

Allied Doc - RA:APB Mafia Forum Game III

Welcome to the Allied Doc. Please pick a color and introduce yourself. The game will begin shortly. The Doc will stay opened.

Allies:



Jeod, the Allied Pillbox | Huh. Pillbox isn't listed in roles sheet. :v I have 0% chance to shoot rubber bullets and 50% chance to miss my shot. I automatically shoot people who visit me at night. Lynch-proof. No visiting ability.



Nodlied, the Allied Damaged Chronosphere - Attempt to erase enemy unit from the history during the night (25% chance that the player returns next night). You cannot perform Night kills.

Soviets:

Category 5 Hurricane, the Soviet War Factory
ChopBam, the Soviet Rifle Soldier (now Heavy Tank)
Killing_You, the Soviet Shocktrooper (now Sniper)
Chaos_Knight, the Soviet Barracks
Wallywood, the Soviet Rifle Soldier (now Heavy Tank)
Mojoman, the Soviet Starshina (now Visceroid)

Visceroids:

Isaac The Madd, the Visceroid
Mojoman, the Visceroid

Roles Reference Sheet

<http://i.imgur.com/h02LUTt.png>

Mission:

During our previous skirmish with the Soviets, we have [used a Chronosphere](#) as a last resort to wipe a Soviet outpost. However, the effect didn't go as planned and created major shift in the time-space continuum.

We were able to restore the Chronosphere project but the building is still damaged and requires frequent charging. However, it can be used to "erase" any unit from the history!

The Chronosphere equipment is now guarded but we need to ensure the soviets won't find out about it!

Disrupt the nearby Soviet outpost by eliminating enough Soviets - since you cannot kill them directly, let them walk to you or use the Chronosphere. But be warned - we don't know what will happen if the chronoshift is overused.

If we lose the Chronosphere, we can dismantle the allied pillbox to infiltrate the soviet base via a spy directly and enable night kills.

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=====DAY 1=====

Looks like Jeod is scum again. :v

Anyway, hi again. Time to cause some confusion and delay.

Should I call you out in the jokephase for always being the scummiest scumfuck in existence? :v

Also, considering that there are 10 players, I think it is safe to assume that there is a third party in existence.

There's always a third party Mike, it's called RNGesus :p

I disregard the obvious. :v (Especially since RNG in your games is usually terribly biased against the player. :v)

Depends which one :p

Usually the ones who need a good result the most. :v (Also, the RNG is advertised better than it actually is.) But who cares? :v

I like where this is going.



I dropped the bomb, do you have it? XD

xD

Also, the Soviets will have to be really powerful to stop us. :v

As an unlynchable scum team isn't the most balanced thing ever. So I will await our challenges.
(Unless Jeod hurrdurrrmurrduurrrs everyone who visits him like the Flame Tower did.)

Am I going to claim Flame Tower if some sadbro accuses me of being a Pillbox? Two scum out of ten players is going to be fun....it's been too long, I'm rusty! Verti, you mind correcting me if I got my role wrong up above?

Nodlied, pls no jokephase lynchings. If it happens, bam I'm exposed as a building and can only claim Flame Tower--nobody will visit me and we lose half our firepower.

You can always claim powerplant. :v

Really, you can claim any structure if you wanted to. Just be sure that there aren't any duplicate buildings.

I dunno. I'll figure it out if I need to claim something. I was just musing the idea of tricking an engineer into reviving me later on down the road. :p

Soviets gonna find us like:



So what are your abilities?

I can't do shit during the day phase. :v

During the night phase, however, I can "remove" people from history ~~with 75% chance of success~~. I have a 100% chance of success, but there's a 25% chance the player will return next night. However, I can only do it every other night. Also, just like you, I'm lynch proof due to being a building.

Verti, does chronoshifting people mean I visited them? Because as far as I know, you don't chronoshift by visiting people. It happens remotely. :v

Buildings do not move or visit. Unless there is some crazy ability which allows it ;p << Excelent. Also "crazy ability which allows it", does that mean that the Conyard can repack? :v

So our night abilities activate automatically? I do not need to PM you a decision to shoot anyone who visits me?

IIRC, you don't have to do anything. I, however, will have to target people.

Setting myself up to claim Flame Tower if needed. It's on the role sheet, even though Pillbox is not, and I wanted more info on other roles not on the list anyway. So by feigning ignorance to "external" roles, hopefully it looks better for the claim.

Looks good. Now lets just hope other people didn't get themselves a flame tower. :v

Also, if you end up a bit scummy, don't worry. Then we're far more likely to get rid of the cop role on D1. (If it exists.)



Anyway, I think that we should (delay) any real actions until we can find a lead on scum, at which point we should start gathering support for a lynch while providing good arguments. Once



we're there, a town lynch won't really look bad on us, allowing us to continue (encircling) those who appear scummy. Thing is though, we shouldn't always take the lead in a lynch. Maybe we should on D1 or D2, but not on D3. Railroading too much on people will give us away.

Oh man, this Mojoman vs Isaac could become great. If they dig themselves too deep in this bullshit, we can just support either side and get away with it. Delay actions until either Chaos_Knight and/or Cat5 opens up on one of them.

Cat5 is trying too hard to be scummy. Voting left and right. But I think I've found an opening. Let's see how they react.

Called him out on it. Don't pay too much attention to it lest he comes up with a really interesting reason. I still believe that waiting for a potential Mojoman vs Isaac war would be in our best interest.

I want to see how they react to Isaac being voted over his redacted vote. I kinda like your subtle push on Mojoman afterwards. Don't buddy me on Isaac. Just want to see reactions for now.

I wasn't planning on buddying you on Isaac. :v Just gently pushing town towards the Isaac vs Mojoman idea. Hopefully, it will develop into a fully fledged crisis.

Also, I will become less passive on D2. Don't want people to call me out on meta. :v

Just don't make it difficult to not bus you. I know it's a rule, but I'm not going to hardcore defend you if you end up on the lynch table and I'd hope you wouldn't do the same for me either.

Of course not. Just go with the flow if there are good arguments. Both of us should be able to defend ourselves by the best of our abilities. Defending one another should only be in order if either of us comes up with our own good arguments.

If it comes down to it, I'm going to claim Flame Tower and ask to be lynched to prove my role. You can always passively defend by suggesting it would be a wasted lynch.

Of course. :v

Hmmm, is it just me, or is Cat5 saying that he does have an actual gimmick? I've posted a careful push towards explanation. If he doesn't budge, I'll vote.

Bah, not getting the reaction I was hoping for on Isaac. Any reaction would have been good, but I've been outright ignored. Oh well, I'll let it sit and see what's new in the morning. I'm on an eastern timezone so it's currently 11:30PM here.

Central European timezone (Netherlands) over here, it would have been 14:00 when I made my post with the Cat5 and Choppy quotes.

Also, I'm saving some pushy information about Cat5 until a later post.

He's getting on my nerves. I started throwing my weight around as if I'm a power role. Maybe the lynch will come on me, who knows. Cat5 sounds like a third party. Maybe shooting him will nullify whatever power he has.

Let's not voice for shooting him though. If we tell people that we should shoot him while we don't do that ourselves, we may be labeled as a spy. < Nevermind, you did that anyway. D:

Hopefully there are good reactions for or against within the hour. I might shoot him just before hammer if he's going to be lynched.

Don't. Except when you have no other option. Check out the Flame Tower's shooting attack on the generic role scheme and compare it with your own before doing anything.

Yeah, I know. One time use. But he's looking more and more third party.

If he doesn't get lynched, I'll probably chronoshift him out of existence.

I bet he'll visit me if he isn't lynched. Dunno if he suspects a Pillbox. He doesn't seem to think my reference to the role list was forced. Chronoshifting him won't do much; he'll come back a day later and it will also validate his notes.

There's only a 25% chance that he'll come back. :v
But we'll discuss our night actions after the lynch.

It still validates his notes. I think the decision should rest on whether that validation is important enough to skip chronoshift. It's good that you're being townread for the moment.

That's because I'm honestly looking for scum. Or in this case: hostile third parties. :v Maybe I shouldn't up a rift on anyone tonight so that I can claim an unlikely neutral role later in the game if needed. But yes, good job on being scummy enough to be worth a look while not being lynched.

That won't bode well if I try to claim Flame Tower. I'll be asked why I never mentioned it. I'll obviously state that I wanted scum to visit me, and I could start something with Cat5, but I've already said I didn't think he was scummy.

Well, I'm worried that he's a Radar Dome who is able to "cop" you without visiting you. So we'll have to keep that in mind. Getting people to shoot him out of pure distrust may be our best strategy at handling Cat5. Currently writing up a post to respond to several of his cases.

A Radar Dome willing to risk being lynched? Hm. Derp, it's a building.

If his gimmick is true, however, we might be able to meta discover it by looking RA units/buildings/etc that had a gimmick as well.

You mean the gimmick where he has to vote every post or something? He hasn't voted in his past two posts.

He's implying a gimmick though. :v However, if he doesn't keep it up, I can always call him out on



lying. (Again, something I should do.) Anyway, time to tighten the on Fraydo a bit. :v

I know I can shoot, so I'm not worried about "proving" I'm not a spy. FRAYDO is at least with me on the Isaac push, but check his vote out. He's still on Cat5. I think Chaos_Knight is implying he's a cop. Thoughts?

I put that "Jeod might be a spy" out there to have you disprove it later in the game. :v I literally have no idea on Chaos_Knight. But I did give people a small nudge in visiting you during the night.

I don't care who visits me this time, tbh. The no nightkills thing will be weird and unexplainable for a while. Soviets don't have a medic role. Your chronosphere might help if they get suspicious, but we need to be wary of when to use it or else you might blow up.

YES, Chaos_Knight called you as town. This can cause a huge rift between Cat5 and Chaos_Knight! We should use that to our advantage tomorrow! As for the Soviet medic role, we never know. There was a Killer Minelayer (third party) and a Glitchy Rainbow tree and her Ghosts (Neutral) in the first game. (Which was bullshit btw.)

I'm debating to switch my vote to Fraydo due to him making scummy posts. Actually, no. Cat5 voted on Fraydo, and considering that Cat5 "is really scummy", I'm going for the one that "scum" doesn't vote for, even though they both feel scummy.

Mojoman has the majority votes right now. If you vote Cat5, it'll tie again. Same with FRAYDO. Maybe you can use that as a little "test" by voting and unvoting to see who tries to hammer either one?

No. Tying a vote is a scum move this close to the end game, as it makes it seem as if a person just doesn't care about who gets lynched (more so than keeping a vote on a townie).

Chaos doesn't seem sure about Mojoman. Since he townreads me, think I should try to get him to vote someone else? (Keep in mind I scumread Isaac which means I lightly townread Mojoman)

You could do that to keep the Mojoman-Isaac train rolling and furthering the rift between Cat5 and Chaos_Knight (who I'll be calling Chris from now on). Maybe you should vote Isaac first. Who are you voting for now though? (Not going to check myself due to internet detective-ism.)

My vote's already on Isaac, and I just posted to nudge Chris over to the Isaac side.

Ok, let's just hope he doesn't realise.

I need to comment on other players instead of focusing so much on Isaac. Doesn't look towny to ignore other reads.

Maybe not so close to hammer time. Save it for the day start.

Was re-reading and noticed Cat5's notes completely ignore Killing_You. Might be something you can go off of if you see an opening for Cat5 + Killing scumteam.

Alternatively, if you aren't called out as scum by a cop, you could do that in your D2 post.

Trying to think of a response to Isaac's post at the moment.

Just keep this ball rolling. :v

We also have actual cases against Cat5, Killing_You, Fraydo and Potentially Chris now. :D

I kinda wish I was the chronosphere and you were the pillbox. I feel like if it comes down to it, I wouldn't be able to carry the spy torch. Unless I "prove" myself by shooting before I turn spy.

Don't think I'll die any time soon. So don't worry about it. :v

Got all excited cuz a Venusaur just spawned on my apartment. Caught it but it sucks for gym battles. Oh well. More candy. Anyway I'll try to come up with a Day 2 opening post in reaction to whatever Mojoman flips as.

We can discuss ourselves tomorrow. My D2 post will include whatever cases we already have. :v

For content, I want a reaction to Mojo's flip in terms of Isaac's standing, a reaction to the Night events, and comments on KY, Cat5, and Chris. Need to give more reads. Maybe you should make your post first? I might be able to play off it.

I will. ;)

Ooooooh, Fraydo's getting lynched. Cat5 shooting bait right here!

Not my first choice, but at least I've already agreed with Cat5 that FRAYDO is scummy for his flip-flopping. If he flips third, cool. If town, gotta think about how to react--since I would kinda be in the same target marker as Cat5 even though I didn't vote for him.

Verti, if people can't come back from the dead, post this one in the dead doc, as Fraydo got RNGused for the second time.



Done.

Alright, time to move ahead!

I'd say to not erase anyone from history this night. Let's not attack anyone, maybe if there's a role blocker in the game and the night yields a no-kill, we'll have an additional turbo case.

Our only attack is your chronoshift. I'm a passive attacker. Though if someone dies, do I outright go "welp, guess they visited me" and claim FT, or...? Nononoonono, flame towers only kill Allies during the night. Don't claim such a thing! :v

And we may not need our chronoshift. A no kill + roleblocker + Cat5 being incredibly suspicious for everyone and thus gun bait may make up for it. If there's no roleblocker, we can still use it to our advantage. If anybody visits

you, that's ok as well. If somebody visits you and we have a role blocker, that's still ok, as the roleblocker could have blocked the scum that didn't attack anyone.

Careful with that, as it can easily backfire and the roleblocker can say they blocked one of us so we must be scum. Anyway, if someone visits me, I don't suppose I claim anything. But only killing Allies kinda ruins my FT claim plan later on. Maybe I can claim a third party "defunct" FT. Hum...

- Roleblocker blocking us is probably not likely. I'm in the townbus and Cat5, Isaac and Mojo are all more scummy than you.
- If people visit you, you do not need to claim until the situation turns for the worst. And even then, we'll discuss our course of action.
- Also "defunct" Chronosphere was the original name I suggested for my role. :v

In any case, there are enough cases to work on even when somebody gets cleared.

=====NIGHT 1=====

Fraydo cries in the dead doc. GJ Mike. (I'm J/K)

The picture is merely a representation of reality. :v

I didn't mean for the actual guy to get lynched today. Besides, I like the lad. :v

Hurr hurr. Say, Mike, since Verti implied that Allies will night kill, do you think there's another scum in the game who we're not in contact with? We're just buildings after all.

I don't change the text because of game setup. :P It's always like that. Doesn't matter how many killers or even if there are any. Many kills can happen also by accident or through passive ability like yours. < Yep. Never go by the flavour text to what WILL happen, but rather to what CAN happen.

Meh. Oh well. We'll find out later I suppose. Anyway I sent in my night action PM. :V << Wut?!

"Tonight, I rotate my machine gun 45 degrees to the West." :v

It's set on autoaim. Do you wish to override? :p

Only if it increases my chances in ##shoot. It would be neat if I could erase my passive ability to make my day action 100%. But if you decide that can be a thing, I won't do it yet.

Well then.

Lol. :v

Just tell me nothing is going to happen.

Mike, join me in some glorious APB :D

It's 0:40 around here. :v So no, not today. I'm finishing touches on my preparations for uni tomorrow.

Time for a late "midnight snack" :p

Pfft. I'm heading off to dreamland soon and you are just going to go and grab a snack.

Late night grinding in GJL (Galactic Junk League) awaits for me, so I need nutrients. :p

1 full day of uni and 2 full days of internship await me. :v



Anyway, it's time to further actions and start (well planned attack) our next actions. We've already talked about it, but I will start my case making. Do note that I will be occupied for pretty much the entire day on Tuesday (including the evening) and most of Wednesday.

Alright. I'll need some time to come up with a response to FRAYDO's flip, and I'll need to do it in such a way that I can be at odds with Cat5 while also avoiding implicating myself since I agreed with him.

Pretty much.

Saving grace = Cat5 dies by visiting me.

That'd be funny.

Allright. So before I will tell people that I'll be pretty much absent on D2, I'll tell you what I will be looking for on day two. Obviously, everything is subject to change, especially after the night result and discussion during the day. Please do not refer or use everything from my thoughts below. We cannot be too similar during the day, else we'll be found out.

1. I'm going to somewhat clear Mojoman of his suspicion after his night post. After that, I'm probably going to hammer down on Isaac's "fuck you all, Imma save myself" vote at the end of the day. If other do that before I can, I'll join the discussion.
2. Cat5. Depending on his post, I'm going to call him out for the possible lies about his potential gimmick. Not only that, but his behaviour and mysteriousness will be a voice of my concern. (Additionally, he called me out as town, to not continue my suspicion on him will label me as scum.)
3. You. :v I may or may not decide to question you as well. Be on your guard.
4. Chaos_Knight, depending on what he does, he'll be a good target.
5. Alternatively, if Chaos_Knight is doing well, I may join him on the Killing_You wagon.

=====DAY 2=====

I caught onto Isaac already, sorry. Thought it was a perfect opening argument. I suppose it's good that nobody visited me, but if I'm not going to claim FT, I need to prepare for how to react in case I'm "tested" by someone claiming they copped me. I need to claim a role that is on the role sheet, since Cat5's analysis (and my own dumb wording) forces me to.

Ok, Cat5 claims nothing happened to him last night and that he didn't do anything. Sounds like a Flame Tower to me, sadly. If he comes out and claims it openly, we'll have to set him up to be a Pillbox instead.

For your opening on Cat5, quote [this](#) post. He's still trying to use the gimmick as he voted himself to leave "all other options open" later. It implies he can only vote each player once so has to be careful when switching votes. If that's a real gimmick, it might be useful for us.

Unfortunately, that gimmick is what's confusing me about his role. Is he Flame Tower, or a third party? I don't see why Flame Tower would have that sort of gimmick.

To sum up the day for you so far (22:36 EST), everyone seems to be jumping on the Isaac bandwagon I started. Keep an eye out for people who are simply jumping on the wagon, since that's one of the biggest reasons Isaac is on the chopping block--for bandwagoning FRAYDO without motivation.

Mojoman seems like a cop, I think he visited KY last night. If Category5 is a Fool then he should definitely be shot eventually. For now though he's a good contribution to the game.

Verti, question for you. When I use my ##shoot action, how will you phrase it? Would it be any different from a Flame Tower's ##shoot phrasing? I imagine there has to be some sort of consideration on mod-confirming a role (being burned to a crisp confirms FT or Flamethrower, for example).

Most roles have genuine ##shoot action so it's pretty much same.

Basically I don't want to shoot and try to claim Flame Tower if the flavor text is going to point to 50cal bullets or something.

Checking in for a short while. I'm going to post a tiny bit due to lacking time. Anyway, time to keep the Mojoman-Isaac thing going. Getting one of them lynched is almost a guarantee to get the other killed as well. I'll save the Cat5 thing for tomorrow evening, so shit will start rolling in three (maybe four) directions very close to hammer time, which will work in our advantage.

Also, somebody offered me rifle training this night. :v (+Somebody appears to have checked me out, perhaps Chaos_Knight? If he claims so, then agree with him with some suspicion. I will then ask him to check himself tonight.)

If he did check you, it'll help a little bit to latch onto the Mojoman vs. Chris as cop thing. Don't think there would be two cops. Did the rifle training give you a day action?

Nope, as a building, I automatically refused.

Uh oh...wonder if that outs you as a building to whoever offered. Even if it wasn't explicitly said, the speed of the response might give you away. By the way, [Killing_You](#) is the training officer. ("AK-47s for EVERYONE!")

Smart move saying that. He can clear himself with it. That makes him dangerous. I've implied that I cannot shoot during the day, and I'm townread by three people now, so perhaps he'll visit me tonight and get himself killed. If that's the case, and if I'm not claiming Flame Tower, I can use his kill announcement to out his role and claim he gave me a gun, thus also giving me the ability to claim some other role (that is gunless at the start).

The only role on the role sheet that doesn't have a gun is the Attack Dog. Hm...I think it'll be a claim for Dog or Flame Tower.

We'll discuss the night during the night. :v Don't claim jack shit unless you do something bizarre like a dog house. :v Also, I've posted my reply, I'll be in the document for another 10 minutes or so before I'm off again. Thrown some petrol on the Isaac-Mojo fire.

Don't see it. There it goes. Hmm, not bad, and this kinda puts us at odds since I think Mojo is a cop.

Don't claim anything. :v

And yes, focus on Isaac, maybe start to agree with others that Mojo may be scum if they provide better arguments against him than against Isaac. Just try to hunt for the scummiest players. Remember, we're the allies, we're the good guys. We hunt scum. (It's really the thing that's keeping me going right now.)

Hm...I could spin it. Maybe get some discussion going on whether Mojoman is a cop.

Nah, don't start role discussions, it's a scummy thing to do, especially when guessing whether or not somebody is a cop. Anyway, I'm off for the day, don't do anything stupid! :v

Follow your scum instinct, lynch the scummiest players. Cya tomorrow!

Too late, but I'm trying to 'defend' Mojoman. The ensuing discussion can be fuel to Isaac vs. Mojoman. Oooh, I wonder how things would flow if I do claim "Derelict Flame Tower"...it would be a third party role since I'd shoot at all visitors at night. My win condition could also be "win if the Soviets win", or win if I'm "fixed". I'll write a description real quick.

Derelict Flame Tower - Third Party/Neutral

Win condition: Win with Soviets or _____ (be fixed by an Engineer?)

Day Action: ##shoot (0% chance broken weapon, 50% chance to hit)

Night Action: Passive Defense (kill everyone who visits me regardless of alignment)

Prove my role: Lynch me and see. Obviously I would prefer a townie not visit me at night. Scum is always welcome though! :v

If you get a chance, tell me if that looks good. Only weakness I can see is that no Allies will die to back up the claim, since you're a building. Even if you died, I couldn't use you to back myself up because you're a building.

P.S. I think ChopBam softclaimed a medic role on Day 2. First post, his reaction to no nightkills. He also votes Cat5 straight away, whichs means if he's a medic he probably was not on Cat5. For tonight, I think it would be a good idea to use your chronoshift ability on Mojoman.

Don't role claim such a thing. D:

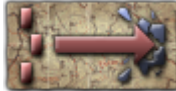
Especially since *IF* I need to role claim, my "defunkt" chronosphere, it would be more believable. Don't take a third party when you are expected to claim something present on the role sheet.

Anyway, I'm going to read the thread and respond to stuff.

Lol, I just read Cat5's massive post. :v

He's almost right, except that we intentionally chose not to do anything instead of multiple things that weren't night kills. If we survive, I'd suggest getting rid of somebody tonight to "prove" his theory.

Wait. KY is saying that his identity was stolen? And Isaac is saying that he defended Mojoman from MY attack? ***What is going on?!*** I mean, this doesn't even make sense anymore. Is there really another hostile party in the game? If so, excellent! We can use that as an opportunity to hunt "scum". Simply said, we will blame these things on Scum (if they happen to be true) even though it may be a hostile third party.

The  around Mojoman is almost complete, time for the  (attack) that will lead onto the  (breakthrough) that will most likely cause everything to fold, crash, and burn. Watch as the prevailing theories will be debunked the very moment Mojoman flips town while you were the only one defending him, the case against you will folter after a  (well planned attack) on you will have led to a  (local strong point) in your favour. It helps that Mojoman is somehow helping you with that.

Also, inB4 Mojoman-Isaac masonry. (Unlikely, but that would be hilarious, especially if they're also "lovers".)



Now why did you have to respond to that? :v :p "lovers" (btw last time i've used lovers was the LotR Mafia - (IIRC, you paired Allie29 with that pony girl.) it was Dahlia and Tzar)

Let me fetch the linky:

<https://docs.google.com/document/d/12fAir4KiezA8yZhy7fQH1NcAnKwZQBNJsQ3UBnXJ6ec>

Thanks for confirming they're not. :v Also, that role is just terrible. It's not terrible if it feeds the flavor. However you have to think kinda RA:APBish here. Hard to make "lovers" with all the male soldier

roles :P (or non sexual units for that matter). However, if some people requested to be some weird thing and it can fit into the game (cough trees) well....

I once thought to sign up as a Soviet medium tank, just to play with town. (Alternatively, soviet medics would be fun as well, as would an Allied Iron Curtain.)

Soviet rocket soldier :p Soviet Tanya :p we can go on yea.

I know. :v

Also, Jeod, should I attempt to erase Cat5 tonight? Just so I can later claim I did it because he was as suspicious as Voe living past day1?

I dunno. If mojo gets lynched go for it, but I still think mojo is a cop. Also I can't change colors on my phone.

There you go. :v

Lol, I like choppy's logic. No kill because Isaac claimed to have defended Mojoman. Could be true, except that it isn't and we didn't do jack.

Also, bus incoming on me.

Hmm, Mojoman-Isaac dog duo? That'd be interesting.

Also, an Isaac lynch would be great right now.

That's what I've been going for the entire time. (Red pls) Hey I found out how it works on a phone!

Nice! So, if I need to claim, I will take part of my night results (got the rifle invite) but not the (got checked out) result.

Thank you Chaos! (Not that I'd be afraid of a lynch, people will likely question me after a Mojo flip anyway.)

To post or not to post about the Isaac lynch? I'd say no.

=====NIGHT 2=====

SCORE!!!! Awwwwwww yeah!

You know, Mojoman is probably a visceroid now. Chronoshift him ASAP.

Yep. And considering that he likes you, he may try to convert you tonight. So, several options lay ahead of us.



1. Delay the night kill for another night. We may be able to suggest that the game doesn't have Allies but an overpowered cult instead. We'll have to play this smart though, and it would be harder to prove if he tries to convert you.



2. Erase Mojoman from history by means of Chronosphere. We will be able to claim the same. However, I may have to claim "damaged" chronosphere if we do. Should prevent his dead body from showing up.



3. Continue our general offensive against Mojoman (and you) to see if the Visceroid was indeed a cult, saving us some time.



4. Chronoshift a vetted player. No follow-up plan yet.

Anyway, we have 24 hours, let's take our time before we decide on anything.

However, he may very well have been able to block people. There's not 100% reason to believe he's a third party. He may have been a neutral party with a somewhat helpful ability to help him out to end the game quicker.

Go with #2 and I think whatever PM is sent first takes priority, so send yours ASAP or I'm probably toast. Oh wait, buildings can't become visceroids.

Don't think you'll be toast. You murder everyone that attempts to visit you. Also, Mafia kills usually have a go ahead in favour of anything other than protection roles. Also, #2 would work to our advantage in case of a Mojoman return the next night. Let's see what'll happen if that's what we'll decide upon during this night.

Then again, removing Mojoman might result in people not believing my role claim, since they think that the Allies will make people disappear. It would work better if there was a guy that wished to visit you.

Also, that final Isaac post. Thanks for drawing even more suspicion on yourself regarding your intentions while pointing out that all was fine and dandy until townie Nodlied became your target of choice.

Also, by not attacking tonight, we can also debunk Isaac's "protection" claim even further, drawing less suspicion to ourselves and furthering suspicion on Mojoman. (That would be part of option 1.)

Finally home. Option 1 is pretty good, but you'd need a solid case there are no Allies, and it's not worth pursuing if there is a night kill.

Correct. Remember that the options are merely possible suggestions. We can always plan ahead to account for different night results. Also, we shouldn't be the ones to suggest that there are no allies if

that's what we're going for. It'd be amazing if others would suggest that, allowing us to tell them they're stupid while causing other players to band on them for suggesting something outrageous.

I plan on shooting Mojoman tomorrow if he isn't dead by visiting me.

Hmm, that's ok. But who do you suggest on lynching in that case? Cat5 may still be suspicious, but him being able to return from the grave is worrying news. Obviously, I can always erase him if that's the case though (additional hilarity if he gets saved by the dice roll and returns a night later). Other than that, it's pretty much you, Mojo, and I who'd get the most flak. Maybe we shouldn't kill him outright.

We don't have a choice; if he visits me, he's dead. Verti, can you kindly confirm if Nodlied will know whether his chronoshift is permanent if he uses it?

Description in Nodlied's plan action pretty much explains it. Nodlied can PM me if he want something to clarify though.

I think that I will not. In fact, I do not even know if my chronoshift will reveal the role of my target at the day start (or in my pm for that matter). Perhaps we should discuss this later. I'm tired (01:37). Anyway, great work today, we may be able to keep them off our trail and wreck some town.

Time to visit the dimension of the dreams. Sleep tight pillbox.

Alright, so Cat5 just posted that Mojoman needs to die. Now, should I "remove" the guy? Or should we keep him for the lynch, as to have a guaranteed lynch on D3?

Also, if KY was the one to give out rifle training, would he be a Barracks? Then again, Chaos_Knight and I tend to be best buddies when on the same team, so maybe he was the one to provide me with such a thing.

KY is definitely a gunsmith. His blatant reference post on the first day gave it away. I think Mojoman and KY have a good chance of dying tonight by visiting me. If you don't remove him, it likely guarantees at least one ##shoot on him tomorrow, which will be one less gun that can be used on us. Personally, I say don't remove him since buildings are immune to cults (I assume).



Yeah, let's keep it at doing nothing again. Time to initiate a modified version of plan A.

Anyway, I will soon leave to spend the evening with a bunch of friends. However, I may or may not be back in time for the day start. If I am, fine with me. If I'm not, then do your thing. You will just have to decide how you're going to tackle your buddy-buddy from yesterday. (Although you somewhat already have.)

If Mojoman turns up dead, or even if he's still alive, and then dies and flips Visceroid, I'll be suspect and people will likely want to kill me. I could claim building and be vague about what kind, but Cat5

will pounce on it and say I must be a Flame Tower (remember, due to my foolishness I now have to be a role on the role sheet).

Correct. If I'm not there to help you out, then try

to do the best you can (obviously) otherwise I may be able to save your arse. Best case scenario is if a third-party or a Visceroid Mojoman dies at your hands. Then you'll have somewhat of a guarantee to clear yourself.

If by some twist I become an infected visceroid building, and lose doc access due to it, would you prefer to be a visceroid or carry on as scum? This assumes I live to continue visceroid stuff.

In that case, we'll be considered enemies, although maybe working on defeating town together would be a more important task for a while.

Ok, we know ##Bite is a day action for visceroids, and we know that they have a night action. We know Isaac's ##Bite didn't take effect, so Cat5 isn't infected. Mojoman, however, can be.

Was the ##Bite action in the redacted Isaac post?

I didn't see anything redacted, but Isaac tried to bite Cat5 right after the night post from Verti. He was a minute too late (Verti's fault really because he edited a vote post to include the night 2 announcement).

I didn't. Once again the forum merged the posts since there were no other replies between my last cvc and night post, so then I just edited the cvc part (night post already has it). **Darn forum mechanics :v**

Yep, that's the redacted post. :v

Also I redacted his post because it was invalid action posted after night post :p So I didn't want to confuse people with it.

Invalid meaning nonexistent action or invalid due to it being night?

Invalid because he tried to do it after he died.

You are both somehow right but I can't confirm due to meta arguments and so on :p
Yes the reason it was after night post was enough to redact it too.

We may not need to worry about shooting Mojo right as the day starts then. Might still do it anyway to gain points.

Try to delay your entry into the day, if other people waste their shots on Mojoman then we'll only benefit from that.

Then again they may try to shoot me too. Someone like Cat5 might see it as reasonable action. I think it's safer if Han Shoots First.



Well, if you do and your weapon jams, then you'll be a major suspect for spy.

Nah, nearly all the roles on the sheet have a 50% chance to jam their guns.

Flame towers have 0% chance.

So do Pillboxes. The 50% is for a successful kill, for both buildings.

Ah, then that's excellent.



(scum doc needs more memes)

Being scum is serious business. It was Hillary who went after Pepe, after all.

Nope still don't have all actions in (plus no replacement for Wally either)

Don't suppose FRAYDO is eligible?

Yea but doesn't want to I guess.

So I've returned in time I see.

Yup. An hour and 43 minutes to kill.

An hour and 39 minutes to kill time? :v

=====DAY 3=====

Alright, 'ere we go!

Welp, that was fast. Good to know that you can still shoot though.

I have no PMs waiting for me, so I figured I'd take the shot before someone else jumped the gun. Any news from last night?

Nope, I haven't received any PM. That's probably good news.

Oooooooooooh, called it! Chaos_Knight is working on Plan A! Let things work out before we answer though.

Verti's taking a while. Wonder if the dice roll was successful and he has to make a kill post...

Or he's just grabbing a drink. :v

Damn Pillbox not shooting over hill terrains or rocks or whatever.

Lol. Remember that in Verti games, the RNG hates you.



What flies around goes around :p

Ninja'd that bookmark, Verti. :v And you should be using a coin flip for 50% chances, not a 10-sided die. :P Is Two-Face your least favorite villain or something?

Actually my dice has 10000 sides literary (or virtually) :p And double in case of gun stuck. :v

Think KY was Mojoman's target last night in the event Mojoman did turn visceroid?

Are you willing and able to further explain your reasons behind your sudden vote with proof found in the thread? I'm going to accuse you of buddying up with Mojoman.

Also, that might be.

My current state of mind right now is that Mojoman is now a visceroid.

How are you planning on tackling me? If you're asking me why I'm suddenly voting Mojoman, Cat5 said it for me in his night post. Mojoman is the prime suspect for visceroid due to his buddying with Isaac the day before. You'll look dumb if you ask me about it--most of the players already think it. At the least, wait for someone else to ask me first and jump on the wagon if you feel they provide reasoning to counter the obvious Mojoman-is-cult.

I'll be literally asking you to explain your sudden shift from buddy/protector to attacker.

Alright, will not post. :v

If you want to make a post, try looking at Mojoman's posts the day before perhaps, or the night posts. I suspect Killing_You was his target, but if you find something else, you have a discussion going.

Just going for another vote. :v It's easy to defend if I just tell people to look up all my previous posts and Cat5's post.

It'll be funny if Cat5 turns up trying to defend Mojoman. Problem is, if he's a Fool of some sort (he already said something would happen if he were lynched) and he was not converted, then he'll probably use this to get himself lynched.

If Cat5 turns up trying to defend Mojoman, we'll be having a field day. Because then we'll be able to spin a Mojoman + Cat5 cult/whatever and move along with it. Especially if we can convince people to shoot Cat5 and lynch Mojoman.

Here he is now. Mojoman post incoming...

InB4 he bites me and I die. That'll be hilarious and bad at the same time. :v

What would he bite? A wire or something and you asplode along with him? :p Also, Verti seems upset that we haven't used chronoshift yet. It'll be awesome if we win without using the spy. We can claim to be better spinners than American MSM. :v

Never mind, the "dog" bite doesn't kill. It only blocks actions and votes, which is fine with me. As for Verti being possibly upset, he usually designs some very interesting mechanics for some roles, sometimes they are hidden and will twist the game. In fact, part of my PM says that there could be unintended consequences if we use the Chronoshift too often.

And yes, if we can win without a nightkill, I'm calling best scum win by diplomacy in the history of BHP/W3DHub mafia.

I will demand the big red text "Diplomatic Scum". :D Whoops, you just got bitten. If it has no effect, you'll have to say why when asked...better be ready for that. (No effect = building to me as a townie)

It having no effect will simply result in me laughing in his face. Also, biting (at least the dog one) blocks a player's ability to vote as well as any day actions, which is fine by me. I don't need a vote, nor do I have any day action.

You're assuming the ##bite action works like that. I suspect a visceroid's bite turns you the next phase, and it's the same day and night, only at night visceroids have the plus side of cover. In the open, everyone knows who they bite.

Yes, I am assuming that. However, if he flips Visceroid, then we can really start pushing the no-scum idea (in a careful manner of course). Also, I do not suspect that lifeless metal and electricity can turn into a living blob of flesh. Also, cults tend to die whenever they visit scum. (Again, that's usually the case.)

So either the bite has no effect and you have to claim building or something to convince everyone you're not going to be a visceroid and avoid being lynched, or Mojoman dies due to that rule and you're auto-scum (because Cat5 will definitely point that out).

The rule refers to night conversions. :v Also, they can check if I'm still "town" by lynching me. Or I'll just claim neutral Damaged Chronosphere and promise to "disappear" a scum of our choice. Then again, that might be far fetched.

Way. The Allies won't abandon a chronosphere to civilians nor leave a damaged one in the open for Soviets to capture. It doesn't make sense flavor-wise. You're just blocked by the way.

There are many cases in fluff that a damaged/Soviet chronosphere makes sense. ;-)

Alternatively, I can claim neutral chrono rift.

What if...wow. I can't believe I'm suggesting this. But what if you chronoshift yourself the next night? It would take suspicion off of you certainly, and if you don't come back, we get nightkills. It would depend how the day goes of course, but it sounds like a good plan on paper.

Nah, I'd rather have them waste bullets on me, makes life easier for you. The chrono rift suggestion can go hand in hand with my neutral claim, I don't care who wins, I just want to survive. Although playing for town is a lot more fun. Also, I believe that trying to erase myself from history will be like dividing by zero, all hell will break lose.

Even more of a reason to do it. Verti, what's your take? What would happen? :v

Piss off. :v

Don't try it on yourselves. And if you really want to you'll have to find out what will happen :p

Of course we won't try it on ourselves, you posted that RNGesus yourself.



Btw, we might be able to sell that last bite as a (banzai charge) to cause as much damage before he dies.(dies? <<Correct, I made a spelling mistake)

There's a Cat5 on the forum, let's see what he has in store for us. Lol, he called for Choppy to take the shot. Please, do so as you're told, take the bloody shot! Do it! Remove the former cop from the equation.

Cat5 knows ChopBam has a gun...?

I think that that's just a suspicion. Most roles have an attack in this game. Even the most basic role can attack. I'm one of the very few roles that cannot attack during the day. Thinking about it, being blocked is rather convenient for me. I have no way of proving whether or not I can shoot. :v Declining a legitimately shooting invitation or having your gun jam tends to arouse suspicion.

True. Mojoman kinda saved you there. Ohohoho, he has saved me the entire game. He's a perfect suspect and a perfect distraction, Isaac did the rest.

Alright, time to post. Too bad they managed to kill the bastard though, wanted to save him for a lynch.

Just posted. Looks like the hammer might come early. As I said in my post I'm having a hard time scumreading anyone else. If you want to make a case for someone, make it a good one.

I'm just going to further the "no Allies" idea by introducing "possible" balancing mechanics for the situation.

You could finger Cat5 as the cult leader. He did say something would happen if he was lynched. I think it's about time for him to fess up anyway.

I'll save that for later. :v

ChopBam received a gun I assume, from Mojoman's death. Hmm...

You could add that to my idea of additional balance mechanics, or maybe leave it for another townie to come up with that. Actually, leaving it for other town may be better.

You posted my quote? Ö_o

Fixed. Also I called Cat5 on his earlier comment, and asked ChopBam about his gun. If he confirms he has another shoot command, then I'll use it to clear him since he could easily shoot and possibly claim hammer for scum. Maybe. Gotta run the numbers.

Best case scenario would be another two deaths today, so that I can erase somebody during the night.

If we cannot achieve a victory by erasing somebody this night, I'd suggest not attacking again. We may have the entire "no allies" thing in the bag right now.

If we determine KY is the gunsmith in the open, ask if anyone else received rifle training last night. If nobody claims it, KY is lynched. If he comes up gunsmith-like, then we can suspect Cat5 for lying. Or put further suspicion on Wallywood, which still implicates someone else (Cat5 perhaps) as Mojoman's target.

Don't think that putting suspicion on Wallywood (in case of visceroid conversion) would do any good considering he wouldn't convert anyone due to absence.

Well, I mean in case KY was not converted. If he wasn't, then who was gunned last night? If nobody confirms it, that means either Wallywood was gunned (unlikely) or someone is lying. And if Cat5 is a cult leader, it's more likely he lied. HOWEVER! It makes more sense for KY to have gunned me given his buddying on me the previous day.

True. Also, just a thing, but how hilarious would it be if the remaining visceroid tried to convert you tonight? :v You will easily be able to claim flame tower.

Oh, and if the situation is desperate, we can call out Cat5 for Adult Visceroid, who would turn into a normal Visceroid after dying. (Actually, no, that wouldn't work due to the conversion rate.)

Hope I'm not going too far down the rabbit hole.

I like where this is going...



This just got real interesting.

So I was off playing some amazing Hearts of Iron and I come back to see something beautiful. You may be a bit too deep now to stop the charge though.

Sorry I'm on my phone or I would throw in a Miles Edgeworth 'bow' gif. :v



:p

Well then, the waiting game begins.

Waiting for whom/what?

Waiting for a Cat5 response. :v

I bet ya 5\$ it's gonna be at least five paragraphs long. :P (+3000 chars)

Well, a few days ago, Voe told everyone on skype that Cat5 finally learned to use paragraphs. So it's an improvement.

Btw, I love how our "mason" is hunting down all scumfucks.

Cough that's what you were hired for cough

Indeed.

Seven total players left and two mafia. Let's try to plan our next move. Here's what I see as facts:

- 1) Assuming Cat5 is cult leader and dies alone, we'll have four people to deal with tomorrow unless someone dies by visiting me.
- 2) Killing_You is cleared from being a visceroid, but is not "cleared" from being scum.
- 3) Chaos_Knight is confirmed the gunsmith, but we do not know if he is infected.
- 4) Chaos_Knight is pretty much cleared as town if he does not die if Cat5 is revealed to be cult leader.

It could get dangerous if cult leader dies and town realizes that there are still Allies to contend with. The good news is, we can probably convince town that one of the visceroids was scum. Possibly Isaac The Madd. Mojoman was confirmed to be a Starshina, so we can't use him to say Killing_You is scum. But, we do not know his sanity.

Other than that plan, I've got nothing so far. The following players are still in the game:

Category 5 - Prolly Cult Leader - Uncleared - Prolly lynched today

Chaos_Knight - Soviet Barracks - Cleared to All

ChopBam - Heavy Tank - Uncleared (Cleared to Cat5)

Jeod - Diplomatic Scum

Nodlied - Diplomatic Scum

Killing_You - Shocktrooper - Uncleared

Wallywood - Unknown - Uncleared

I see two flaws in this.

1. Cults generally die when they try to convert scum.
2. There wasn't any way for Cat5 to convert Isaac on D1. Therefore, I do not believe that he's a cult leader. :v

These are the biggest issues.

However, should Cat5 get lynched today and “survive”, erasing somebody might throw the extreme suspicion back onto him again, guaranteeing another lynch (or attack).

Also, should Cat5 die today and should Wally not be replaced, then we’ll be rid of two people. Should I erase a person and you “defend” yourself during the night, it’s GG. Not something to work towards, as it depends too much on RL RNG.

Besides, Chaos_Knight will probably not die while inviting you. I suspect that he’s a barracks and will thus technically not visit you during the night.

Also, dibs on Cat5 being an ant hive. (Yeah, no)

I played with someone in APB today who said they’d been following the game and was considering replacing Wallywood. A “moonsense715test”. He also said he thinks I’m town. :v I of course gave nothing away and said that I thought that lynching Cat5 would end the game.

Cat5 will probably bring up the Isaac D1 thing in his post, which will drop suspicion on him. We’ll then be back at square one, and Cat5 will probably try to lead a charge on me.

We’ll see. Also, that “moonsense715test” is Moonsense, aka, dtrngd, the lead developer for AR. :v

Btw, a Cat5 charge on you won’t lead to anything. And if people figure us out, I’ll simply erase Chaos_Knight and we’ll be fine. > <https://youtu.be/at5sM6jdRNg?t=1m9s>
:v

And the waiting game continues.

I’m getting bored. Wonder when Verti will start doing the 24-hour day rule now that there are less players.

I’m always ok with the 48-hour day rule. :v This due to people (me) not being able to respond every day.

Nodlied, you always miss the good parts. Btw, if Cat5’s gimmick is true, he has 12 total votes right now. I’m lazy and don’t feel like counting all the rest at the moment.

Hey Verti, are you enjoying the show? ;) It’s no fun if you’re not watching it in real-time.

Lel, we’re already two pages into our debate. Sorry, Nodlied. Hope you’ve got time to spare for reading. Using this in case I lose this battle:



Got to buy moar popcorn

Oh, this is getting good. "Scum can't be buildings". Ohoohohohohohohohoho!!!! Prepare to tell them not to waste the lynch today, and if they ask why, claim flame tower. I may just as well erase Chaos_Knight tonight. Killing you, if he still can, may try to block you tonight, which is even better.

However, be careful of this post:

<https://secure.w3dhub.com/forum/index.php?showtopic=415942&page=4#entry624424>

Although you could spin such an argument around to get an early flame tower claim on Cat5 so that you could counterclaim.

Yup, I'm aware. Thanks. And I have a feeling Cat5 knows what I'll be claiming and will be fully prepared to counter it. This trial is far from over. Also, I'm kinda glad I didn't get myself shot during all the debating. Being the only scum posting and "here" during a huge thing like that is nerve-racking.

<https://secure.w3dhub.com/forum/index.php?showtopic=415942&page=13#entry624787>

Bingo, first one to figure us out. Didn't expect K-Yelly to be the one, props to him though.

You probably weren't shot because everybody (save for Wallywood) is out of shots.

KY is wrapped around my finger. Once he sees I can't be lynched, he'll do a 180. Anyway, it's a good thing if I'm 'proven' before you die. That way, there won't be an immediate cause to lynch me when I go spy. I don't mind at all if you push me. Or you can hard-buddy me and push ChopBam, which I would use to further show how I'm town and scum made an effort to lynch me.

Whatever we do, it has to be done carefully. We cannot, under any circumstances, let it trend that we're a scumteam.

I know. Also, considering that "Wallywood" is coming back, we might justify an AFK scum team by erasing people tonight (preferably Chaos_Knight to prevent additional attacks). Also, going to suggest some stuff.

Alternatively, we can bus Cat5 tomorrow with a good plan.

If/when I do make my claim, I'm going to end it with a reiteration on "town would be too OP with a factory given the circumstances"--those circumstances being I kill scum when they visit me. Also, I can argue that since I'm in the game we may have an Allied Spy.

An Allied War Factory that produces protective commands and an Allied Spy...hmm...

Going to give a tiny nudge towards captured structures in my post. Don't mention it. :v That's something for tomorrow.

Trying to set up a ChopBam = Allied Spy thing for the future. Aaand Chaos ruins it. :(Well, not quite. :D



That's a bad gif of gum bubble popping. :p

Lol. :v

Spreading confusion. I may try to somewhat make a target out of myself. Or not. Let's see what happens. Anyway, I'm out for some dinner. I'll be back in about five hours.

Two suspected structures? You're including me, right? Ugh dude you can't just up and leave a scumbro hanging like that!

Dude, you always miss the good parts. If ChopBam is lynched today, Cat5 won't have any townreads to give tanks to, and I don't think buildings can be converted (so Chaos can't become a tank and shoot us). We'll have to figure out who to chronoshift tonight...

Of course I missed the good part. :v Also, IIRC, Cat5 said he could only produce tanks every other day. As for the Chronoshift, Chaos_Knight is always a good idea in case we want to prevent being shot. Alternatively, we can stay put for another night. Maybe we should unless I'm forced to claim. Debating whether or not I should claim Refinery or Captured Chronosphere (with an entire bullshit story to back it up)

Btw, sorry for not "backing" you with my post. :v

I'm not going to respond to that directly. It'll look suspicious later on. ("Are you really going to counterclaim me?" = scumbuddies)

Excellent! Good thinking. Also, should I be required to claim Captured Chronosphere, I have an entire bullshit theory to back myself up, together with pointers towards the game's fluff, my own posts, my behaviour and the possible situation at hand. Also, no counter claim from me, rather that I wouldn't believe the amount of buildings "we" possess.

Ohohohhohohoho, that Chopbam post. He knows that they'll have to lynch scum today. Except that, you know, they are unable to do so! Ahahahahahahahahaha! Poor guy, he's on the right track.

It'll be a stalemate until Cat5 gets another tank to someone. We have to last until one of us gets a tank, or until you chronoshift enough people out of here.

We cannot change into a tank. :v We're buildings, not infantry. Also, IIRC, Cat5 said he can only produce tanks every other day.

It's still not good for us. Worst case scenario I get shot the next time he gets a tank out, and then you're gone. If you chronoshift someone tonight we have 3 Sovs and 2 Allies tomorrow. Still not enough to shift the votes. We'd have to survive the next day and you'd have to chronoshift someone the next night and hope you don't explode because of it.

I'd prefer to be lynched to confirm myself in defense of that scenario. That way when I turn spy I have less chance of being on the lynch train.

Correct. However, remember that I can only erase people every other night. So if I Chronoshift somebody this night, I'll have to wait for another two nights.



Also, I'm going to "ignore" your hard claim request for another hour or two. and all that.

Tried to make it sound like I was paying attention but not surprised. If I'd ignored your soft cc, it wouldn't have gone well when Cat5 pointed it out.

That's ok, but I'm delaying it until closer to the hammer. :v

Keep an eye on things in case it goes south. If it gets spun into you vs me somehow (and not Cat5), I'm the optimal lynch target.

Roger.

Read my theories from the day and see if you can make a good post for why Cat5 should be confirmed instead of you or me. Unfortunately, due to your soft, I'm forced to vote you. If you can't

find a good way to spin it onto Cat5, try to show why I could be lying. Gotta be some way to switch the votes to me.

Lol, I'm going to ignore it for another hour and then come back with putting you guys off.

Remember that the day could be hammered early with the forced voting thing. Wallywood's non-vote might not be considered.

That's ok, I'll be voted into "error - 404 - lynch possibility not found".

Hey, you can easily frame me. I've been going all day with Cat5/ChopBam scumteam. Argue that if you're scum, my theory falls apart and ask me who the second scum is (because there are at least two).

"If I'm scum, then by your reasoning Cat5 and ChopBam must be town. Cat5 can't be my partner because I'd get the tank, and ChopBam can't be my partner because he wouldn't confirm Cat5's role."

All that remains after that is Wallywood, me, and Killing_You. Not much to work with.

You haven't outed me as scum, have you? Just asking.

No, that was my suggestion for you to post. Something you can work with to break down my false theory. I was rather quick to abandon that theory I was so sure about the moment you softened a counterclaim. And then, after you say that, you can claim your defunct chronosphere or whatever to show it was never a cc. The theme is that I pounced too soon, as if I was expecting to be counterclaimed.

I'm not going to claim Chronosphere today.

Whatever you claim works, as long as it isn't flame tower.

Posted.

There we go, thank you Chris.

Good. Now I just have to be believable as a flame tower for when I don't die from lynch. It's one thing to shout "see I was right" and another thing to have townies believe me.

Current CVC since Verti is out:

CVC:

Category 5 Hurricane voted no one

Chaos_Knight voted Jeod

ChopBam voted Nodlied

Jeod voted Jeod

Killing You voted Jeod

Nodlied voted [blocked]

Wallywood voted nobody

Jeod has the most votes at 3

Choppy also voted me.

Ooh, remember you're blocked for today. :p

Yep. :v

Do I pull a Cat5 and vote myself or keep it on you? Hmm...done. I can always change it.

KY-Jelly calls you out on the earlier "are you a flametower" post I linked earlier. Explain what you were trying to do at the time. Plan is below the link.

Point it out. It was a mafia edit and your post started a new page. Or I'll wait for KY to ask about it again.

You can quote him and explain (or wait until he asks again). The choice is yours.

I'll wait. I don't want it to seem like I was alerted to it somehow.

Fine with me. :v I like this entire scum vs scum thing, and in the end, they're only wasting their lynch.

Bussing ain't bussing if it's with consent, and of course we're buildings. :v

:v v: :v

Did KY just hammer you? Õ_o

No Cat5 hasn't voted and idk if Vert is counting Wallywood. The votes can still be changed before 6pm. I believe early hammer is only when all players vote.

Seven players, four votes, that's a hammer IIRC. Unless I cocked up with the vote count. I thought that hammer was a simple 51% majority. In any case, this is good enough I suppose. Yea 4 votes but total count is 6 not 7 due to you being blocked.

So we already had a hammer? ó_o

I am heading home, checking via phone. But i haven't seen 4 yet.

Alright, I might be wrong then.

3 votes for Nodlied and then two flipped back to Jeod. Unless Jeod did hammer on himself but I dont think so.

I did vote myself, but I don't know if it was a hammer. I voted before KY flipped to me.

Before that you had 1 from CK and KY after. Anyone else? Not sure. Only Cat5 could vote. Lets check. Ok he unvoted.

I'm counting three. Myself, CK and KY. Nodlied would be the 4th but he's blocked, leaving Cat5, CB, and Wallywood. CB voted Nodlied, and Wallywood is gone. Cat5 has been gone most of the day and left himself at no vote.

Before the big switch to me, KY was voting Nodlied with me. CK had not voted anyone. That tied me and Nod at two votes each.

HEY! With all the voting that's been going on, maybe Cat5 will explode or something since we probably have gone past his vote gimmick limit.

Doubt that'll be the case. I'm also very skeptic about that gimmick.

Know what? I think Chaos is testing it right now. He got KY to unvote, then KY voted again, and now he's unvoted.

Lol. If we can then pin shit on Cat5 tomorrow, that'd be great.



He's rockin' the ship. Welp. Cat5 made it back with an hour to spare. There goes that plan.



Oh, hah. I'm soooooo going to be a target next day. But that's alright. I'm prepared. Also, we're not going to erase anyone tonight. In case there's both a disappearance and a "night kill"/pillbox defence, my story will crumble.

Forgot CK hadn't voted.

That's ok, maybe he will now.

Btw, my final(?) post for the day does have a point.

Oh?

You're too ok with proving yourself instead of hunting scum. :v

I did my scumhunting. A long 48 hours of it. I need more information or I start regurgitating what I've already said like a madman. I also want to see Cat5's reaction. :P

True, but proving yourself can be seen as wasting time. :v Plus Cat5 has a point. I don't think he'll be off your tail next day.

Unlynchable. He'll have a hard time spending the day proving I'm actually an Allied building since one of his biggest arguments for not being scum himself was "Allies wouldn't have buildings".

Hmm, that's true.

If he brings that up immediately, I'll just instantly flashback to my theory that he and CB are in cahoots and it's Day 3 all over again. Tomorrow will probably be spent figuring out who you are. I'm not planning on forgetting your refusal to hardclaim when you were softing a cc.

That's ok. :v I'll keep refusing until the end. Unless people threaten to shoot me that is.

Unknown element dtrngd will join us tonight as well, remember. Who knows what he'll be?

I'm going to go ahead and say he's a rifle soldier. Too many buildings and specials, not enough rifles.

It'll be funny if he's a third Allied scum. But probably isn't since the Pillbox becomes a Spy. Rifle Soldier sounds on the money.

:v Also, should they shoot me, you'll have a field day. Honhonhon.

Oh, Cat5 just posted something against Kyelly again.

AND AGAIN, IT'S KY THAT'S ON THE BALL. xD

Got to love that guy. NewGuyMVP right there. If only he'd be more certain of his case and push it.

Tunnel vision's rough. I can imagine having something like that would cause lower confidence a ton. Living with that condition in real life must be unbearable sometimes, if it's determining your thought process 24/7.

Well, yeah. But he'll probably learn. He can become a good player if he learns to become a bit more aggressive. He shouldn't be that afraid of results.

It only caused me to look like a massive assfaced troll a few years ago when I argued with the BHP staff a ton about APB game balance. :v

:v That's ok. Also, what's with that final post?

Setting up for if there's no nightkill again. Can cast suspicion onto moon.

Wally "moon" Wood is in the game starting this night phase. However, if people visit you, then there's a sure way that we can throw that suspicion onto him. Ohohohohohoho. A better idea would be to have him shoot Cat5. Actually, no, that wouldn't be a good idea. He'll need to come to that conclusion himself!

Either way Moon can be suspect. By the way, you might be safe to chronoshift tonight now that he's joined the game. I suggest shifting CK out since he's the one confirmed town, but Moon just joined and might not know that. Still, he did say he'd been watching the game. Your call.

That's the exact reason I'm not really willing to Chronoshift just yet. Thing is, if another infantryman decides to visit you, my entire claim will be in ruins. Hmm, however, if we kill two infantryman, we might just as well win the game. Anyway, my claim will make a lot more sense if the Chronoshift happens afterwards.

Oops, you exceeded the night post limit.

Thought 2 was the max for game-related posts. I don't think memes count. :v (I hope they don't)

By the way, if they try to go after me with the "he got bitten, he must be a visceroid now!" thing again, then we'll have an easy non-lynch once again!

Is it ok if I suggest that myself if debating gets to it? (Say, Cat5 makes a convincing argument for not being scum)

Sure. Do try not to be too obvious about it though.

I'd say my role PM kills anyone not Soviet and if questioned about the role sheet thing, say I didn't take it to mean there would be roles outside the sheet that were also not third party.

Also, should I flip building tomorrow, Cat5's done for.

Until Cat5 also flips building, which is a possibility if Moon does not shoot or misses the shot.

True. Fun fact though, my role claim will target non-immovables. :v That's all I'll say. I'll save the rest not to cause any accidental slips or obvious/deliberate lead-ins/bait.

I'm surprised we've been able to play town for this long.

To be fair, I enjoy playing the hard game of no killing only talking. :v

It's pretty fun. Btw, I start work on Monday. Schedule's 12:30-9:30 EST, and I get two 15s and an hour lunch. But none of those fall on hammer time, unfortunately. I'll be posting less due to the hours.

It's a meta reason for wanting to be 'cleared' today, but I didn't want to say that openly. Since I'm usually the one who posts the most in these games, it would be problematic if I was lynched while I was silenced due to work. Cat5 turned KY on me easily when I went to bed after all.

Well, I'm usually away for the entire working day on Monday, being able to post and such during the evenings before hammer. Tuesdays are pretty much an entire no-go unless I'm able to slip in during the evening with the limited internet. Wednesdays are the same as Mondays. Beyond that, I pretty much have all the time in the world.

Meanwhile, on Skype:

[0:22:55] Liten: What the fuck is this mafia

[0:28:07] Liten: Jeod can't argue his way out of a paper bag

[0:28:09] Liten: Get hammered

[0:28:18] Liten: Turns out he can't be hammered

I can now officially say that this is really enjoyable. :v

Why do so many people hate me? ;-; Voe I understand, but what did I ever do to Liten?

Liten is just a general asshat to everyone, also, he's the lurker champion. Verti can back this up. :v



Are my arguments that scummy near the end of Day 3? :((pretty much) :p
I'd say yes. But then again, not many people seem to have realised that. :v

“Jeod was so scummy it's a wonder he was even able to ##shoot out of the scum-ridden holes on the Pillbox” ;_;

xD It's all fine and dandy though, especially if we win the game. Also, judging by the potential roles we have, I think it is safe to say that your primary purpose was to mow down visceroids trying to infect you. We only had one single visiting soviet infantry after all. (At least, if the buildings are buildings, Choppy and Wally/Moon are rifles and Mojo was indeed the cop that visited people.) Hmm, would a Choppy heavy tank visiting you net us a kill? :v If only.

Role PM says it has to be infantry.

So only one and the visceroids then. If that's the case, we might be less powerful than we thought.

Not really :p

I think Verti really wanted you to use the chronoshifts.

Of course he does. Then again, he knows very well that I do not trust “if you use this too much, silly things may happen” things.

It would turn a big “shift” in the game XD
(get it? << Yes, I do ٢_٢ :v)

So there you have it, not going to spam the Chronoshift eraser. Actually, it's quite interesting that you build a Chronosphere, possibly the most expensive thing on the planet to erase stuff when you could just as well have bought a 10 cent eraser from the local book store.

I'm prepping my day post for tomorrow. Thoughts? It's blue so you can add comments and stuff.

Okay, time to go over what we know.

- 1) Chaos_Knight is cleared by Nodlied and Category5, who confirmed to receive rifle training.
- 2) Killing_You is *probably* town
- 3) Category5 claims War Factory that can change a role into a heavy tank every other night phase.
- 4) ChopBam claims to have received a heavy tank (claims he was originally rifle soldier), used it to shoot Mojoman

I see three possibilities:

- 1) I'm still calling bluff on the factory and tank. Until it can be verified by another player (which won't be until the next night phase), it can't be confirmed town.

2) Nodlied seemed like he was going to cc me as Flame Tower. I'll go back and find the post if necessary. If Nodlied is scum, then his partner would have to be Killing_You or Moon, who just joined the game.

3) There is still a visceroid (maybe two now) out there by some weird shenanigan. Maybe Nodlied was converted when he was bitten.

Don't you dare copy-paste this thing onto the forums. :v There was a guy who did that once before, complete with coloured text. :v

What do you take me for, a newfag?

Nope. :v Just putting it out there as tips for the newer players if they happen to read this doc.

:v So this is gonna be my post about what we know, minus night events. I'll have to change it up a bit if there's a kill or something else happens.

I've been thinking. We should probably Chronoshift Chaos_Knight during the night to minimise the chances of us being shot.

Your call. Chaos only powers up weapons, he doesn't give them out.

Alternatively, we get rid of Gimmick5.

Now that you have at least some idea of the situation, you should think hard who to chronoshift out :p It may or may not have a decent effect on the game. And could also decide the outcome.

Well, chronoshifting Dtrngd-Wallywood-Moonsense will end up without a person to shoot us. :v Alternatively, killing Chaos will result in no more free rifles while getting rid of Cat5 will (potentially) result in no more tanks.

I'm still on board with no chronoshift. Verti, mods aren't supposed to give us advice! :O

I'm not telling you *what to do* I'm merely warning you. When players do something wrong they blame me I didn't warn them :p

I only blame you for bullshit mechanics, bullshit balance and bullshit post-game game modes. :v (you want one? :p because i have some ideas XD) Generally, I do not blame you for player mistakes. And no I do not. Also, to post my night action ability. And I will not quote the damn thing, because that's against the rules:

- I will attempt to remove a guy from history during the night. There is a 25% chance that the player will return the next night. I cannot perform night kills.

Isn't quoting okay in mafdoc? I know your role so you're not using quotes to prove alignment.

^There have been third parties inside the mafia team before. My very first game included a scum member that had to murder me to be victorious for example.

Erm, probably not the case here.

In ilts game I was a mafia and we had third party (cabal - Allie29) which basically bussed us. Was pretty dicky move. (fixed)

That was an iLTS game IIRC. :v

Explains a lot. Anyway, you said before that chronoshifting tonight would kinda break your claim plan. So, if you shift, we point to moonsense. But what does that do for your claim, especially since I'm now "clear"?

Guys you can quote your night actions here - I don't mind. It's on your *own risk*. Other scum players used to do that so it's fine. But aside of that, these APB series are not designed to have third parties inside scum docs :P << Ok, will update the very first page.

I've been thinking about my claim. And to be honest, I don't think it's such a good one. :v Don't think people will believe "neutral Chronosphere", "objective to survive", "somebody is after you" role. :v

I'm going to laugh if Cat5 throws out a PM he got Day 2, saying "during the night, you noticed something or someone moving their gun about 40 degrees to the west."--and then use that to say I'm a Pillbox.

Lol. Btw, erasing somebody from history could mean that ALL actions that guy (and as a result, potential actions another guy did) would be reverted. After all, I'm erasing people from history.

Better not erase ChopBam then, or Mojoman will come back. That's actually an amazing idea.

Save it for later. He's going to be under suspicion tomorrow, so we kinda need him there and not erased. :v But check out the other shoot actions and votes.

Hey, if we really wanna fuck up Verti's mind, let's erase someone who voted for FRAYDO Day 1. That will guarantee a Mojoman lynch and FRAYDO will come back. :v That will also mean ChopBam doesn't shoot his gun and a whole bunch of weird shit happens and the timeline explodes. Lol, I shouldn't though. Mojoman will then be confirmed as the #1 town cop, which would be bad for me. Getting rid of Cat5 could work out in our favour, as would killing the barracks. Alternatively, I'll chronoshift myself and divide by zero.

I told ya not to target yourselves :P Just, don't. It breaks the game too - in many ways. But you're welcome to try but don't blame me for it.

True. You could save it in case I get shot tomorrow. I say divide by zero just to see what happens. :p

Nah, I think removing the barracks from the world would be a good idea. More on it later, going back to work for now.

Any way we can get our hands on one of these with the chronosphere? :v



I don't see why not but that would be adding extra stuff to the game right now which nodlied *doesn't like very much*. <You know it! :v Still there may or may not be a couple of surprises.

Before you shift anyone out we should outline all of the actions that will change so we can be prepared. Chaos tried to give training to you and Cat5, so that won't change. But who did he vote? I think only Day 1 might be affected by this. Oh, Mojoman. So nothing changes really.
--Best option, IMO. If anything we can theorize that Cat5 made a chronotank N1 and it was just used.

If ChopBam or KY are chronoshifted:

- Mojoman is lynched D1 since there is no tie.
- ChopBam, KY, and I all get our guns back since we do not use them to shoot Mojoman.
- FRAYDO returns to the game (assuming he didn't get spoilers in the dead doc)
- Isaac can no longer infect Mojoman so he would choose someone else in his night action (possibly chosen by dice roll).
- Day 2's lynch is now a tie between you and Isaac The Madd (only if KY is shifted out)
- If Isaac returns to the game due to you being lynched, it will only be if he didn't get spoilers in the dead doc.
- This is risky; though we get our guns back, it's counterproductive for the "scumteam" since Cat5 is a building and has said he doesn't want to be shot.
- However, if the chronorift is made to be a third party, then that risk is eliminated. ChopBam caused a tie to go for the easy lynch, Mojoman. Mojoman will flip Starshina. I can probably get people to use their shots on at least ChopBam.
- A plus is that we can cause more chaos by bringing the Visceroids back into play. << Good idea actually, it'll force people to use up their guns on the visceroids.

This could be interesting if a chronorift is the 'boss' third party and it's shifting in Visceroids. Its goal would be to survive, and Visceroid goal would be to convert everyone it possibly can. Would a chronorift be considered a building? Also, what's the big point of bringing the Visceroids back? If it's just to make people waste guns, well, the guns are already gone. It looks to me like the only reason would be to once again make the "Allies aren't in the game" ploy.

(I am imagining right now that Nodlied is a chronorift and Chaos derpily goes to offer a chronorift rifle training, but there is no response, so he just tosses a rifle into the rift and walks away whistling)

P.S. Verti, you're welcome in advance for finding everything that changes for you :v

You guys are over complicating it, but it's fun to read :)

Well, we'll scream false advertising if history isn't actually altered. EA even made RA3 because of time machines and erasing people. We do have a precedent. :p Unless of course you're leaning on the chronosphere being more of a teleportation/displacement thing than a time machine thing, which would mean that shifting anyone only affects present and future events. (you should reread nodlied's action once more then, there's a clause at the end)

If we wanted a time machine in game there would be one no? Anyway such things are too much to have in game - it's screwing up everything basically.

iLTS had me do that in one of his games though. :v And he allowed me to remove the 1 person responsible for the mafia in the first place, and then he told scum about it, so they night killed me.

What? Oh. iLiketoTellScum :p

Still, remember kamuixmod's game? Esp. the one with time machine... That game basically killed itself.

So, the choices are:

Chaos_Knight - Possible due to his ability to hand out guns and ultra towniness. Does not have the ability to shoot, likely a building.

ChopBam - Possible target, will be the one to buddy up with Cat5, he's also not exactly cleared as town, although more so than Cat5. Cat5 would call you out on that due to "looking" for the tank. Is a non-building, thus lynchable.

Wally/Moonsense - New guy on the block, can be Chronoshifted, but is it worth it? Can be blamed by Cat5 for the nightkill, otherwise, a possible gun on our side, depends on who he's with. Wild card. Can still shoot, likely a Rifleman.

Cat5 - Possible lynch and/or gun target. Then again, he's the #1 guy to be on our tail. However, chances are that Chaos_Knight will call out that it killing him could be a ploy by scum to put the blame on us. Gimmicky and claimed war factory, delivered (?) a tank to Chopbam.

Killing_Jelly - Another wild card, possible ally, possible enemy. Infantry unit for sure, possible Shock Trooper.

We only really need three dead to win. Should we focus on eliminating our enemies? Should we focus on minimizing the amount of firepower? Should we focus on causing confusion? Or should we focus on eliminating all non-buildings from the game? I'm personally in favour of killing Choppy, Killing_You or Chaos_Knight.



I like how you are taking extra effort to analyze all these possibilities and trying to find what the priority should be :) thumbs up mike~! :v

Question though: Will the defeated player's role be revealed? After all, he/she "never existed". :v

Your target?

Correct.

It's exactly how it was written in the night action, so you get the idea correctly. (but now no more time machine crazy stuff <Heh. :v) (Imagine the player would return and I would have to put the game from alternative mode back to normal mode again)

But that's fine. That will help out.

I would also like to point out few things but I can't since it would influence your judgement hence as GM I can't say more :P

That's fine with me. Crazy idea though: I'm damaged, I can *attempt* to erase people from time. Because I'm damaged, stuff can go wrong. Now what if my targets would return as visceroids if they "do not return the night after"? They try to infect Jeod, they die. Ok, enough bullshit theorizing. Would be a funny mechanic to figure out though.

Well it's quite easy to figure out since I've already put many leads everywhere. But I can't point it out constantly so you are spoiled. Obviously there's more to everything you see.

You don't need to point out anything. :v I like finding stuff out myself. Similar thing as with DS3. But I'm pretty much convinced right now that I am somehow responsible for the Visceroids being here. (Fluff wise) More or less it was gen. Carville ^^ Well, he activated the Chronosphere, I am the Chronosphere. :v I am dead, yet I can alter time and space. I am alive, for I can create and destroy. I can change, I can move, I am the one whose power is not yet fully understood. That's the spirit.

Btw, what's the time limit for sending in PMs? (Obviously, before the day start. But so I know how much time I'll have for waiting on Jeod.)

Well if I were to follow your time machine idea I would have to ask it for several hours earlier to mess everything up :p But no, even if you send it last minute it's fine, preferably 10 mins before day start.

Alright, I'll make sure to sacrifice a person worthy of the game.

Cat5 seems like a good bet. He's spent the entire day railing on me. But now that I'm 'clear', he'll be a larger threat to scum. He'll be looking for them, so there's a good motive for shifting him out.

At the same time though, he's a good target.

Yup. I'll work with whatever you want to do.

I believe that in order to win, we will need to eliminate all guns from the game. This can be done by either removing the non-buildings from play or by destroying the production structures.

Well, Cat5 produces heavy tanks which have guns, so....

Correct, but who should be our target then?

To lynch tomorrow? I don't know. If the flavor reveals a chronoshift I'd argue for finding the chronosphere--thus the buildings will be targets (you, me, Moonsense, and Chaos). If there's no flavor, a case could be made for a remaining Visceroid, in which case you would be the target since you cannot shoot. (You still wouldn't die cuz building etc)

Btw, I wonder if removing Killing_You from the game would help us fight the Cat5 problem.

I doubt it. He's easily convinced--I've had him following my lead for most of the game since Day 2. It might be harder without him.

Fair enough, I do worry about Choppy shielding Cat5 though (tanks can "protect" others during the night).

From kills, I don't think a tank can protect from a chronoshift. If anything, he might get caught in the rift. :v

Well, this is where the gamey stuff comes in. :v I don't know if the chronoshift will go through protection. Also, what's your opinion on erasing Choppy? :v

It might get Cat5 into thinking that Allied Buildings can exist and point the finger at me. Then again, he wouldn't know who to give a tank to.

That's true. So it's either Choppy (guaranteed kill) or Cat5 (our worst enemy but potentially protected).

The description says it serves as an 'armored shield'. I still don't think it can protect against a chronoshift. It's not exactly a kill since there's a chance they come back.

Fair enough, especially since I "cannot nightkill" but you will be able to after I get wrecked.

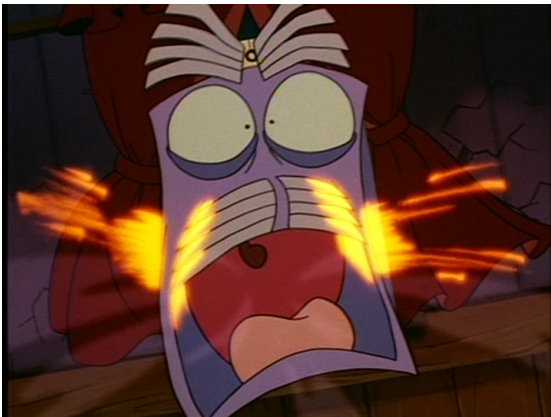
If you get wrecked. It might be favorable to get you shot tomorrow. Up to you though, I won't push shooting unless you want that.

I'm always going to be against being shot. :v I'd rather have them confirm my alignment through lynching.

Hammer in 18. I'm excited. Either Cat5 for the money shot or nothing. Your call.

Welp. So Cat5 for the money shot? Do note that we'll be able to be called out on our suspicion of Cat5. Especially since he remains the most obvious target to shoot with the gimmicky stuff. (Also, the hilarity option: Moonsense. As that would mean no attacks during this day, increasing our safety. BLAH, I DON'T KNOW, ALL OF THEM HAVE PROS AND CONS AS TARGETS! ##UNSTABLE)

Careful, you don't wanna end up like this guy:



One minute for final considerations.

You know my stance. Cat5 or nobody. You get the final say.

Ding ding, Verti, you've got mail.

It's time.



Now we'll have to wait for another 2 days.

=====DAY 4=====

You can only do this every 2 days?

<https://www.youtube.com/watch?v=bXXrpgpWJQY&index=5&list=PL89145F1A2586B55D>

Yes, I thought I was clear on that. :v

SCORE!!!!

I guess Choppy defended the wrong guy. :v Also, Choppy died, not my target though.

The flavor exposes the chronosphere.

Doesn't matter. Shot baith right there.

Apparently that is how Verti gets his sick kicks. Cat5 is gone.

XD Nope it's choppy whoopy gone for now.

Did you just slip, good sir?

Nope.

Choppy protected Cat5, therefore, Choppy died(not yet < I know). Anyway, people will probably question me. I'd love to answer, but I'll have to be somewhere else during the next 18 hours (sleep



and uni), so until then, I'll any answers.

So good night, don't try to screw up. :v Launch a lynch case against me if necessary.

Kinda hard to stall. And I have work tomorrow, so I won't be present when you're making your arguments.

Nodlied, this is for you champ: http://cnc.wikia.com/wiki/Chrono_Vortex

I didn't even mention the chronotank idea to Mike. Poor him, missing all the fun again.

Ball's in your court for today, man. I start work in 30 minutes, and I'm watching the presidential debate with my girlfriend tonight afterward. I'll check in during my breaks though.

You put me in a really tough spot. ٩_٩ Wanted to claim radar dome, but I guess that's out of the question now.

Wasn't really my plan. I didn't think Cat5 would suspect a chrono legionnaire. I was just throwing out possibilities in hopes you could find one to work with.

I really haven't got a clue right now. I can go on with the "fuck your attempts to make me hard claim", but other than that, I have nooooooooo ideaaaaa.

I was hoping you could survive today to do another chronoshift tonight, unless you have to wait on that. I think it's too soon for me to go spy.

As I've told you twice already, I can only Chronoshift every other night.

Well, you kinda need to claim a building. Hm...is iron curtain an option?

http://cnc.wikia.com/wiki/Soviet_Units_and_Structures_Summary#Great_World_War_II_.28Red_Alert.29

People will call me out on night actions. "Why didn't you shield anyone?" Yeah, good luck defending that, especially Chaos_Knight the barracks.

There's the Tesla Coil...? <<Then they'll force me to shoot. Sam site isn't an option due to the absence of air units, wf and bar have been taken. No idea what to do with a service depot, conyard, tech center, dog house, subpen, missile silo, command centre.

Might have to go third party. Chronorift, but that will likely get you shot unless you say bullets can't damage you. You could go with chrono vortex, since it takes several infantry sent into those to make them go away. Anyway, sorry I can't help much. Gotta get ready for work, which means signing off on my personal user account and signing on to my 'work' user account (I work from home). (I can login from work easily, no need to switch accounts, unless you're using gmail for work) <<It's not about logging in; it's about having my mind focused on work. I kinda need this job for bills and things.

Same. :p But here I am, as a GM can't afford to slack off. That's partly why I don't GM. :P *sigh* That's ok, but remember that a third party will be immediately seen as hostile. My best bet is claiming building and hope they'll lynch me anyway. I might try to lynch somebody else instead to make them believe lynching me is the way to go. But I really don't like that I've been left with no other option. All the discussion and suggestions about Chronospheres aren't making my life any easier.

Blame Vertigo, he did make the flavor text awfully specific. (since people are suggesting legionnaires, chrono tanks, etc it's still not all that specific. :p) They don't even know if it was a kill or self action. (plus there's also the return chance :p)

To be fair, I suspected that that would happen. Our job was to not really focus on that.

As a spearhead "townie", and a guy with a known eye for detail, it would look suspicious if I ignored it. I tried to blend it in with my theory on Cat5/ChopBam scumteam. If you can deflect the building thing for now and put suspicion back on them, it might go somewhere.

I'll be back in two hours to check on things. Ttyl.

I'll try, but I'm going to be very busy today (and tomorrow, and the day after that) due to internship dumping a crapton of work on me.<<say that in the thread, it won't be the first time meta wise. So people won't jump you for lurking reasons. Jeod did the same.

I will tell people that in the thread, but I also don't really want to make it sound as if "I cannot be scum due to being busy", as that would be dishonourable. (since it's true it won't be :p + people can check back here after the game) True or not, I shouldn't use real life things as arguments whether or not I'm scum. :v Glaedr did that once before, it wasn't pretty (and I called him out on that). I'll do something after I finish half of my work for today.

Decided not to fully claim, do with it what you want. I still need to finish some work.

Btw, you can always push the "but what if he turned visceroid overnight due to the bite!" thing for a quick lynch if you want. Don't be too obvious if you do.

If this is somehow the last time we meet, Cheers!

I'm going to present a total of three theories to go on, and I'll base these on the facts gathered through the day and also list the unknowns (circumstantial facts that are required for a theory to be true). I'll see if I can spin it.

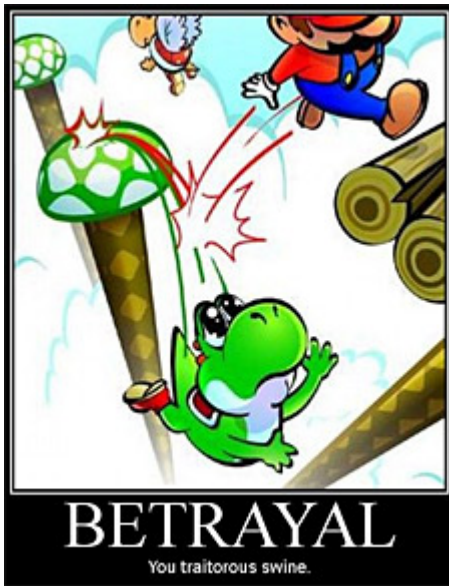
I guess they'll start shooting now. Better not to go to sleep now ;P I was expecting better case Mike :p But we'll see how this holds. It's actually pretty solid to hold, but (maybe) not for long... Pray to RNGesus tonight boys! :D

Meh, Jeod didn't put me in an amazing spot. :v Besides, I've been spending more time on RL stuff than the game. And I decided to use the "do go fully against people, lest you want to give them the idea that they're the attacker and they experience success" theory. People are more likely to be ok with you if you don't go all out and remain somewhat - if not totally - calm. < Got that in uni today, maybe it'll work in the game. Probably not, but I'll never know.

It's actually a good psychological trick (passive aggression). To stay calm and talk to angry people back with this "NPR" voice :p It's hard to do on the forums though. But I get the idea.

You've discovered my secret weapon, congratulations. By the way, sorry for the suggestion of being shot. Under no circumstances can I appear to be friendlier toward you than Cat5. As for putting you in the spot you're in now, I'd have to argue that circumstances within the game and beyond my control placed you there. I'm doing my best to show that a chronosphere might not exist, but still. I'm forced to fight my best fight. If you've ever played Ace Attorney and played the last case of the Justice For All game (Matt EnGarde), it's similar.

Never played it. :v But it's ok.



:p jk

Notice that nobody except KY has mentioned a Nodlied/Jeod scumteam. That's a good thing in my book.

Yep. Anyway, it doesn't look too bad (23:41 CET here), so who knows? Anyway, maybe until tomorrow, otherwise until Wednesday, and if I die, good luck! (And I'll see you in the dead doc, Verti.)muahahahaha (he wish)

<https://www.youtube.com/watch?v=H0xiOWZmYlo> XD

MFW I OPENLY SUGGEST PILLBOX AND CAT5 DOESN'T IMMEDIATELY POUNCE ON ME WHAT IS THIS EVEN.

Nice. I would expect somebody to click already.

I expected to be randomly shot by now. Also, isn't that sort of cheap to allow a casted vote to cause hammer and then allow two unvotes just because you didn't record it in time? You still recording them all in order. If a vote bot was running the game the hammer code would have kicked in before it would continue recording the unvotes.

Doesn't matter, I run the macro and count every *single* vote, if there is a hammer then it will stop the game no matter how many unvotes still follow (they don't count at the counting of current vote). Also I have a feeling these perma votes can cause hammer easily too so probably the day after next one will have to stop with forced voting.

But Cat5 caused a hammer with his vote, didn't he?

Nope?

Here's the log:

9 day(s) , 0 hours, 38 min, 12 sec Day 4 [Vote Counted] Chaos_Knight voted **Nodlied** to be lynched!

9 day(s) , 0 hours, 38 min, 28 sec Day 4 [Vote Counted] Killing You voted **Nodlied** to be lynched!

9 day(s) , 23 hours, 13 min, 53 sec Day 4 [Vote Counted] Nodlied voted Category 5 Hurricane to be lynched!

10 day(s) , 10 hours, 8 min, 21 sec Day 4 [Vote Counted] Category 5 Hurricane voted **Nodlied** to be lynched!

10 day(s) , 10 hours, 8 min, 35 sec Day 4 [Vote Cancel] Chaos_Knight cancelled his/her vote on Nodlied!

10 day(s) , 10 hours, 8 min, 49 sec Day 4 [Vote Cancel] Category 5 Hurricane cancelled his/her vote on Nodlied!

He got 3 votes and then CK & Cat5 started unvoting. With 6 players you need 4 votes to hammer somebody.

Oh, so one more on Nodlied after Cat5 would have been hammer.

Yea that's why CK unvoted saying no hammer.

Gotcha. Okay, this could go well. Nodlied is up for a lynch and I think I can get Cat5 to waste his factory power on me tonight. He has no other potential leads anyway unless he wants to risk giving a tank to 'scum'. Since he's a building he won't visit me, so he won't die, which is too bad. But I'll be able to either confirm his role or deny it.

More power to me, depending on the situation. It's not worth denying and trying to start a war if Nodlied is shot and flips chronosphere--that would clear ChopBam and thus clear Cat5, so I'd have to confirm him.

Hell if Nodlied dies by shooting today it's basically over. Cat5, ChopBam, and Chaos will all be clear. They'll narrow it down quickly. I'd have to kill KY, Moonsense, and CB (if he returns) to make it a stalemate. I think Moonsense would be the best nightkill, since he seems too towny to everyone. KY I can at least pin as an Allied Sniper.

Oh, nvm. It won't be a stalemate. They'll try lynching me. And I'll die because I won't be a pillbox. Unless I can make them believe the only way to kill me is by shooting me, I'm dead.

If chronosphere is destroyed, you don't have to immediately dismantle your pillbox :) You can keep being a pillbox until there is no other way to win than switching to NKs with a spy role.

That's much more workable.

Oi, Jeod, status report! I'm not going to visit the forums if it helps preventing a gun attack. Also, hilarity will ensue should KY visit you.

(isn't that what you disliked about using the "irl absence" as excuse?)

Well, I am actually absent. Just asking for a status report. :v I've also never claimed that I couldn't be scum due to being away. :v It's literally a thing, I just have multiple ways to gain information on the game.

Fair enough then :p

You being town due to being away won't work because no night kills. < That's not what me being away is about. It is literally me saying that I'm busy (which I am). I said that I might contribute to the game. Keyword, might. I am still contributing, just on the other side.

Anyway, I worked ahead on my training a bit by mistake which is why I'm checking in more often today. Currently, you and Cat5 are in line for the firing squad. Cat5 seems to want to just lynch you instead. The big debate is that if there are two Allies left, we're in a 4v2 situation with two guns in play, and shooting incorrectly could cost us the game. So far, you're the one voted to be shot. Cat5 may argue further that you should be lynched instead, but he doesn't seem to buy you're a building (thinks you could be a spy and the second Allied guy is the chronoshifter).

I think you should read the thread as an anonymous user to see the details. There's a slim chance you can get out of this. Chaos even wants to see what you'll post before being OK with the shot. Thing is, I automatically log on to the forums on this machine. :v

Clear your cookies and it'll log you out. No biggie. Using a different browser has the same effect.

Nah. That'd be cheating. I'll see if I can check back later tonight. (For now, back to work! D:)

I'll keep posting updates when important stuff happens. Moonsense is being townread by everyone but Chaos. The townread is based on his hardclaim of rifle soldier and his constant flow of questions about the game.

Cat5 had a dumb theory that chrono legionnaire might have a one-time lynchproof ability, but I think he just really wants me to be scum. How dare he. Then tell him he's trying too hard. :v

If you're going to claim a building, which one will you be? Or will you be a vehicle? (Stolen Radar Jammer?) Already claimed building. :v We've been over the options already, I can't use any to my advantage anymore. However, I can always claim dog-house for shits and giggles.

Well, given that you'd flip a Defunct Chronosphere, you can pretend to have been responsible for the Visceroids and try to get the town to think there's one left.

Only in the worst case scenario. But I'll flip Allied anyway. :v (Also, notice how things disappeared in the game's opening post, and that we were fully able to remember who and what they were, but now, our Choppy disappearance ends up with us no longer remembering him.)

Nobody remembers voe anymore :p The Day 1 post says otherwise. :v

Well I had to name him since he wasn't mentioned before - no fun in that :p Also I didn't want people to know there is a chronosphere right away. But GJ finding the easter egg (can you find more? :p)

Pffft. Other than scaring the living shit out of town by messing up the CVC at the start of D4? :v

That's not easter egg. Indeed, that's a screw up that might have led to me being more suspicious because I wanted to waste Town's shots. :v Wouldn't have done that if you didn't crap out.

##Complaint ##BeingUnreasonable Nobody even touch that. They are suspecting you from being defensive and the only role that hasn't roleclaimed yet ;P But yea it was more or less a joke and the posts following as well.

Calling it that you got the idea from our thinking-too-much about the chronoshift earlier.

Oh! Oh! Is the easter egg that Voe killed himself since we can't nightkill and therefore couldn't have done the deed?

No, the easter egg is that Voe died D1 and was town.

Easter egg was *how he was killed*. (or was he? :p) If I would also write that you no longer remember him or put some more flavor I would make it more obvious. I mentioned that "things were missing" in the DAY 1 post - which could indicate that things were starting to shift left and right.

Oh, that's good. Speaking of Voe, he sent me a PM saying good luck. I think he townread me. I'm touched. Sorry Voe. (next time please report it right away to GM, these things are against the rules - e.g. no outside communication)

He send you a PM? :v (anyway this is against the rules regardless, but since there was no exchange of information I would probably allow it, still too bad he didn't ask for permission or soemthing)

Yeah when I was making the case against Cat5. I just said thanks. No game discussion.

That's just Voe having something against Cat5. :v (Just like how he hates iLTS in mafia games.)

I actually think voe *scumread you instead* and wishes you luck seeing you as last allied player (or he has no idea about noddied unless mike skyped him :p)

Btw Liten also mentioned you're scum. So probably they both talked about it. < I couldn't keep being two building scum to myself to outside parties. :v (Pluk, Voe, Liten.)

Remember voe was scum last game and also had to deal with cat5's suspicion.

Also voe wanted noddied to die as first, no matter what (even though cat5 could have been a better target from the allied point of view). So by that we can judge that he hates you the most, Mike :p

He's just afraid that I will notice him. :v It's not too hard to tell when somebody is typing in a Skype chat. (Wait - you can see he's typing elsewhere than skype?! :o No, but I can hear keyboards being used. :v) Especially when you see said person in the forum and he isn't posting anything while mentioning the mafia. (And we generally insult one another at the very start of the game.)

I was suspecting he slipped, because he mentioned skyping you and using as number 1 reason to kill ya :P If that is the case, I didn't notice. :v (but you mentioned keystrokes?) Yes. So you heard them? :p Nope. But it happened years ago. :v

Favorite Voe kill: I was Dr. Ivo Robotnik and killed anyone who tried to visit me. Voe didn't even try to die--he was Jesus and wanted to make me a disciple N1. :P I think I was Gabe in that game

Anyway, I'll be back in an hour or two. I may even post on the forums.

Mike, the decision's been made that you'll now be shot 1.5 hours from hammer instead of 1 hour. That's real soon. If you're going to post, better do it in the next--nevermind.

RIP Chronosphere.



***** Incoming message from Gen. Carville *****

Soldier, we have received a report of the Chronosphere disaster. Your primary task is now to destroy the remaining soviet outpost before it's too late. We've heard from our dear Professor that the area may be unstable. Dismantle the defenses when you see fit but please make sure it's done within one night - WE DON'T HAVE GODDAMN TIME TO DEAL WITH THE SITUATION RIGHT NOW! Over and out.

You said I could dismantle whenever I wanted. Now I have to do it tonight or miss the opportunity? Missunderstood :p Carville implies it takes one night to dismantle the thing. So one night you can't NK or kill the enemy if you decide.

So I'm treating it as a ##Dismantle phase action. Cool.

Ok, plan: Cat5 gets shot and is killed (hopefully). Moonsense is the only one left that makes sense to be scum. He's lynched. I have to convince Chaos to take no action tonight. If he must make an action, he should send the action to me. I dismantle tonight.

If I am able to change my class due to dismantling, I change to Sniper to shoot KY. If I cannot change my class due to being scum, I'm in for a tough match to show why KY would have to bus his partner.

=====NIGHT 4=====

Hey Verti, can you tell me if I would be able to change my class or accept other invitations from players as if I were a Spy while I'm dismantling?

No as you will become the spy next day, not immediately during the night. You can be also blocked or otherwise disturbed during the night.

Ok, that sucks. I was hoping I'd be able to be a sniper and end things quickly. Oh well.

By the way, I won't be dismantling tonight.

OK. It's a normal PM action anyway.

Alrighty, planning time. Category5 is a proven building. Chaos Knight is cleared town. Killing_You and Moonsense are my only options to go after at the moment, and I hope ChopBam doesn't come back.

KY is a Sniper. He'll probably track either me or moonsense tonight. If he tracks me, he dies. Fingers crossed. If he dies, I can say buildings can't visit and point to the lack of nightkills and the chronosphere. That might be enough to get moonsense lynched, assuming he doesn't shoot me and cost me the game.

If all of that works out, then I'll either remain a Pillbox for one more night or dismantle the night after the lynch.

It depends how things go and if Cat5 wants to lynch me to see if anything changed.

=====DAY 5=====

DAY 1: Fraydo [lynch]

DAY 2: Isaac [lynch]

DAY 3: Mojoman [shot]

NIGHT 3: ChopBam [chrono]

DAY 4: Nodlied [shot]

Hey Verti, does Nodlied still have viewing rights for this doc?

No. He has gone to a "more interesting" place atm. :p

Are you really suggesting to bring him back?

Does that throw a wrench in your game? :v Yes I am, for multiple reasons. One, it delays town's search for scum. Two, it could end the Vortex which is good for me, since I suspect at the end it will bring everyone back and undo all our hard work.

Well if town is stupid enough to try, why not? :p

I just think it's utterly crazy to even suggest such a thing.

It's only suggestable due to the circumstances. Town is pretty much desperate at this point. Scum is either a choice between Moonsense or KY, and I threw out the possibility that there are no scum left and the Vortex is all we have to defeat now. Category5 offered more points that 'clear' me by saying

Nodlied could have been lynchable because he was damaged. His determination that there can't be Allied buildings is his undoing this game.

Well it's up to you. Given the unknowns anything can be suggested still. But it would make more sense if Nodlied was neutral.

Good thing you're not playing the game. If I dismantle tonight while Moonsense is changing into Engineer, I can be a Spy the next night when they bring back Nodlied. I'll make a nightkill on KY at the same time Nodlied comes back. Then we'll have the ability to command the votes.

Cat5

Chaos

Moonsense

Jeod

Nodlied

With no guns (except Engineer's useless low-chance gun), and unlynchable buildings in play, we'll win. It's a dastardly plan, but it just might work. And if Nodlied gains his full power, he might get a day action that helps us win that day.

Verti, are you able to tell me Nodlied's reaction (if he's given any) to my suggestion? I know he's reading the thread. :v There must be some funny skype conversations going too. ALSO! Are you able to tell me if Nodlied will switch alignment if brought back with a Soviet Engineer? If you can't, I hope you'll at least hide his alignment when you make the "Nodlied is back" post.

1. I can't allow outside communication, so can't tell you anything besides some non related stuff :p
2. We have never done that before so right now I can't tell you since it never happened and in this case I cannot reveal anything anyhow.

So you haven't even planned for something like this. :O I feel great for suggesting it then. Any time I fuck up a GM's rules, it's the best. :D

It's a crazy suggestion XD

But hint: check the engie role. It doesn't say anything about alignment. So going with the *old engineer role*, it doesn't matter. However you don't know what engineer will be available this or next game.

I'll ask Moonsense to tell us the role PM. Easy. We need to know if we can even capture buildings anyway, and if it doesn't say we can, then it's no biggie as KY will shoot Nodlied (unless I kill him first :v)

Admit it. Mafia is more fun to watch when I'm mafia.

You know why you have been chosen as mafia now :P

Hoping that after two years I'd still be one of the sneakiest mafia ever. Hopefully I delivered.

I think so. Certainly best entertainment in a while. I just wonder if you can pull all this through. (and still win)

I initially wanted 'Diplomatic Scum' as big red text if I'd won, but now I'm thinking I might need something else. XD "Crazy Ivan" maybe. Personally my favorite moment in this game was the massive Day 3 debate with Cat5. There are a few times during this game where I felt like a ton of people in the online list were watching it unfold.

Reminds me voe vs ilts :P That's always a lot of fun too.

Voe had better play the next game. I want to see if he's a worthy opponent. :) After seeing the way I take on Cat5, I wonder if he's eager to face me or if he's scared shitless. :p

I think he'll have a big headache after this game. Or maybe already has. A lot of the things don't make sense to him.

He needs a more wild imagination. It's what makes me so scummy but at the same time is what makes me a huge asset to town when I'm town.

Hey Verti, since I'll be at work soon, if the day gets hammered before I can come on, can you assume I'll dismantle myself? I plan on doing that, but I'm not sure if/when I'll get to send the PM.

Remember nights are always 24 hours, perhaps even more if we hammer early. PM anytime you like.

Alright, I'll take care of it on my lunch break (if it's night by then) or after my shift. Thanks.



[BATTLE ACTION] Jeod is preparing to use ##coffee, please standby for result...

I'll change my avatar back to that after the game since people seem to love it so much. Also, I am an absolute madman.

Post-game image if I lose this battle:



XD

Nevermind. Moonsense couldn't nightkill while repairing Nodlied, so he can't NK Killing_You to prevent Nodlied from being shot. I think I've got this in the bag. I have no idea what will happen, but if Nodlied stays aligned with scum, then we'll likely win.

Pretty much: <https://www.youtube.com/watch?v=SM69WsJ8r9k>

Verti, Nodlied should not be posting. Even if it's just an image, since he is the subject of current day posts, it could change the way players think, for my benefit or town. Nor should observers like Voe be posting. :[

They are teasers. But directly influencing is another thing and if they do it they post will be removed. I told nodlied he could tease but not anything that could incline something directly :p Also I can't say it now, but there's a reason for this too.

Chaos is asking about the images. I knew they'd cause issues. If they throw off my plan, there'll be hell to pay. I've worked hard for this! Do you know how much it took to convince them that this game has a huge gimmick to it at the end with the vortex?

Well chaos is saying he should be concerned. So technically it does help you :p Also you'll find out later what it means.

Even if it does I don't want my victory to be weakened by deadposting. (maybe it's not "deadposting") People saying "well, the deadposting helped him" doesn't make me look good. It looks like deadposting even if it isn't. :v

I've already said that your plan is super crazy and if the town goes with it they deserve to lose. No matter what happens in the meanwhile. Still it doesn't guarantee your victory from the looks of it. Still too many other factors.

I dunno. They're not stupid for considering it since it's technically a possibility. No, it doesn't guarantee a thing for me. But, it does change my fate. It'll buy me time.

As I said, there are other factors which will have much greater impact. There's not much time anyway - day ends in a couple of hours.

Well, that was unexpected. Nice hammer. Better than another two hours of arguing. I love how Cat5 is eager to find a scumslip. He should know by this point in the game that I don't slip. By being open about theories and facts, I have less chance to make a scumslip than by 'faking' that I'm town. Anyway, one more day to go before we see how things happen. Hopefully they move ahead with the plan and don't decide to shoot me tomorrow. Or lynch me.

I realize that I said "in case I'm nightkilled" when I'm a Flame Tower. THAT was a slip. I blame it on posting while at work. Maybe I can twist it into fear of the vortex or something. Unlikely though.

I think both cat5 and CK have kinda figured it, although Cat5 doesn't acknowledge the fact of unlynchable scum still. Yes nice slip :P (btw still at work too even though it's past 10 pm here :()

I did my best to deal with it. A penalty vote won't matter tomorrow unless they decide to just lynch me again.

I think that I won't raise penalty votes anymore for tomorrow. Since 3 is hammer.

I think I'm in trouble when the day starts. If the worst happens, I'll confess what I am. I have a plan formulating. Here it is:

Note to self: never make quick posts while at work. Yep, you got me. I'm a Pillbox. But look. I need Nodlied repaired just as much as you do. The game doesn't end if I die. In the scumdoc it was explained that something terrible would happen if Nodlied was shot, but it was never explained in detail. Verti wouldn't tell us when we asked about it and would only say the game doesn't end with us (this was after the visceroids were exterminated), but I'm thinking that the damaged chronosphere, while still Allied aligned, spawned a third party NPC chrono vortex that is a game ender for all our alignments unless it's stopped.

I don't know how it's stopped. I can only speculate so much on my part, which is why I wanted to stay alive. I can't win if Nodlied's brought back. He's already proven scum and he'll be shot immediately. I can't make nightkills. Even if Moonsense and Killing_You both manage to visit me and die, it's still 2v1 and a stalemate--and I expect Verti to allow a town win if they're both set on me being scum, and they would be, since they're both clear.

The scumdoc stays open even during the day. I would be able to talk to Nodlied and get all the info I can from him, but he wouldn't be able to take any action until nightfall. The only thing I have to go on right now is that bringing Nodlied back could change him from Damaged Chronosphere to just Chronosphere--and that the change would somehow allow us to stop the vortex.

Why am I telling you this instead of just allowing the vortex to consume you all? I'm curious. I want to see if it's stoppable. The ending would be too boring if I was just killed off and you guys were just waiting around to die by vortex. Plus, there's still a slim chance Nodlied gains a day action because of this and turns the tide back in scum's favor. Still, even that is dependent on Nodlied being here and being able to get whatever action he has in before he gets shot. It's not likely, but I'll take it over 0% chance of victory.

Like I said yesterday, there is nothing to lose and minimal danger. Kill me if you want, but if you do, you won't have the advantage of scumdoc when the game continues. I doubt Nodlied would say anything if I'm dead and he knows he'll be shot.

Ask me anything you'd like about our roles and the events of the game. I'm an open book now.

This whole time, town has no idea that I can change from Pillbox to Spy. That's the ace in the hole. I wonder if Nodlied realizes this.

=====DAY 6=====

Okay, I'm accepting this as a loss. The bluff was worth a try, but if nobody is an engineer, there's nothing left for me to push. Moonsense apparently can't shoot his gun due to Fortify, though, so if KY does not have a gun, I might be able to survive until tonight. Can you get rid of Cat5's autoplaying video? It's annoying.

Sure.

Thanks. Okay, Moonsense apparently can't shoot and KY is an engineer. And KY doesn't want to shoot me yet. This might actually work. If I can get someone to hammer early on Chaos, it'll be perfect. It's all over if they decide to lynch me instead.

If it all goes well, I'll kill Killing_You tonight to eliminate the Sniper. Then, when Nodlied comes back, Moonsense will have to shoot either me or him. If Nodlied can still chronoshift, we've won. If I'm shot, he'll survive to eliminate Moonsense and then Chaos and Cat5.

If the vortex can't be stopped by his revival, then we might be screwed.

=====NIGHT 6=====

This is too easy. To clarify for the spectators viewing this at the end-game, Killing_You's 100% shot didn't work because I am now a Spy. As I'm no longer a building, I needed to come up with a quick

excuse for the miss or I'd be lynched. The best thing I could think of within 5 minutes was a 25% defense bonus on day shots. Chaos_Knight's proposal of a cameo pillbox was icing on the cake, and the people quickly opted to no-lynch. I threw a few extra votes in there in hopes of hurting Cat5 later in case his vote gimmick is real.

Hey Verti, two things. One, if my PM needs to be more specific, please let me know. Two, can you tell me how many cumulative votes I have in comparison to Cat5 now?

Back to the scheming. I chose to finish Killing_You tonight as Moonsense will probably protect himself. There will also be only one gun tomorrow, and it will go to KY since Cat5 can't produce another tank until the next night, and Chaos will want to give KY an engineer gun again to ensure Nodlied's death.

By the way, in case I'm not here when/if it happens, welcome back Mike. Assuming the nightkill goes through and you're still Allied alignment, here's the breakdown:

Category5
Chaos Knight
Moonsense
Jeod
Nodlied

We'll need one more kill to win the game, and if you get a day action that can do just that, use it. Here's hoping we can either stop the vortex by reviving you or claim victory before it kills us all.

=====DAY 7=====

What the heck? Okay. Moonsense was definitely protecting KY. But now Cat5 and Chaos think he's scum? If he gets lynched today I can kill either of them tonight for the win, and vortex stuff doesn't happen until daybreak so it should work. I'm going to keep fighting against it though. One, because I am genuinely curious about reviving Nodlied, and two, because it makes their theory more convincing.

Okay correction: it's just Cat5 being stupid. Nothing to do but wait for KY. He'll either say he tried to revive Nodlied but couldn't, or say he visited me in an effort to kill me. I'll be ready for either explanation.

Verti, if you still read this doc...what happens if we hammer our votes on a nonexistent player (Nodlied)? Do you still count votes for dead players and interpret them as nolynch?
Good question but Nodlied is not on CVC = you can't vote him.

So you interpret it as "no vote" over ##vote nolynch? Y

So. If three people vote for Nodlied. It isn't hammer because those votes aren't counted as votes? Won't be counted.

Okay, thanks. Also, did you have to come up with Killing_You's PM on the fly due to my little plan? :v Seems pretty detailed. You don't have to answer that mod hint request by the way. You specifically worded the day post to say Soviets must lynch the remaining Allies. Good thing they're not seeing that.

GM PMs are secret :P

Day posts are same. All the time. Since objectives are pretty much same, just some third party may be thrown in.

Is there or is there not a way to stop this vortex? I'm genuinely curious, and I would love to have something to do to pass the time until the next night.

Can't tell.

So boring.

Why? :p Obviously you're still alive somehow...

Yeah, but it's just not right to give up and lie down waiting to be shot. I was hoping to come up with something else to try to stall again, but there's nothing there.

Obviously options are very limited since you revealed your role XD

Can't help you here, bud, but I'm still surprised (just like everyone else watching) that you still managed it for a couple of days alone as prime suspect.

Have KY to thank for that. Everyone likes a little bit of mystery. Finding out how to defeat the vortex was more alluring than offing me, since they could do that any time.

(you can still go with your "throw some units to the vortex idea" :p)(obviously stupid but hehe, people are gullible when you start suggesting these)



Not until you confirm how it would be done. You'd have to reveal a working command or something.
:P

If there was such a thing it would be posted in day post. Speaking of day posts, read them! Find more about the vortex there.

There's not. :(I'm not about to suggest reviving Moony. Even if he was supercharged it's too risky for me. Unless he swaps alignment it's over.

I'll bring it up if the shot on me misses, maybe.

Ok, done. I still need a way to keep the lynch off of me anyhow.

I cleared a bunch of stuff due to more people asking same questions. Not sure if it helps but meh. :p

Well, in my own case. Are you able to tell me if stopping the vortex depends on my death? I'm curious about it, but it does help a bit if I know if my role can be stopping it while surviving or if I just need to buy myself enough time to make the kills I need to win.

Well look. If you die, there is no need for the vortex. But that's not the only way to stop the vortex. Most important thing is, you *don't need to stop* the vortex. (it's not the game objective - unless the vortex is TP :p - which I just explained it's a balance mechanic)

Right. Neither side needs to stop it to win. But I don't want town to know that.

So from a town perspective, they'll win the game by lynching or shooting me. From my perspective, I just need to kill the rest of the town off.

Exactly - but! Vortex may help there (either side really). It's a bit of random but a bit of a mechanic.

Guess I'll spend the rest of the day buying time so I can make the last infantry kill.

Remember though - you don't have to be shot, now you are also lynchable.

Right. However, I need to hide that fact as long as possible. Maybe keeping KY alive is a good thing...I might kill Chaos tonight. The image does show the vortex over the barracks. I can spin it pretty easily.

I'll be sure to let you know within this doc if any questions I post are really questions and not bluffs to buy time.

Are you basically telling town they need to kill me? XD

I'm pretty sure it's still hard to figure out. Especially when they tried to lynch you... twice. They need to put 1 and 1 together. That suddenly night kills = no building.

Yep, you're trying to guide them toward me being a Spy. ;P (nothing indicates that, I'm indicating that they should follow objectives :P)

Moonsense's death made sense, fortunately, so I can keep up my ruse for now.

You have 3 hours now. No votes so far.

I'll really be surprised they didn't figure it out sooner if one of their buildings can turn into a unit if no town infantry are left when scum are buildings. But, again, they can always lynch me.

If both town and scum are buildings, there is no way for anyone to win. Hence you got the ability to sell the building so that such thing doesn't occur :P

The more I think about it the more I think killing Chaos is the best bet for tonight. If KY tries to resurrect Moonsense, I can argue that I would have killed KY to prevent the chance of being shot. However, if I killed KY and Moonsense is brought back, there's more of a chance they'll catch on to me.

Hmmm.....the day ends at 4PM EST? Around 2 hours and 45 minutes from now?

Yea. (not sure if it's good idea to leave no votes before the lynch :P)

No worries, that's why I asked. :P If I hammer on KY, will you end the game rights then and there? There's no chance anyone can stop my nightkill right?

Lol. Well it's a tie. RNG to the rescue. Pray now!!!

Since most of us are here, you might as well end the game now.