

INVITATION TO THE MAFIA CHAMPIONSHIP (SEASON 12)

Ahoy there! :)

I'm very excited to invite your community to participate in Season 12 of the Mafia Championship.

The Mafia Championship is an annual forum-based tournament series that pits representatives from various online Mafia (aka Werewolf) communities against one another as they compete to determine the Internet's greatest Mafia players. Each participating community democratically elects one person to represent them and be their "Champion".

The tournament first started back in 2013. Since then, 400+ different communities and 50+ different nationalities have been represented.

It's a super fun event that has created many new friendships and close bonds between communities. I hope that you would be interested in taking part :)

1) DO YOU ACCEPT THE INVITATION?

If your community wishes to participate, please confirm your participation to Arapocalypse or Master Radishes as soon as you can to secure yourselves a spot. Currently, the plan is to accommodate **120-135 communities** this season.

If your community agrees to participate, the deadline for selecting your representative is **April 19th**, but the sooner the better.

The games will take place on Mafia Universe. If it's okay, I can link directly to the general discussion thread regarding this topic on Mafia Universe.

Important notes

- You may decide yourselves how you want to elect your representative, but we highly recommend some sort of democratic process (public nominations followed by a poll usually works out well).
- In addition to electing a representative, you should also name an alternate (a back-up) who will be asked to step in if the first choice needs to back out.
- Your representative should be prepared for having to **read upwards of 500-700 posts per 24 hours** during the early stages of the game. Additionally, there's a requirement that each player must make **at least 10 posts per Game Day**. Only active players should apply/participate. **I repeat: Your chosen player needs to be able to handle a good amount of activity on a daily basis!**

2) SEASON 12 FORMAT

The tournament structure

120-135 communities will participate, each sending one representative.

- **QUALIFIERS:** 8-9 Qualifier Games will be played, consisting of 15 players each. I.e. every representative plays in one Qualifier Game. The players themselves vote post-game to determine who is deserving of advancement. 1st and 2nd places will advance to the Semifinal Games.
- **BONUS ROUND:** Any community backups who were not called on during the Qualifier round will be invited to play in a special **Game of Backups**, a chance for them to participate in champs hype!
- **SEMIFINALS:** A Jury consisting of finalists from Season 11 will select 27-29* additional players to advance to the three Semifinal Games. From each game, five players will advance to the Finale Game based on a post-game player vote, just like in the qualifying phase.
- **THE FINALE:** The Finale Game is played. Once it has completed, **the winning team** will receive the title of Season 12 Champions and a winner's certificate signed by Dmitry Davidoff, the creator of mafia. Players will also vote for additional awards including Best Team Player, Most Enjoyable Player, and Most Appreciated Playstyle (subject to change before the finale).

*The semifinal/finale setups may be designed for more players than 15.

The qualifier games will be played using the **Wolf Cube** setup (see below), and semifinal/finale games will be played using a different setup. The semifinal/finale setup will be tested from April-June and then finalized; more details to come soon (before the start of the season).

This year's qualifier setup: Wolf Cube

x9 Vanilla Town

x1 Town Tracker

x1 Town Doctor | Even Cycle | Hidden Modifier

x1 Town Doctor | Odd Cycle | Hidden Modifier

x1 Mafia Jack of All Trades (x2 Roleblocker, x1 Ninja)

x1 Mafia Jack of All Trades (x1 Tracker, 1x Roleblocker, x1 Strongman)

x1 Mafia Jack of All Trades (x1 Role Cop, x1 Roleblocker, x1 Vigilante) | Cycle 2+

Important Notes

- **Mafia** flips only show the *alignment* of the **Mafia** player, whereas **Town** flips *usually* show the **full role** of the **Town** player. The only exceptions are **Town Doctors**, who will *only* flip as **Town Doctor** and their modifier (Odd Cycle/Even Cycle) will *not* flip.
- **Mafia JOAT** abilities do *not* cycle after they are used (they only get the stated ability uses).

Additional note: this setup is subject to minor changes before the season starts!

Relevant mechanics info

- Day start.
- Majority elimination will not be enabled during day 1 and is not required at any point for the elimination. Starting on Day 2 and until MYLO/LYLO, majority will be enabled at 12 hours after SoD (in 36/12s and 48/24s) OR at 24 hours after SoD (in 72/24s). MYLO/LYLOs are exceptions, during which majority will be enabled immediately.
- If day ends >24 hours before the day's natural EoD, then night will be shortened and the next day will begin at the next instance of the game's SoD time. If day ends close to 24 hours (ex. 23 hours), night may be shortened at host discretion.
- Tied votes will result in one of the tied players being eliminated at random
- No outside communication. I.e. you may not contact the other players outside of the thread (unless you are Mafia and wish to speak with your teammates).
- Mafia may communicate any time, and often use a Discord server for mafia chat.
- Mafia share a factional Night Kill, which is a single standard shot for their faction. The mafia factional kill is mandatory.
- Phase Lengths and Deadlines will be up to the players themselves (I'll organize your representative into a game with deadlines that suit their preferences).
- Thread is locked during Night Phases.
- Votes are automatically locked in at LYLO
- Each individual player may make a maximum of 125 posts per day phase (this restriction is lifted 1 hour before day end).
- The game will have a host to oversee everything and make sure everyone's following the code of conduct, but otherwise the game is completely automated (automatic votecounts, thread locks and reveals alignments automatically, the bot receives and processes actions, etc.).

3) SEASON 12 TIMELINE

There will be 8-9 Qualifier Games, and your representative plays in just one of these. Their start dates are each Monday from April 21st-June 16th. So in other words, as long as your representative can play sometime during that period, they should be good and I'll make sure they get scheduled into a game that suits their schedule. I.e. if your rep is busy until June, that isn't a problem.

The Semifinal Games will be played in July/August, and the Finale Game sometime in August/September (whenever we can work out something that suits everyone). The Game of Backups will be played between the Qualifiers and Semifinal Games.

If you want to get in contact with us ASAP, you can reach us on Discord at lissa2, arapocalypse, or masterradishes.

Kind regards,
Season 12 Championship Organizers