

Q1: Which is the most memorable Sanderson Elimination game you have played, and why?

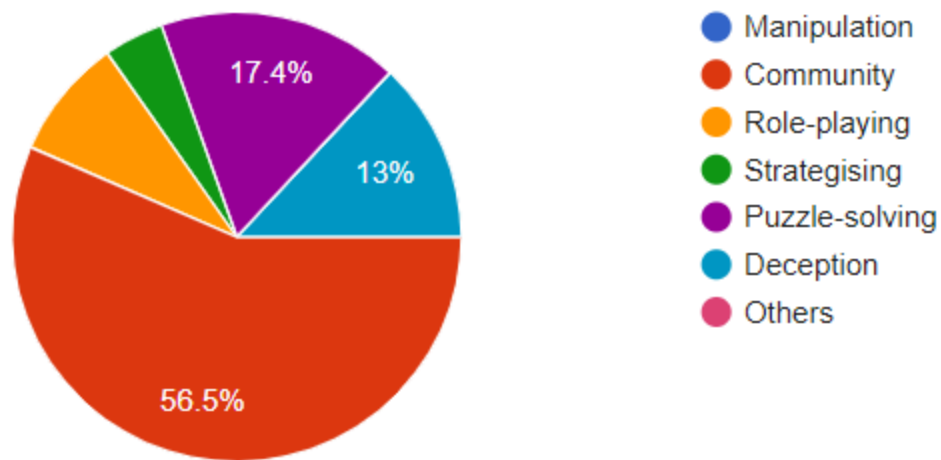
- MR 10 was a lot of fun. The village was a little undersized, but it was the first time I had tried to solve a game as a villager. That rush got me hooked on SE
- LG23, and I really don't know why. I guess I just had a lot of fun?
- Different ones for different reasons. My first game is stuck in my head because I was awful and I learned a ton. The Shard games were my favorites, regardless of who they were run by. Aman's Red Rising game (I think it was Hic Sunt Leonis, but I can't remember the game number off the top of my head.) was one of my favorite stand alone games. It had everything; RP and post motivation, items, balance, fun plot, and cool roles. I was also a rather powerful role and I had a good RP character so I enjoyed it for those reasons too. I have a weakness for being handed good roles, and good RP settings only make it better.
- There's a few that are very memorable, but the first that popped into my head was LG9, because I was evil and had a great deal of fun manipulating Aonar and Gamma as well as seeing evil!Maill in action and how carefree he plays.
- LG49/AN3: Window to the Past because of how complex and unique it was. The fleshed out background and mechanics let me really feel like I was
- Either LG30 or MR25
- LG15a, elim doc was like 50 pages within one cycle but then it ended but I'll always cherish that much activity. Probably won't happen again thanks to discord but pros and cons you know.
- The Final Shard Game. It was the game with both the biggest scope and most complex interactions and teamwork of a game that I have yet played.
- LG30. This game had a fantastic mix of elim-hunting and collaborative RP
- Lg15! Cause i tricked the peoples :) Evil scanner WGG YAAAAAS. There were a lot of cool things that happened, fun rp and shenanigans. PARODIES. was evil with wilson and worked with alv i think it was. Was one of my first games too, and i was proud of it. Thats where i got my rep for being sneaky in pms. Other memorable moments : my first se action being a triple kill :P, the qf rp with bart that led to the write up request. Any game where parodies involved- so the skindancer game in which i was evil and got bonestormed cause i spent my time writing parodies.
- Interestingly i died and lost every one of the games i had the most fun with.
- AG1 - a formative experience on my developing SE mind
- LG50–good balance of RP, analysis, mystery, and an excellent dead doc (which I spent most of the game in)
- QF36
- LG 63
- LG5/QF2, because they set my relationships with the community and reputation within it.
- QF39, simply because that game was absolutely so chaotic. One of my favorite SE moments ever was the end of D2 or D3, where in the last couple hours of the cycle, there was a constant shifting around of votes. Me and Drake almost managed to hammer the vote onto the correct GM at the last minute, but both of our votes were just a couple seconds too late. Plus, Drake managed to pull off the win at the end of the game by bribing the constables to kill everyone.
- LG22 - I solved the game (was able to exert enough control over everything so as to render the village unable to do anything to prevent my victory even though it would take another 2-3 cycles before I would actually achieve my wincon), LG14 for the Les Mis parody RP, and MR7 for the writeups.

- MR34, because I had a huge challenge to overcome that game. My teammates were caught pretty quickly, so I spent the rest of the game in a constant state of "one mistake will end it all" kind of mindset. It forced me to really put thought into everything I did to become a very trusted player.
- Probably AG1 or 2. I like the straightforward rules, and Meta did an excellent job of creating a lively RP setting.
- LotR LG run by Jondesu - it was my first game as elim and I had a ton of fun.
- Either the Kholin Anon game, or the First game I played (LG44 IIRC) These games had significant importance to me, first, because of the complexity, yet well rounded ruleset, and second because one was the first game I had played. There have been many other significant games though.
- LG30, for the sheer amount of RP and story.
- LG62, because that much scheming was incredibly fun

Q2

Q2. Why do you play Sanderson Elimination games (i.e. rather than read, video games, etcetera?) Identify the most important factor to you.

23 responses

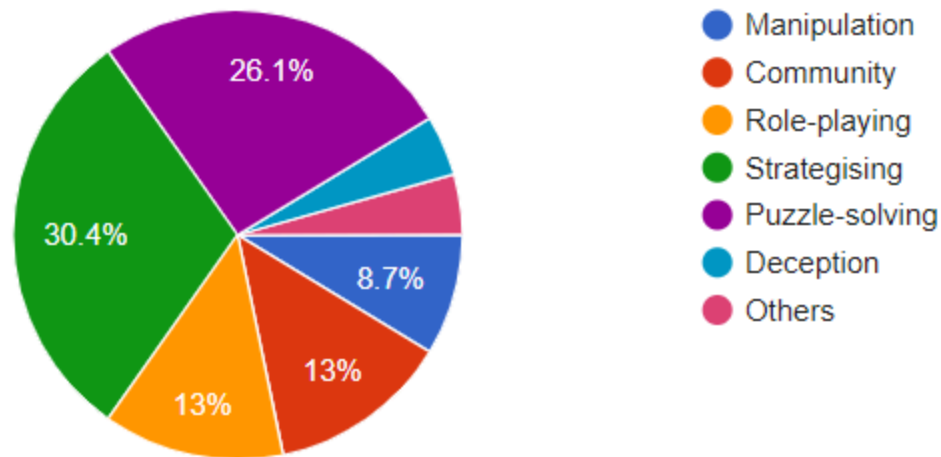


(2 and 1 people)

Q3

Q3. Why do you play Sanderson Elimination games (i.e. rather than read, video games, etcetera?) Identify the second-most important factor to you.

23 responses

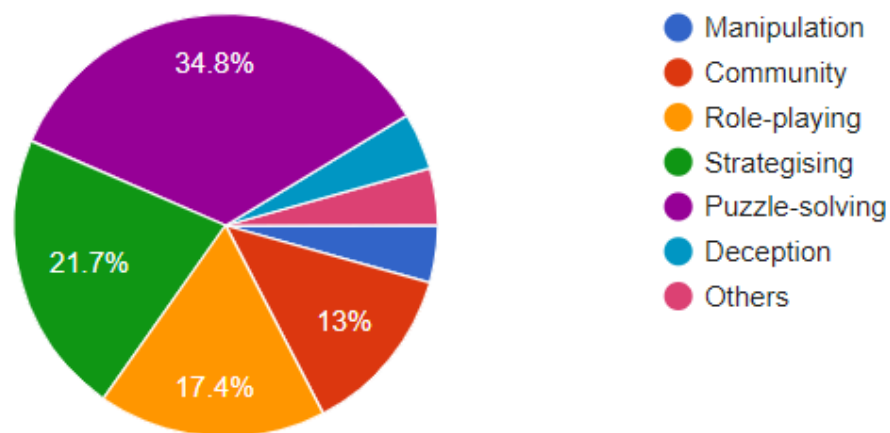


(1 and 1)

Q4

Q4. Why do you play Sanderson Elimination games (i.e. rather than read, video games, etcetera?) Identify the third-most important factor to you.

23 responses



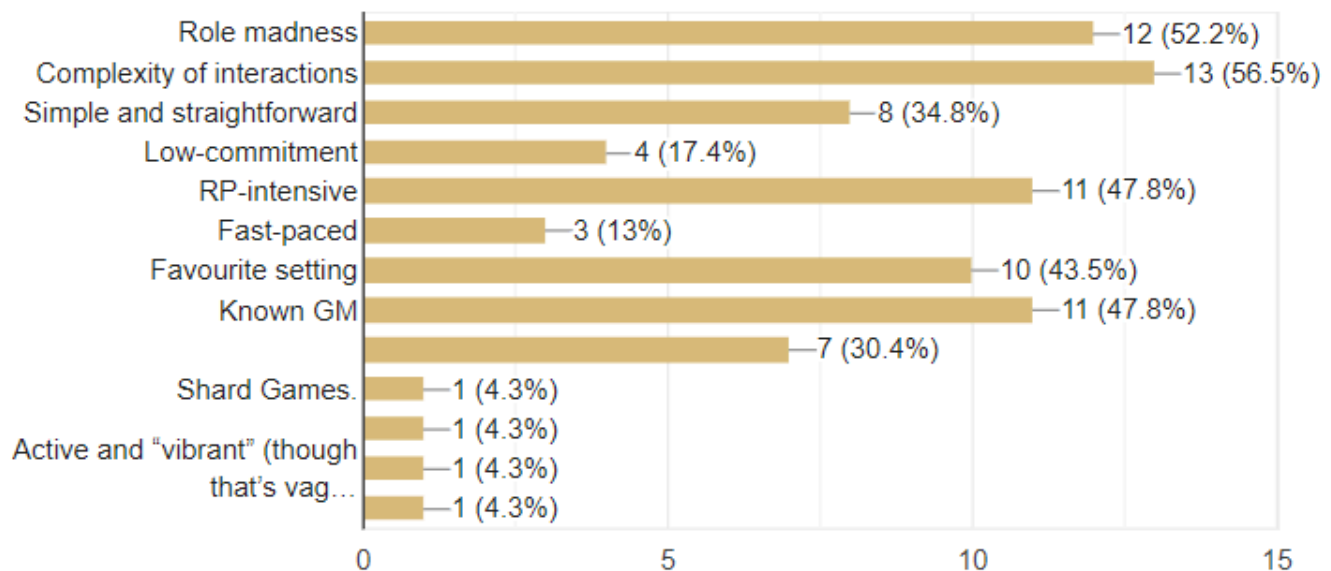
Q5 If you have answered 'Others' in any of the previous three questions, please qualify your answer below. (Do also feel free to qualify your answer even if you didn't.)

- The community is excellent but that's not why I was drawn to the games.
- Various things about the game itself like one of my friends is running it and they're a great GM or the mechanics sound fun or the setting is cool. Regardless, if I don't have any friends playing it, I won't play because I won't be invested in the game without that closer community aspect for me.
- Just talking to people in general, mostly about stuff not related to the game so not sure if it's in the community section or not but I wouldn't really include it.
- This was a tough one as I consider all of the mentioned factors to be important.
- I play for fun. I may be good at deception and manipulation but i play to create stories, to talk to people i dont chat to often/meet new people, to try and solve a puzzle and put all the pieces together (so often when i play i build a pm web to get info so i can work things out conclusively). I dont play to win though. Fun comes first.
- I'd add active docs as an integral part of interaction and community—it's nice to be able to stay engaged after you're dead, or meet new people as an Elim
- I didn't put others. But the remaining order would be Deception, Manipulation, Role-Playing,
- Roleplaying isn't a reason I play, but is one of the things I most enjoy

Q6

Q6. What kind of Sanderson Elimination game would appeal most to you?

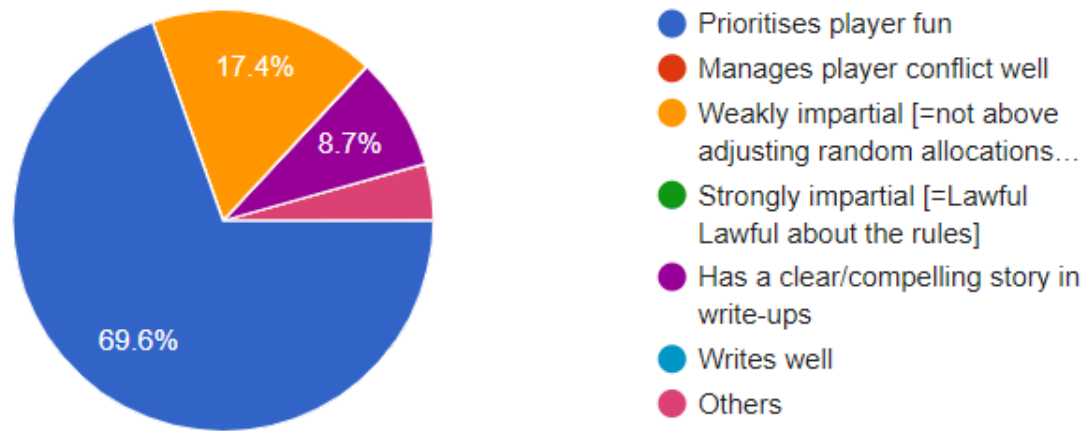
23 responses



Q7

Q7. What do you think is the most important trait for a GM to have?

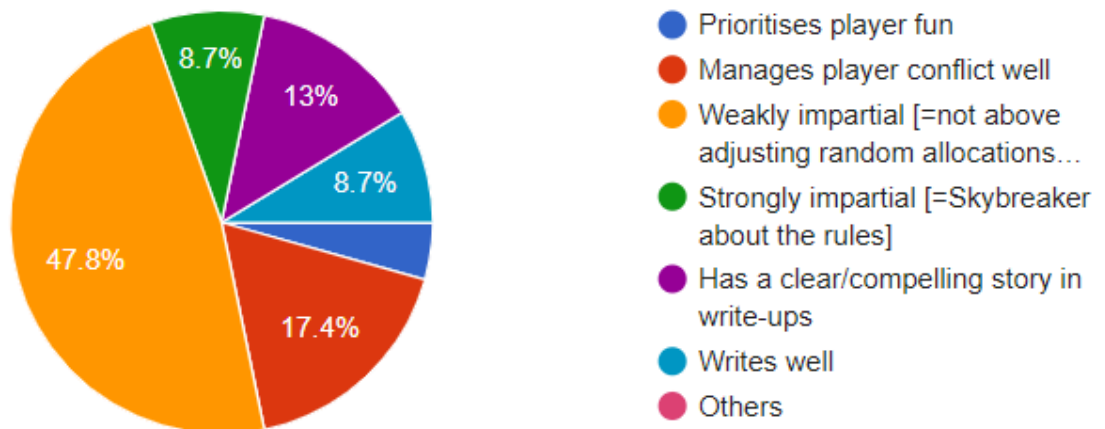
23 responses



Q8

Q8. What do you think is the second-most important trait for a GM to have?

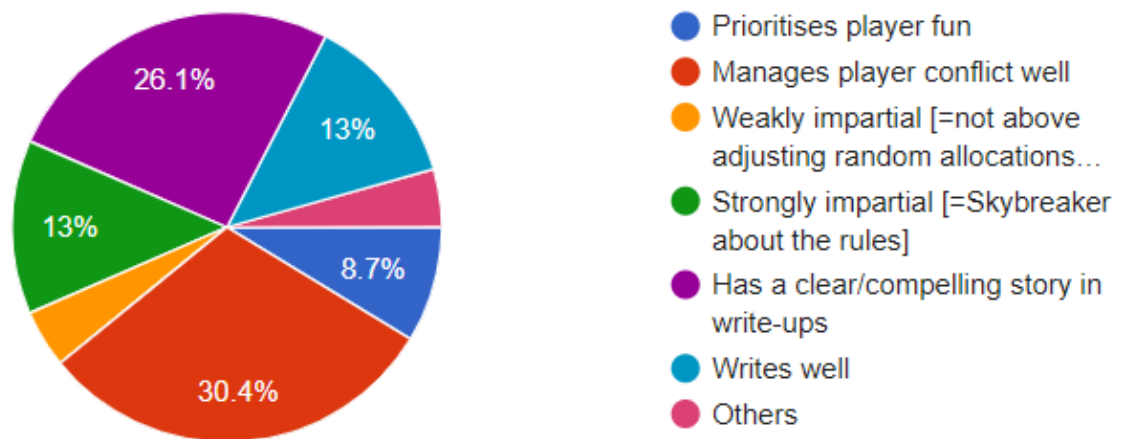
23 responses



Q9

Q9. What do you think is the third-most important trait for a GM to have?

23 responses



Q10 If you have answered 'Others' in any of the previous three questions, please qualify your answer below. (Do also feel free to qualify your answer even if you didn't.)

- The most important aspect is the ability to design a compelling game. If the game is mechanically interesting and well flavored, every style of SEer should be able to enjoy it.
- Outside of the very weak impartiality that doesn't affect the game much, a GM should not let their bias control game-altering decisions, particularly if they're attempting to balance the game due to an imbalance that didn't come about from a game broken from mechanics (like say that the village got lucky and caught a couple eliminators at the start or a couple of elims have a tell and a villager noticed it (so not luck but skill) and the GM wants to make things more balanced for the elims so they convert an inactive player to an elim and bring in a pinch hitter to play that person). There's a difference between a game's mechanics being abused in a way that makes things not fun for a side and wanting to fix that and both sides playing the game as it should be but one side having a little more success. A GM needs to be able to avoid these types of decisions.
- I didn't choose things related to the writing because that's very much not what I do SE for or pay much attention to, but I know lots of other people do. Also I think that being weakly impartial rather than strongly impartial can be good too, just that it takes an experienced GM who knows their players.
- Writing well was a tricky one- it really helps for player engagement when theres a good story but it isnt necessary. But cant really rp without it.
- GMs should be weakly impartial, and the IMs can act as Skybreakers :P Most important thing to me is a GM's dedication to their game—if they're clearly invested in it, it'll be run well with the other factors listed above
- I think the write-ups and RP are the glue that holds the games together, and the best way that the GM can add to the fun is by engaging with player RP in write-ups and developing enough of a setting to give players structure to build characters, especially for people who aren't too used to lots of RP, like myself.

- Player conflict is important, but the IM is there to help and it's relatively rare

Q11 Any final comments?

- This survey is a great idea! I look forward to the results!
- I like SE games with higher stakes. The shard games were great for a number of reasons, but one of the ones that appealed to me was the meta of obtaining a shard before the game ends; higher stakes, higher involvement. Too strong a meta has proved detrimental in the past but a weaker meta adds involvement.
- Not really. Think I covered them in the 'others' qualifications.
- I think that one of the most important things in SE games is for the players to each feel important. I find that when I feel that I have a role that is the subject of discussion or does lots of manipulation I tend to be much more active, both because I enjoy it more and because I feel more obligated (which isn't a bad thing).
- For me, Sanderson Elimination is ultimately about chatting and communicating with the other members of the game playing, which I know is not the usual based on the way people respond to how I'm playing. So though discord does kinda get in the way of how I play the game in how people have been less-willing to chat about that kinda stuff since it got semi-popular. But that kinda stuff gets too personal so just gonna stop here good luck with the survey y'all can probably guess who this is from the responses alone gg anonymous survey
- Nope, this is a really good idea though.
- REEEEEEEEEEEEEEEEEEEEEEE
- quack
- Uh.
- K bye
- Thank you for doing this, and sorry for giving mostly short replies :P
- With regards to Q9, I believe that a story helps to smooth over any issues or questions that the player has. They help people be drawn into the world and the game, and ground it in a way that just playing rules don't. We play in a setting for a reason, I think, otherwise we could just play base mafia.
- I wish I had more time to play games. :P