

SPECIAL ROLES GUIDE

Three players in this game have special mechanics that might be challenging for a new GM to manage, which is why this guide exists. One player is Category 5 Hurricane, the next is Shade939, and the last is Nodlied.

Category 5 Hurricane - Kyle Hyde (Hotel Dusk)

Category 5's character is Kyle Hyde from the game Hotel Dusk: Room 215. He's an ex-cop sent by his boss to retrieve a package from 'Hotel Dusk', but while at the location Hyde is able to solve mysteries of his own interest.

Category 5 begins the game with amnesia, therefore he has next to zero abilities. At the start of the game, Cat5 will need to rely on scumhunting, and there's no guarantee he'll recover his memory before the game is over. He's town alignment, but has a side-objective like a neutral role. The more memories Cat5 can recover, the more powerful his role becomes. So how does Category 5 recover his memory? Through items! The game doesn't have items specific to his role, because for one it would create too many items to manage, and two it would remove synergy with other roles and players. However, each item will move Category 5 toward recovering his full abilities as a detective.

Whenever Category 5 receives an item that will help him recover his memory, he'll receive a PM no matter the phase--it'll be on the spot, as soon as he's given the item. He'll receive a bit of background information regarding the memory, as well as a slight buff of his night action. In all, there are three items Category 5 can retrieve in order to boost his power:

Angel Painting - This painting is called "Angel Opening A Door" and is a fragment of Kyle Hyde's memory. With it, Category 5 will receive a memory of his old friend Brian Bradley.

Coin - This is the first item Category 5 will come across since coins are needed as a currency to facilitate Shade939's role. A coin serves as a memento of Kyle Hyde's use of the vending machine at Hotel Dusk.

Blood-stained Sweater - This item is a memento of a cop's ability to recognize evidence for what it is.

Category 5's role will progress through four Tiers, with the next Tier being reached when a memory is restored:

Tier 0 - Category 5 starts the game at this tier and has the abilities listed in the Game Data google sheet.

Tier 1 - Category 5's ##converse action allows him to see the names of items a player is holding when he opens a masonry with them.

Tier 2 - Category 5's ##converse action extends through the day phase.

Tier 3 - Category 5's ##converse action allows him to see the alignment of the player he is speaking to.

Shade939 - Cyrano Jones (Star Trek)

Shade's role is simple, he needs to sell enough items from his shop to win. Players will all receive a coin item at the end of each phase, including Shade. Shade needs to collect 12 coins to win. An item exists in the Vault called 'Pile of Coins', which amounts to 5 coins.

Nodlied - King Boo (Luigi's Mansion)

Nodlied is a dormant scum role. He begins the game trapped inside the item 'Angel Painting'. He can still post during the day and vote, but will not be able to access the scumdoc or use his night actions until he's released. This allows the Third Party to take the initial spotlight for a while. Strategically, Nodlied can use this time to gain trust among other players.

Neither scum will know who their partner is until Nodlied is released.