. So, eh, time to get to work and help prevent such conflict of unimaginable scale.

Item(s): Yes - **Doctor's suitcase**

Should you have any items, you can **##Pass <Item name> <Player name>/Vault>** the item during the night to send it to somebody else or to the vault.

Day: None

Night actions:

##Protect <Player name> - During the night you can protect anybody from danger.

However, if you lose your suitcase, the chances that you'll succeed will drop from 100% to 50%.

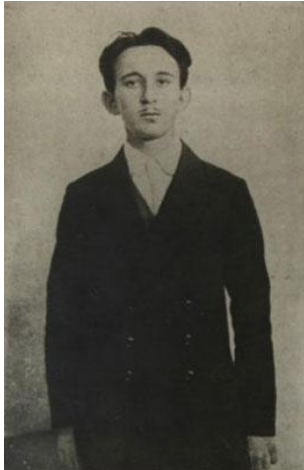
Medical knowledge (passive) (requires the Doctor's suitcase)

Because you're an awesome doctor, you'll be able to defend yourself from *any* attempt on your life and survive with a 50% chance. This also works during the day.

Carries evidence: No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Vaso Cubrilovic



Nationality: **Bosnian**

Side: **Non-aligned, (Black Hand)** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Innocent**

Objective: Ensure the death of all members of the Austro-Hungarian Empire before you die or are arrested.

You were the youngest member of Young Bosnia to participate in the assassination of Archduke Franz Ferdinand. However, you're still on the run and haven't been arrested yet. With the Austro-Hungarian meddling in the affairs of the investigation, it is up to you to ensure Serbia's independence, and by that we mean, ensure that these guys receive a one-way ticket to the grave.

Item(s): Yes - **Grenade**

Should you have any items, you can **##Pass <Item name> <Player name>/Vault** the item during the night to send it to somebody else or to the vault.

Day:

##Grenade <Player name> (requires Grenade) - During the day, you can throw a grenade at a person to try and kill them. There's only a 25% chance of killing somebody though and a 60% chance of blocking them for the remainder of the day phase. A block *will* cancel out the target's vote. The remaining 15% will result in nothing.

(1d100 = 1-25=kill, 26-85=block, 86-100-nothing)

Night actions:

##Steal vault/<Player name> - During the night, you can steal either a random item from the vault or from a player of your choosing. If you break into the vault, you can also opt to steal evidence.

Carries evidence: No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Joe Bronson



Nationality: **American**

Side: **Town** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Innocent**

Objective: Find all the evidence or eliminate all warmonger players

As a reporter for the New York Times, you had been on a tour around the balkans reporting on the aftermath of the Second Balkan war when Archduke Franz Ferdinand and his wife were assassinated. As the international situation is growing more tense by the day, you've decided to not only report on the matter, but also aid the investigation in any way possible.

Item(s): Yes - **Typewriter**

Should you have any items, you can **##Pass <Item name> <Player name>/Vault** the item during the night to send it to somebody else or to the vault.

Day: None

Night actions:

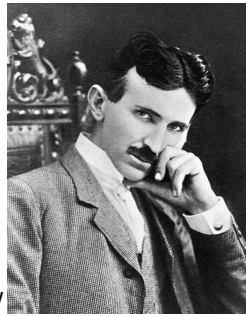
##Investigate <Player name> - As a skilled journalist, you will be able to check on one person during the night and see what he is doing. It won't tell you who the target is, nor will it give you information about his or her personal information, but you will see what the action was.

##Typewriter (requires the Typewriter) - As long as you are in possession of the typewriter, you are able to write a piece of text at night to be included in the day post, if you want to that is. You can use this in addition to any other night action.

Carries evidence: No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Kane



Nationality: ???

Side: **Non-aligned** (WILL NOT BE SHOWN UPON INVESTIGATION)

Status: **Innocent**

Objective: Ensure the survival of at least one Black Hand member. Their names are: Gavrilo Nanusevski, and Vaso Cubrilovic. *(If 12 or more players: add the goal to help scum win the game. Maybe starting out with knowledge on who they are?)*

You've wandered across this godforsaken rock for almost an eternity, however, the time to achieve your ultimate goal is almost near. A meteorite that will unlock the key to your ascension and the divine future for humanity. However, Nod is still a tiny and only has a handful of members. For some reason, the Black Hand has caught your attention. Let's see how well this terrorist organisation will do when you lend them a hand.

Kanedoc:

https://docs.google.com/document/d/1MfPeh1J6Bjz0z4pzQk5BmPLYTN8YzIlptyKI6uV_8vE/edit

Item(s): No

Should you have any items, you can **##Pass <Item name> <Player name>/Vault** the item during the night to send it to somebody else or to the vault.

Day: None

Night actions:

##Persuade action <Player name> to <Player name> - You can use your charisma to persuade another player to change his target to somebody of your choosing. Available from 25% world tension onwards.

OR

##Persuade vote <Player name> to <Player name> - You can use your charisma to persuade another player to vote on somebody of your choosing during the day. Available from 25% world tension onwards. **Must have persuaded player before.**

Ever elusive man (passive)

Whenever you are investigated, your name, picture, nationality, side and status will not fully represent you. Each element will go through an RNG to determine the result. Which ones? That's anybody's guess....

Roll following RNG when: Investigated by vote, Lynched, Killed by any means, Investigated by night action

Picture: 1d12: 1-6=Tesla, 7-11=Random Austrian man, 12=Kane

Name: 1d12: 1-4=Jacob, 5-10=Aleksandar Malobabic, 11-12=???

Nationality: 1d6: 1,2,3=Serbian, 4=Austrian, 5=American, 6=???

Status: 1d6: 1,2,3=Innocent, 4,5=Suspicious, 6=Hostile

Carries evidence: No

(Evidence will not appear on the role unless it has been stolen from the evidence locker)

Day 2 investigation

Roll following RNG when: Investigated by vote, Lynched, Killed by any means, Investigated by night action

Picture: 1d12: 1-6=Tesla, 7-11=Random Austrian man, 12=Kane

8 = Austrian man

Name: 1d12: 1-4=Jacob, 5-10=Aleksandar Malobabic, 11-12=???

11 = ???

Nationality: 1d6: 1,2,3=Serbian, 4=Austrian, 5=American, 6=???

3 = Serbian

Status: 1d6: 1,2,3=Innocent, 4,5=Suspicious, 6=Hostile

5 = Suspicious ... Lucky bastard, he didn't get wrecked by the RNG this time. :v

Day 6 investigation

Roll following RNG when: Investigated by vote, Lynched, Killed by any means, Investigated by night action

Picture: 1d12: 1-6=Tesla, 7-11=Random Austrian man, 12=Kane

3 = Tesla

Name: 1d12: 1-4=Jacob, 5-10=Aleksandar Malobabic, 11-12=???

6 = Aleksandar Malobabic

Nationality: 1d6: 1,2,3=Serbian, 4=Austrian, 5=American, 6=???

4 = Austrian

Status: 1d6: 1,2,3=Innocent, 4,5=Suspicious, 6=Hostile

2 = Innocent

Item list

Police Revolver - Cannot be used until later.

Day: None

/ (Upon 70% world tension + Taskforce/Town) **##Shoot <Player name> (requires Police Revolver)** - During the day you can choose shoot a player that is not innocent. Use it carefully, as friendly fire will surely net you a hostile title.

/ (Upon 70% world tension + Warmonger/Non-Aligned) **##Shoot <Player name> (requires Police Revolver)** - During the day you can choose shoot a player that is. Use it carefully, as shooting will net you a hostile status.

Spyglass

Night actions:

##Spyglass <Player name> (requires the Spyglass) - During the night, you can use your newly bought spyglass to search for evidence. Hopefully you'll be able to aid the investigation this way! Found evidence will automatically be transferred to the vault.

Crowbar

Night actions:

##Steal vault/<Player name> (requires the Crowbar) - During the night, you can use your crowbar to break open the vault and grab what's inside or steal an item from another player. You can also steal evidence if you open the vault.

Admiral's cane - Cannot be used until later.

Night actions: None

/ (After the first nightkill) **##Admiral's cane (requires the Admiral's cane)** - During the night, you can hit somebody on the head with the cane to knock them of their perch, blocking them during the night. You're not going to allow a nightkill again!

Yes - **Doctor's suitcase**

Night actions:

(Standard) **##Protect <Player name> (requires the Doctor's suitcase)** - During the night you can protect anybody from danger with a 50% chance of success.

(Doctor) **##Protect <Player name>** - During the night you can protect anybody from danger. However, if you lose your suitcase, the chances that you'll succeed will drop from 100% to 50%.

Medical knowledge (passive) (requires the Doctor's suitcase)

Because you're an awesome doctor, you'll be able to defend yourself from *any* attempt on your life and survive with a 50% chance. This also works during the day.

Grenade

Day:

##Grenade <Player name> (requires Grenade) - During the day, you can throw a grenade at a person to try and kill them. There's only a 25% chance of killing somebody though and a 60% chance of blocking them for the remainder of the day phase. A block *will* cancel out the target's vote. The remaining 15% will result in nothing.

Usage D3:

Result: 1d102: 1-25=Dead, 26-86=Block, 87-102=Lucky

87 = Lucky, Chaos_Knight lives!

Usage D6:

Result: 1d102: 1-25=Dead, 26-86=Block, 87-102=Lucky

46, Fraydo is blocked for the rest of the day!

Typewriter

Night actions:

##Typewriter (requires the Typewriter) - As long as you are in possession of the typewriter, you are able to write a piece of text at night to be included in the day post, if you want to that is. You can use this in addition to any other night action.

Day-Night post templates

Day post

Day image

In case nobody died - <50% WT

A new day dawns and everything seems to be well. Birds chirp, people are starting work, and you are back to investigating the assassination. Remember to disregard all fake evidence when trying to present the truth.

In case nobody died - >50% WT

Thankfully nobody died last night! But the world tension is spiking fast and the Great Powers are seemingly not able to solve the crisis. We must work quickly before this spirals out of control. Go forth!

in case somebody died - <50% WT

A sad morning it is indeed. **<Player Name>**, also known as **<Character name>**, a **<Nationality>**, has been murdered tonight. After a medical investigation, we have discovered that he was **<alignment>** and had the objective to **<objective>**. He could **<actions>**. Anythings he may have had have been transferred to the vault **in case player stole evidence and still has it, inform the players about this**. In any case, with a potential murderer on the lose, we must move quickly to uncover the truth and find the killer!

in case somebody died - >50% WT

Another day another death. **<Player Name>**, also known as **<Character name>**, a **<Nationality>**, has been murdered tonight. After a medical investigation, we have discovered that he was **<alignment>** and had the objective to **<objective>**. He could **<actions>**. Anythings he may have had have been transferred to the vault **in case player stole evidence and still has it, inform the players about this**. Now move quickly! The Great Powers are still showing no signs of being able to solve this crisis. Disregard all false evidence and present the truth before it is too late! Don't forget about that murderer either!

In case somebody was lynched the previous day, add this

Investigation on **<Player Name>**'s body has been completed. He was **<Character name>** and he was **<alignment>**. He had the objective to **<objective>**. He could **<actions>**.

In case new Evidence has been discovered

Good news, we have found new evidence!

<Evidence name>

<Evidence description>

It has been transferred to the vault to await your further judgement!

In case old Evidence has been rediscovered on a player

Huh? That's the missing evidence!

<Evidence name>

<Evidence description>

Why was it on **<Player Name>**? In any case, it has been transferred to the vault to await your further judgement!

Hmm, what is this piece in the newspaper?

<News Article written by player that owns the Typewriter>.

DayStartCVC image

Day Theme - Vicky II, HOI IV, etc music that becomes more "tense" as the world tension rises

The theme of the day

48 hours remain until the end of the day!

Night post

Night image

EndDayCVC

In case investigation

The day has come to an end and it is time to tally up the votes. Looks like **<Player Name>** is going to be investigated. His real name is **<Character Name>** and is a **<Nationality>** national. He currently has **<Items>**. However he is currently ---

- **Innocent** and thus will be able to continue as normal.

- **Suspicious** and thus will be hold in a cell for the night, just in case. His items have been confiscated and transferred to the vault.

- **Hostile!** He will be arrested and jailed for the time being. We'll see what we will do with him later. His items have been confiscated and transferred to the vault.

In case Lynch

The day has come to an end and it is time to tally up the votes. Looks like **<Player Name>** is going to be lynched! You quickly assemble a firing squad and line **<Player Name>** up against the wall. Within a few seconds, he is dead. The medical staff picks up his body and takes him with them to perform an autopsy. All information about him will be known in the morning. His items have been transferred to the vault.

Additionally, you nominated **<Player Name>** to gain access to the vault tonight!

In case new Evidence has been discovered

Good news, we have found new evidence!

<Evidence name>

<Evidence description>

It has been transferred to the vault to await your further judgement!

In case old Evidence has been rediscovered on a player

Huh? That's the missing evidence!

<Evidence name>

<Evidence description>

Why was it on <Player Name>? In any case, it has been transferred to the vault to await your further judgement!

Sleep well everyone. Oh, and don't forget to send in your night actions at least one hour before day time!

24 hours remain until the end of the night!

Game Start post

Day image

Welcome to Belgrade! As you may know, the Austro-Hungarian Archduke Franz Ferdinand has been assassinated by Gavrilo Princip. Tension has been rising ever since and we don't know where this crisis will lead or if the Great Powers will be able to solve it peacefully.

That's why we've decided to take matters into our own hands. We've established a police taskforce to investigate the murder. Unexpectedly, the Austro-Hungarian government has send their own men to strengthen the taskforce. Hopefully we will be able to uncover the truth and prevent the crisis from escalating. Find all evidence leading to the perpetrators and see if you can connect the dots and disregard all fake evidence.

Some civilians have shown interest in helping you, see to it that they are reliable. You can investigate them. Be sure that none of them die though, as the morgue staff is quite busy. Something with an incident about a Pole dying in a plunger accident and an American dying in a freak merry-go-round accident.

Town will win by uncovering all true evidence and putting it in the "truth" box in the vault document or by eliminating all non-town from the game.

The **Warmongers** will win by raising world tension to 100% or by outnumbering or being equal in number to all alive players.

Mod note: As with most games based on a historical event or some sort of game or television cartoon, the game might be a bit ahistorical to prevent you lot from using wikipedia to turbo to victory. Take a good look at what you see and think about everything. Best of luck!

DayStartCVC image

Day Theme - Vicky II, HOI IV, etc music that becomes more "tense" as the world tension rises

The theme of the day

48 hours remain until the end of the day!

Typewriter newposts (to be included in each daypost)

Day 2

City's breaking down on a camel's back
They just have to go 'cause they don't know whack
So all you fill the streets it's appealing to see
You won't get out the county, 'cause you're bad and free
You've got a new horizon It's ephemeral style
A melancholy town where we never smile
And all I want to hear is the message beep
My dreams, they've got to kiss, because I don't get sleep, no

Day 6

Welcome to the brand new VertiNews^TM issue, your best source of information in Serbia! Today's special about the dreaded Warmongers!



Our glorious task force team has caught a sneaky little fruitcake from Austria, charged of murder and thievery. Dressed in orange, although no weapon was found on him yet. He claims to be innocent Prince von Charming, but the ID does not match. The evidence is still being collected as we speak.

Man killed by French assassin (Graphic)



-toaster ww2 memes

In another news! Evidence of French involvement in the case of assassination of Archduke Franz Ferdinand is now being investigated! If confirmed, we may have a French Warmonger amongst us.



Bottom line: Our sources at the BULLETIN DE L'OBSERVATOIRE ASTRONOMIQUE DE BELGRADE have confirmed to us that the grenade that has bounced from certain mentally instable person's forehead flew 24 times around the Earth before it landed back to Serbia and is now safe in the task force vault, when it will be ready for future deployment.

Stay tuned for next issue of the VertiNews, your best source of information in Serbia!

Berti News

Est. 1869



Your best source of
information in Serbia!

Saturday, August 19, 1917

Issue #7

BREAKING: Aleksandar Malobabic turns out to be Austrian origin!

Breaking reveal!

Aleksandar Malobabic turns out to be Austrian Origin according to latest investigation. We have not learned more details yet as the investigation is still ongoing however the task force members are now pretty sure that Aleksandar Malobabic alias FRAYDO is one of the dreaded Warmongers responsible for increased world tension as well as hampering with the evidence of the interrogation of the assassin Gavrilo Princip. While investigation is on the way, FRAYDO is still treated as innocent.

Concussions!

Investigation of FRAYDO wasn't as smooth as one would think! We have learned the accused Warmonger has suffered double Concussion yesterday, when he was hit repeatedly to the head as well as hit by the famous orbiting grenade.



Task Force member sets to complete a world record of most items in possession

A member of the Task Force is about to claim every item related to the investigation, now possessing 4 items and counting.





This man deserves a medal for this work of art.