

Discord server link: <https://discord.gg/D5DQVs3wP4>

Gameplay

Everyone in the game is part of either the **town** (18 players) or part of the **mafia** (6 players). The game ends when all the mafiosi are eliminated or when the mafia can trivially eliminate every townie (this happens in most but not all cases when they form a majority of the living players). The game is divided into **day phases** and **night phases** which last for announced time periods. Everything else is explained in the relevant [Discord channels](#) but I'll summarize here.

Important:

- Don't DM anyone about the game or talk about the game anywhere outside of the game channels you have access to.
- Don't delete or edit your messages.
- Don't do weight angleshooting stuff. Don't use cryptography to send private messages, don't publicly speculate on whether someone is online or not, etc

Drafting

Your performance in the games in the sign-up form determines your spot in the public draft order. Before the drafting phase, people are randomly assigned to the town or mafia and the mafia get access to a private chat that always stays open. During the drafting phase, the general chat will be closed and everyone will privately (except for the mafia, who can coordinate with each other) pick a role that they want from the list below:

cop	optionally pick a player each night and learn their alignment (town/mafia)
2-shot strongman vigilante	optionally pick one player each night (max 2 uses) to be killed; this can't be blocked
bomb	[passive] if you're killed at night you explode, killing your attacker
neighborizer	optionally pick a player each night to add to your group chat
tracker	optionally each night pick a player and learn who they targeted with a night action, if any
loud follower	optionally each night pick a player and learn what action they took that night (but not who they targeted); they'll be notified that you followed them
JOAT	optionally each night use one of these four abilities (once each): vigilante attack, create a private chat with another player, watch a player to see who visited them
weak doctor	optionally each night pick a player (but not yourself) to protect from one non-strongman attack; they'll be notified that they were protected regardless of whether they're attacked; if you protect a member of the mafia the protection will go through but you will be killed
jailer	optionally each night pick a player who will be protected and blocked from acting (they won't be informed of either unless they were trying to investigate someone)

bodyguard	optionally each night pick a player (not yourself) and the first attack targeted them will affect you instead; you can't be protected from attacks
beholder	optionally each night pick a player and receive whatever investigative result they receive
conversationalist	optionally each night pick a player and open a private chat with them that stays open for the following day phase and then closes permanently
empowerer	optionally each night pick a player and their actions are guaranteed to succeed despite protection, roleblocks, redirects, etc) unless they target a commuting player
1-shot vanillizer	optionally each night (but only once total) target a player to become "vanillized" and permanently lose any power they have
fruit vendor	optionally each night pick a player to receive a piece of fruit; they'll be informed they received it but not who it came from
vengeful executionee	if you're executed during the day, optionally pick a player to die with you
gunsmith	optionally each night pick a player and learn if they have a gun (the cop, bodyguard, vigilante, vengeful executionee, JOAT, gunsmith, and all members of the mafia besides the weak doctor have a gun)

Going down the draft order, people will receive the role they picked as long as it hasn't already been chosen, in which case they won't receive any role.

Day Phase

During the day phase the market and general chat will both be open. The mafia have a private chat which is always open.

The Market

You can always buy **yes** and **no** shares in each player and the prices will go up and down to model a market. At the end of each day phase, the market and general chat will close and the top-priced player will be executed. Everyone who owns shares in that player will receive \$1 per share if they're revealed to be in the mafia. The shares you own roll over to the next day and you can keep them for the whole game.

Night Phase

During the night phase the market will be closed but the general chat and mafia chat will stay open. At night all the players with roles finalize their action decisions. When the night phase ends, the actions will be resolved in the following order:

1. Commuting
2. Empowering
3. Jailkeeping
4. Strongman killing
5. Protecting
6. Miscellaneous
7. Killing

8. Investigating

“Your action did not go through” means that you didn’t visit your target but “Your action failed” means that you visited the target. “Your action went through” means that you visited the target but your action may or may not have failed.

All dead players will have their role and alignment revealed publicly and when the market opens for the next day phase people who own shares in revealed mafia members will be paid out.