



## Spiked Doc

Welcome spiked! Once you get here, pick a color (other than black. I get black) and post everything you want to say in that color. Then, start working on how to kill everyone else. IN THE NAME OF RUIN!

The spiked:

~~Arst (seeker)~~ [~~Dalinar~~]

~~Glan (tineye)~~ [~~Clainey~~]

~~Asp (mistborn)~~ [~~Aspren~~]

Joe (Soother) [The Only Joe]

~~Erendi (plain-spiked)~~ [~~Serendipity~~]

Color Codes:

**Spike Kill**

**Get Peng's Attention**

RESOURCES (LINKS)
<a href="#">Spiked PM List Document</a> updated: 8th March
<a href="#">Joe's Notes</a> updated: 13th March
<a href="#">Spiked Spreadsheet</a> updated 6th March
<a href="#">Tineye Messages</a> updated 6th March
<a href="#">Tineye Solutions</a> updated 6th March
<a href="#">Top Secret Information</a> Updated 17th March
<a href="#">If Joe gets Killed by a Coinshot</a>

Name	Role and allegiance	Threat level (/6)	Level of suspicion (/6)	Notes
Gamut (Gamma fiend)	Village <b>Lurcher</b>	X X X	X X X	Seeked
<b>Clan (lord Claincy)</b>	<b>Spiked Tineye</b>	-	X XX	Proven
<b>Joe [The Only Joe]</b>	<b>Spiked Soother</b>	-	X X X	<b>Claimed</b>
Maw (Mailliw73)	Village	X X X	X	
Meta (Metacognition)	Village	X X X X X X	X X X	
Bartson(Bartbug) <b>DEAD</b>	Village <b>MistBorn</b>	Deceased	Deceased	<b>Killed</b>
Alon (Alvron)	Village	X X X	X X X	
Wark (el_Warko)	Village	X	X X	
Selvar (SirVarrock)	Village <b>Smoker</b>	X X	X X	Told Us by PM
<b>Asp (Aspren)</b>	<b>Spiked Mistborn</b>	deceased	deceased	Killed
Lents (Swimmingly)	Vanilla (?) Village	X X X	X	Said Publicly
Dane (Edgedancer)	Village	X X X	X	
Raubber (Grayv)	Village	X X X	X	
<b>Erendi (Serendipity)</b>	<b>Spiked</b>	deceased	deceased	Killed
Xaneth (18th Shard) <b>DEAD</b>	Village <b>Connector</b>	deceased	deceased	Killed
Mac (Macen)	Vanilla Village	X X	X X	Told us by PM
Dyrii (Dyring) <b>DEAD</b>	Village <b>Seeker</b>	deceased	deceased	Killed
<b>Arst (Dalinar)</b>	<b>Spiked Seeker</b>	-	X	Proven
Forage DEAD (PorridgeBrick)	Village <b>Smoker</b>	deceased	Deceased	Seeked
Vizinni (the Gleeman)	Village	X X	X	
Mabi (Lanscaper)	Village	X	X X X	
Chidden (Chid)	Village <b>Seeker</b>	X X	X X X	Seeked

Threat level is based off of experience. We can update it as the game progresses.

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Votes

Erendi was a **spiked**

The votes

Erendi(3)-meta, bartson, joe

Mabi(2)-asp, clan, xaneth

Forage(1)-warko

Clan(1)-maw

Peng(this vote doesn't really mean anything)(2)- forage, chid

No vote(11)-gammon, alon, varrok, lents, dane, raubber, erendi, mac, arst, vizzini, mabi

Asp was a **Spiked Mistborn!**

Night 3 begins now and will end in about 36 hours

The votes:

Asp(12)-Joe, maw, meta, bartson, gamut, wark, selvar, dane, xaneth, mac, forage,  
chidden

Mabi(0)-Clan

No vote(7)- alon, asp, Lents, raubber, arst, vizzini, Mabi

Xaneth was a **connector**

the votes

xaneth(3)-wark, maw, mabi

no vote(14)-clan, joe, meta, gamut, alon, selvar, lents, dane, raubber, xaneth, mac, arst, vizzini,  
chidden

**Hello. It's Dalinar, or Arst. so, apparently I'm spiked! That's pretty awesome.** Claincy is blue again. :) It would feel very odd for me to use a different colour now, as I spent the first game as a spiked typing in blue in the spiked doc. Then died first round in the second and reclaimed blue again :P

**Hello Clan! More spiked, hahaha. Let's try to win this time! Although every game spiked seem to win..**

**Note: killing cyrus does NOT count for your nightly spike kill. you guys still get to kill somebody**

**Alright! So, who should we kill? Not many clues to roles at all yet, so we can just pick a random. :)**

Hrm, first night kill always sucks. I'm the tineye by the way. Dangit Hero.

**Tineye? I'm a seeker. Anyway, I'm kind of worried about dying early. That would suck. xD**

Well, so far I have A: won as the spiked and B: died first round as a villager. I guess being a spiked is just better for my health.

**xD. I'll have to aim for A.**

I stole Gamma's list

Nice. :D **We've got a spiked mistborn! OH YES.**

Asp: Hey guys!

Hey Aspren. I figure it would be easiest to colour code us spiked on the list with our typing colours. It simply makes for an easier reference :) As I know that it takes a bit for me to remember who is using what colour.

Asp: **We can create a table at the top for our colours, maybe. And then the list is for reference, for everyone else.**

\*Shrug\* if we are just colouring ourselves in red and everyone else in black it seems we could make it dual purpose without losing anything.

Once you guys come to a consensus on a killing post it in **bold red on black** so its easy for me to see.

Sure. And I need to work out some kind of tineye message I suppose :)

**Now I need some sort of trait, like making lists, or giving cryptic codes, or annoying people. Right now Arst is all: "Avenge Cyrus, yada yada yada." Which probably means he'll die soon. :P**

Asp: **Okay Claincy we can do so. Let's just move the list to the top though. Oh, and thanks for the role Peng!**

you're welcome. Actually, thank my random number generator. It gave you the role :)

**Google docs make the weirdest chat rooms ever. xD**

They do. It's cool though, I remember at the start of the second game I felt sad that I wouldn't have a doc to chat with people in....I, um, didn't stay sad very long :P

**...Yeah. xD .Alright, so, I was thinking we should kill Meta first, because it would be so nice just to kill him. Don't you think? I mean, after all he's done. He's killed soo many.**

Hrm, I get what you are saying. But more importantly, Meta is smart. And he knows his way around the game very well. I've had extended conversations about strategy with him in the previous spiked and dead docs.

**Oh, I suppose. I'm guessing Meta is going to find a spiked before Day 1. And he invented the game, so he knows what strategies people use. Plus he gets access in every PM in his games, so he knows what people like to lie about, what they plan, and what they aim for.**

Saying he invented the game implies a little much, he converted it to a mistborn setting and set it up here, which is awesome, but not the same as creating it :P

**Well, depends. Mafia is a bit boring at some times, unless you add allomancy and spiked. xD Then it gets pretty awesome. He invented this version of the game, and made the game that much better. So I say he invented it. Because the creator of Mafia didn't make a mistborn twist.**

Ok fair enough. I've played games with some similar abilities before (called different things of course) so it feels pretty familiar to me :)

**I don't do many forum games that much. This is the first Mafia forum game I've played. But I'll take your word for it.**

**Alright. So, who are we to kill? I vote Meta, but is there anybody else who should be killed before the game gets deeper?**

**Asp: I say we kill him second or third. Okay rather second. Let's not push it. :)**

**Maybe, but who should we kill first instead?**

Hrm, maybe Dyrri? Dyrri seems to have an uncanny knack for picking a spiked and sticking with that suspicion. Besides, he survived till near the end in both previous games.

**Erendi, which role are you? Also, to everybody else, Dyrri sounds good.**

Ok, unless circumstances change, my "vote" is for Dyrri. I need to head off for a bit. I may be back on in an hour or so.

**I just realized I made the crazy "lead misting" a mistborn. What have I done?**

**Asp: I know right! You're almost as crazy as I am. This is going to be a challenge. ;)**

Greetings fellow sociopaths. I have to go catch up on the actual thread, but so you know, I am just a plain spiked.

**Asp: Greetings fellow ruiner. I think we should all make at-least one post in the thread in the mean time. There's not really much point to the villagers talking during the night, but now that everyone else is, it would seem suspicious not to.**

**@Arst, who do you want to seek tonight?**

**I'm going to seek Gamut.**

**Asp: Okay, I'll be seeking Forage. That's unless you guys think I should use some other ability tonight. Maybe I should rather coinshot someone?**

If I coinshot someone immediately it may give them the impression that there is a spiked coinshot. Which could be a good or a bad thing depending on how they respond. If I seek someone then we'll have more information initially, but I probably won't get a chance to use it again (I'll have to wait till night 9) and we may be able to obtain information in elsewise. There's not much point in soothing, rioting, using pewter or lurching at the moment, not until there are less players.

I've got an idea. Claincy, do you think that you could post all your Tineye messages but make it look like there are two tineyes? One of the tineyes will obviously be spiked, but the other should be made to seem like a villager. That way ,later on, if one of us is suspected then we can say that one of us is a tineye, and then we'll be able to prove it by referring to any hidden messages in the second tineye's message and by saying what will be in future tineye messages. Obviously this will work best if you are the only Tineye, though there are ways to make it work even if there is another.

The "spiked tineye" messages should just make it apparent that it's a spiked who posted them. So most likely just blatant attempts to intimidate the villagers.

The "fake village Tineye's" messages should be something that only the tineye could decode. And you should just tell us what is in it before the tineye messages are posted.

I would have guessed that the coinshot would be village only, but then I would have guessed the same for seeker and that clearly isn't the case. Though I strongly suspect there is another seeker out there.

**@Asp, I like this idea, however, I don't know if Peng will approve it. It would really depend on his co-operation with me essentially leaving 2-part messages that appear as separate ones. At the moment I was planning to keep things simple for the first night, just "Let the games begin! And may the odds be ever in your favour." I am working on plans for far more interesting messages down the line, but it will be easier when there is more to comment on. If Peng approves this**

double-message scheme I will have to think what to put up. "You're all gonna die, screaming." Comes to mind. But I have the feeling that really it would seem very odd for a spiked tineye to be that obvious about their alignment right from the get go, I should be more subtle than that. OOh, I could totally make it seem like 2 tineyes were competing with each other to do the best message XD That could be a lot of work though.

**Asp: Though not in the first write-up. obviously the tineyes wouldn't know that there were other tineyes yet. You're ~~probably~~ are right about making it too obvious that one tineye is spiked. So yeah, I guess we should go with the "Competing Tineyes" scheme. True. Man what am I suggesting here?! Making 1 message like that per cycle could be hard enough. \*Shakes fist at Hero\***

**Asp: :) One of us could make the second tineye messages. that would lighten the load a bit.**

Hmm, it's a thought. We might work on some of them as a group as well to some degree perhaps. Dunno yet, we shall see how things go.

**Asp: In any case, try to include some hidden message in your post. And then just tell us before you have Peng post it. I'll work on a second tineye message in the mean time, if Peng does allow us to do so.**

**Also, what ability do you think I should use this night?**

Seeking might be a good start. Wait a bit before revealing that we have a mistborn. Besides that we may find a situation where we really need a second kill, let's not waste the coinshot ability. There will certainly be hidden messages in my future messages :) I may post the full thing here without telling you the secret to start with, just to give you a chance to figure them out if you guys want. I will tell you straight off if you want though.

**Asp: okay. will do. Good point. You sadist! My head still sore from herwynbe's messages. And now you want to torture us some more!**

**You can post the decoded messages elsewhere (maybe at the end of this document) so that we can try to figure it out. we may need to now what is in them to convince someone that we're the tineye if under suspicion, and then we wouldn't have time to decode it. I do think that the first message should have some hidden message as well. Better to set it up early on, in case we need it.**

Posting the decoded message at the bottom is a good idea. I'll keep thinking about the first message, we still have over 24 hours so I may well think of something better :)

**Asp: okay then. We're set. I'll be seeking Forage this night. Is there someone else that you that you think I should rather seek?**

I could suggest Meta, but we are going to kill him anyway, if the villagers don't do it for us first. =D Forage sounds good.

**Alright guys, so, last call, Dyrri or Meta? Night's going to end soon, and unless we're not killing first night, who should we pick?**

**Asp: I think we have another 20 hours or so, don't we?**

**Asp: @Peng, We were thinking of having the first part of the Tineye message in one style and then the second part of the tineye message in another style. To give the impression that they were written by different people. Would that be alright?**

**it would still appear as one message. you are free to use any styles or fonts or anything**

you want. just PM what you want it to be and i will copy and paste it.

cRight then. Thanks Peng. Concerning who we're going to have killed; I say we should kill Dyrri first and then see if they lynch Meta tomorrow.

Wow, Just Checking in Right now, I'll be more active as soon as I can. Joe Here.

By the way, I'm a soother. And I vote we kill Dyrri.

Asp: **Dyrri** it is then.

this has been noted. you may, of course change it before the end of the night.

So do we know how many mistings total there are? Is there Duplicates of Tineye and Seekers? Incidentally, Erendi has only Posted twice in 11 pages, So I think he should just Stay Inactive, avoiding Suspicion. Thoughts?

I strongly suspect that there will be another seeker, I do not know about their being a second tineye though.

We'll Know about the 2nd Tineye At the end of Tonight.

Indeed.

Asp: I also think it's unlikely that there's a second tineye, though if there is then we can't play our double tineye ruse. If there's a double of any role it's most likely of seekers (as Claincy has said) and maybe pewterarms.

Nice notes Joe. Would you mind if we put that at the top? We should have it that all the resources in one place instead of scattered throughout this document.

Alright, if any of us get a private message from non-spiked, share it here.

Asp: Or rather let's make another doc, and put all the PMs there. Don't want to clutter this place too much. We can put the link to it at the top.

Alright. I put the link up.

Asp: Thanks.

I'm working on the message currently. I plan to work it such that it could have all been 1 tineye, but it could also have been 2 messages if there isn't another tineye around. That leaves open the possibility of going either way :)

Asp: Wow, nice work. Maybe we should put all our tineye messages in a new doc, and then place the link up top. You could also put the solutions in a separate doc if you want. Good plan, I've set the documents up though there is nothing in them yet.

Asp: We're all set then.

Cool. We still have something like 12 hours don't we?

Asp: I think so. The day is 45 hours. We started 7:30 GMT or so.

That's a bit long...Why not 36 or 24?

Asp: Probably just for the first night. Yeah, I think we have 16 hours left.

Good. I probably won't finish this before I need to head off to Uni.

Asp: The first night seems like it will be fairly smooth sailing. I'll be to Uni in 5 hours or so, and then I should be back 8 hours after that.

Ah yup. I'll be leaving shortly, but I'll be back in 7-8 hours. I'm liking how this message is shaping up now, still needs some polish though.



Asp: okay then. I'll be looking forward to that.

It seems that I'm only ever on when no one else is...

So It doesn't appear that we have a General Strategy yet, other than to kill the Experienced Players. So I'd just like to throw out that I seem to be the Most Active, with 25 total posts, so it would seem suspicious if I suddenly Hid in the Background.

Meanwhile, Erendi has only posted twice, so until he's voted for, I think it would be 'smart' for him to stay Inactive. Arst, Clan and Asp have 5-8, so could Stay As they are. Is this acceptable? Though I think one of the Veterans should try to be The Groups Leader.

If there's only one seeker, Arst, Than we won't have to worry about not having the Smoker

Asp: Joe, Yeah, Claincy is the most experienced spiked player, so I guess he is the group leader.

I agree with your general strategy. Also, we should avoid taking sides with each-other. Effectively, were following the lead of Claincy and the other spiked, from the first game.

Back now. Time to finish this message :)

Asp: :D I can't wait. On the topic of tineye messages; I was really disappointed that Herwynbe didn't make an actual Artisan's script. I had spent over eight hours trying to decode his message, and then it turns out that it's just plain braille.

My instant reaction was "that looks like braille". But I didn't think to turn it till meta gave me a hint later, so I spent some time analyzing the colours and patterns trying to discern a meaning. I am considering making my own version of the Artisan's script for a later message. I have many plans :)

Asp: That would be awesome.

I more or less figured out how while trying to decode his :P

Asp: yeah I was thinking that his Artisan's script was written with a syllabic cipher for a while when trying to decode it. And I think that it might actually be a good idea to do so for the real Artisan's script, considering how few easily differentiable colours there are. Hmm, might work well. That will do nicely =D Message complete!

Asp: That's really good. Nice work.

There is, of course, a secret. And thanks :)

Asp: I suppose the fullstops scattered in there have something to do with it?

Indeed. This one shouldn't be too hard.

Asp: I'm really liking this so far :). Is the second part/"second tineye's" message the last part?

Yeah. It is separate enough that we could still go for the two tineye ploy if there isn't another tineye. But works just as well if we don't go that route.

Asp: Good idea. We can maybe make it in a different font, or do you think that'd be unnecessary?

Hrm, I don't know that it is too likely that a tineye would post in a different font seemingly for the express purpose of being different :/ Oh yeah, I should post the messages secret in that other doc. Done.

Asp: In the previous game Bartbug and Herwynbe's messages were usually in a different font. Though I guess italization or making it in bold would suffice.



True, but Bartbug started long after Hero, so he knew already what font Hero would use and specifically wanted to differentiate himself. It would make sense after tonight perhaps.

Asp: Do you suppose that it would matter much which part came first? I think it may be better if the last section was placed at the top instead. It would seem a bit odd, but would also be more suggestive of there being two separate messages and so tineyes.

Hrm, maybe. Though if there were two I get the feeling that Peng would place the messages in that order anyway, I dunno. I'll think a little then maybe ask him to switch it around.

Asp: For the next tineye messages the secret messages have to be a bit more difficult to discern. We need to be able to prove that one of us is the tineye.

No wait, scratch that. It's more than enough to be able to be used as evidence. We could always point out the references made in the message as well as state what will be in future messages, if we wanted to prove that one of us were a tineye.

It won't be hard to prove if need be. Some future secrets will be much harder though :)

So Asp, what Ability did you choose? And Arst, Who are you seeking?

**Gamut**. Also, guys, Meta just pulled a very smart move. So much for being a horrible detective. But, because of that note, we know how to keep hidden. If all obey the instructions on it, then we can obey also, and avoid suspicion. But I still think we should kill Meta quickly, to look like we're scared of the note and how people will work. By the way, awesome message Clan! I got the Frozen reference before I looked at the solution. :P

Asp: Joe, I'm seeking **Forage**. Oh, and guys, could we keep the spaces between paragraphs to a minimum? This document is going to be long enough as it is.

Joe, I said I'd be seeking Forage about three pages up and I'll also be putting my action in the spiked spreadsheet, if you want.

Alright. Huh, I never saw that. Remember that for the next 8 nights you can't seek anyone. I Can agree with that.

Asp: or rather I have. We discussed it, and it's been decided that I should save my coinshot for as long as possible. Nice forum post, Joe. Asking Peng that question. Hopefully we'll be getting in PM groups soon.

I can still seek, so you'll have me. Also, Day One starts soon. Are you guys going to go 'inactive', or post? I'm going to post averagely, because I fear if I post too much it will look like I'm hiding something. Call me paranoid, but I'm not going to take risks in public.

Asp: I'll probably only be posting in the coming day. Oh, and Arst, could you give us write permissions on the PM list, so that we can all paste our PMs in there?

Oh, yes, of course, I thought I did that. Done.

I'm Going to Continue Posting Actively, If that's alright.

Sure. Also, this is a pretty organized document, even though docs like these can get pretty chaotic. :D

I'm going to give everybody a round of applause. \*clap clap clap clap\* Clap Clap

Asp: What do you think you're doing, Arst? Stop clapping, and wipe that smile off of your face! We're supposed to be the bad evil guys here! Try and act like it.

Now then, where was I?

Handing Out Kittens to Orphans Sir.

Asp: Ah, yes.

No, you hand out the kittens, and poison them, so they die the next day. :D

Give them melted ice cream cones, balloons with small holes, and puppies with rabies!

Aw, it's so cute! Ow! Mother, Charlie bit my finger! Ow!

Asp: I thought we all agreed that we should give the puppies names like "Destroyer of Worlds" and "Imminent Demise". Ah, what the heck. Talking about Imminent demises (Haha), isn't the day supposed to have ended already? Oh wait, nevermind.

What the heck!? Two tineyes and another mistborn?

Gamut's a lurcher guys. The seek just responded.

Asp: And my seeking reveals that Forage is a Smoker, and we just took out a Seeker. things are starting off quite well for us, apart from the second tineye, showing up.

Yep! Well, might as well start planning early. Who shall we kill next? >:D

poor dyrii.

Asp: Muhahahahahahahahahah! Ha! Anyways, On the matter of who to kill next: No point in trying to kill Gamut, he's probably lurching himself. Allowing Forage to live may have brought some suspicion on him had he been seeked, which probably won't happen anymore, unless there's a third Seeker.

Asp: I'm going to make a post saying that the Spiked must have known that Dyrii was a Seeker, otherwise they would've targeted Meta instead. This will cause some suspicion among any PM groups that have already formed. And hopefully break up any groups that have formed allowing some of us to get in. Of course that's assuming there are any yet. Is everyone here okay with me posting that?

I expected to see more celebration here...

Asp: Too busy being evil to celebrate. "Muhahahahahahahahahah! Ha!" Where is everyone? My evil laugh is echo-ing; it's so empty in here. Well, at-least I have a god to keep me company.

unfortunately a non-intervening god. No strategy advice for you. ;(

Asp: not so unfortunate for us as it is for the villagers. "Muhahahahahahahahahah! Ha!" They would need it.



This is your new logo. just so you know.

Asp: Haha, :) you should post that in the forum... also, let's put that at the top as well. Okay, well I'm making that post then, if there's no objections.

Make the Post. Also, Why does it Say that Porridge is dead?

Did I miss something?

Asp: Where does it say that Porridge is dead?

It said at the Top. I fixed it to Dyrii though.

Hey guys. Hello

Asp: hey. Thanks for updating that, Joe. Also, I made my post.

So did I. Mine's Morbid.

So many powers this game it seems. I mean, 2 mistborn. Geeze, this could be interesting.

FYI the Alethi message reads "Trust? There must be none. Death is certain, how certain is

death. None must be there. Trust.” So it is a ketek in Alethi. Oh it is ON.

**Good Job on the Ketek. I have to go. Bye!**

**Asp: bye. Oh, that wasn't Claincy. That was the other tineye.**

Cya. Heh, I was going to translate it. But it is literally pasted text so I just copied it and changed the font. (And yes I do have the ALethi font too of course :P) It's pretty sweet that we hit a seeker and identified a lurcher and a smoker on the first night. (Yeah I remember the smoker, they are just less important.)

**Asp: hey! I was a smoker once. :(**

Compared to a seeker or a lurcher though? Less important, sorry :P

**Asp: I can certainly agree that a village smoker isn't too important. A Spiked smoker on the other hand would be fairly useful. Not that we need one now.**

**Is there any hidden message in there? The words used do seem a bit forced.**

I'm allowed to make jokes, just cos they are mostly *bad*....It being a Ketek it's not surprising the words seem forced.

**Asp: the word order would seem forced, but in this one the words used seems even more so. I mean “there must be none, none must be there” there's easier ways of putting that.**

Hrm, there are some. That doesn't mean they thought of them though. There could be a message but I haven't seen anything of one yet.

**Asp: would you mind giving us write access to the tineye message document?**

If you like. 1 tic. Done.

**Asp: Thanks :D**

As an incidental note, I find it entertaining that as the mistborn you actually *can* burn lead. Sure it will *kill you* but you could do it :P

**Asp: I'm doing it right now actually.**

If your character ever dies it should totally be from accidentally burning lead in the writeup.

**Asp: That's quite a good idea. We should definitely ask Peng to do so. Also, we can now comment on your tineye messages (and edit them to make them sound bad). I made a quick concept of how artisan's script could look. I put it at the bottom of the spiked spreadsheet if you want to take a look.**

Interesting. Care to elaborate on what you are thinking? :)

**Asp: It's a plain english cipher. tails up are vowels, tails down are consonants. Double tails are capital letters (for now). It says something...**

I see, (and I see what it says too ;) ).

**Asp: Obviously, it isn't exactly how artisan's script should be, as it doesn't have a “different colour for each sound”.**

The lines and tails don't fit with the description in the book either but they do make for a script that is easier to read and more user friendly.

**Asp: The only limitation that is given in the book is that each colour represents a different sound. The form of each character doesn't matter.**

Well a direct quote: “The Hallandren artisans' script was a specialized system of writing that wasn't based on form, but on color. Each colored dot represented a different sound in Hallandren's language. Combined with some double dots—one of each color—it created an alphabet that was a nightmare for the colorblind.”

Coloured dots and double dots :)

**Asp:** “True poets used more elaborate symbols, continuous lines that changed color or colorful glyphs that formed pictures. A lot could be done with symbols that could change shape without losing their meaning.”

They made glyphs as well, but that was just for artistic purposes.

Yeah you definitely can do more with it. The baseline is the dots.

**Asp:** Instead of double dot's what could be done is double glyphs, or in my case double tails.

Certainly. Which you already are :)

**Asp:** I'm thinking of posting this in reply to Bartbug's post, as well as to address everyone else. If there's something that you want altered just say so.

*I doubt that both Tineyes are spiked. Chances are that only one of them is. And if the Mistborn is spiked why did they also post a tineye message? Same applies for if all three of them are Spiked. Also, the Mistborn doesn't have the most powerful role in this game. they can only use each ability once (assuming this game doesn't go on for longer than 8 cycles). Effectively the most important roles right now are the Coinshot and the Seeker. And the chances are that there is a second seeker as well.*

*Let's do some analysis here: In the first game there were four Spiked and 16 players in total. If the same applies to this game there could be anything from four to six Spiked players. Three of the Spiked in the previous game were mistings. So anything from three to five of the current spiked could be mistings. I think it's pretty safe to assume that there is at-least one Spiked Smoker, being that the role is more useful for the Spiked than it would be for us. So arranged according to likelihood of one of these roles being a spiked:*

*Spiked Regular 100% - Highly likely, I hope.*

*Spiked Tineye 75% - Highly likely, based on the fact that there are two Tineye messages in the write-up.*

*Spiked Mistborn 75% - Likelihood is also dependant on whether they have Smoker, Seeker and a Lurcher.*

*Spiked Smoker 75% - Kinda an essential role for the Spiked. Likelihood decreases slightly if the Spiked have the Mistborn on their side.*

*Spiked Soother/Rioter 75% - Chances are that they have at-least one of these roles.*

*Spiked Seeker 75% - Likelihood is high, unless they have the Mistborn, which would slightly decrease the likelihood.*

*Spiked Thug 50% - Making this 50% percent because there reason for there not being one as much as there is for there being one.*

*Spiked Lurcher 50% - Likelihood of there being a Spiked Lurcher is low, unless there isn't a Spiked Smoker or a Spiked Coinshot*

*Spiked Coinshot 25% - Likelihood of there being a coinshot when the spiked already have one kill per night is low.*

*Spiked Soother+Rioter 10% - Likelihood of there being both a Spiked Soother and a Rioter is pretty low.*

*Spiked Coinshot+Mistborn 10% - Likelihood of there being both a Spiked Coinshot and a Spiked Mistborn is low. Three kills in one night is a bit much.*

**Asp:** Take note that I keep on saying the Mistborn instead of a Mistborn. Hopefully they don't realize there is a second. I'm trying to get them to think that there's a Spiked Smoker as well as Spiked Lurcher, which would help if someone with one of those roles were discovered.

Hmm, that looks pretty good. They will already be inclined to believe that there is only 1 mistborn, but it doesn't hurt to reinforce it :) The big question now is how to “prove” that I am the village tineye.

**Asp:** In all likelihood the time when you'll need to prove yourself will be in a PM group. And usually those who are in a PM groups aren't inclined to believe that one among them is Spiked. They'd be more likely to believe that someone who isn't in the group is Spiked. Though this doesn't help much in the way of totally convincing them. Luckily for us, the non-spiked Tineye's message was fairly intimidating, which can be said to indicate that they are spiked.

Hmm, good point.

**Asp:** If any of us is under considerable suspicion we can say that we're the Tineye.  
Easy to "prove", much harder to prove that we are also non-spiked.

**Asp:** Exactly. Hopefully any PM groups that we join don't also have the other Tineye in them.

Yeah that would get to the "one of these 2 is almost certainly spiked" things again. It worked amazingly well in the first game, but it was more a desperate gamble to save Bartbug that worked better than it had any right to. If it comes up again it will be more like Cessive vs Shiv was.

**Asp:** Anyway, I'm going to go ahead and post it. Any errors to be pointed out?  
Seems alright to me.

**Well, you've all been talking. Let me run over all this before I say anything.**  
Hey Dalinar.

**Alright. Done. So, Clan, in response to your question, I think the way you should reveal yourself is taking two letters of your name, and putting a clue to them in each message. Around night/day four or five, the smart people can declare what they've learned, or keep it to themselves.**

**Asp:** Thing is, that that doesn't prove that he's not the Spiked Tineye, all it does is prove that he is a Tineye.

**The problem is that, it's hard to prove that you're not spiked. In fact, it's almost impossible to prove that, unless you had information that only the unspiked could have.**

**Asp:** Exactly. All we can do is try to direct all suspicion onto the non-spiked Tineye.  
Mm, it would help if I was able to put in a couple of my messages recommendations not to kill certain people, particularly people who either get lynched or killed by us shortly afterwards. Especially lynched. That suggests that I am not spiked. I'm waiting to see how things go with meta, whether everyone decides to lynch him or not.

**Alright. And today, I'm seeking Chidden.**  
Seems like a decent choice, any particular reasons?

**Asp:** You mean tomorrow night, right? You can't seek during the day (or did Peng rewrite the rules?).

**I honestly don't have that many reasons for seeking him. But currently I don't have much to go by. If we don't kill Meta, I'm seeking him next. It will be nice to know what he is for later.**

**So I want to PM Macen, I know him from when we were both Watching the Game Last Time. My Plan is to PM him, and Have him Vote for himself, then i'll sooth him to Prove to Him that I'm the Village Soother. May I Have your Permission to do so?**  
Sounds like a decent plan to me.

**Alright, I'll give it a Go. What Animal Am I? Sent**

**Asp:** Well, it won't prove that you're not the village spiked, and you're giving him information. What are you getting out of it? (by the way, you're an Orangutan)

**I already Sent it. I didn't say what Power I had. You can read my PM in the Doc. I'll start a Trusting PM Group.**

If he trusts you more because of you confiding in him. There is gain :)

**Asp:** Joe, I hope you don't mind if I argue with you in public (on the forum), do you?

DO IT!!! You're a Lemur. @Peng Can I soothe Myself?

Asp: Right. It is done. You don't have to reply though. Actually, it may be better if you don't reply.

Someone Else, ask if we should Threaten someone with Lynching unless they tell us their Role.

Soothing oneself is completely legal. It happened last game.

Asp: What was that all about?

Okay, Meta's getting Dangerous. I already have Suspicion cast on me, so I don't want to vote for him. but we need to take him out.

Asp: Nobody has voted for you yet (Mailli73 has voted for Claincy though, but I don't think anyone else is going to follow his lead.), so it's isn't that bad. We'll probably take him out tonight.

If we take out the first and only person to vote for Clan, that'll be mighty Suspicious.

Problem: One Vote for Clan, no Votes for anyone Else. We need more votes.

Asp: There's a vote for Forage. And I'm talking about killing Meta, not Mailli.

Ah, Ok then, Who voted for Forage?

Asp: Meta ;)

Thanks. So, if we get enough People voting for Forage, I'll sooth a Villager to make it seem as if they were spiked. Ok?

Asp: Okay. Though it would be better if we didn't take sides yet. participate in the discussions but rather don't vote against anyone. You can keep your vote though.

Heh, my Vote is meaningless. . Unless, Lents is Faking his Death! Depending on whether or not Peng puts it in the Write up, it could be that Lents is attempting to avoid attention!

Asp: Good points. I hadn't thought about that. It's a safe vote either way.

Wonderful, under suspicion straight away :P

Asp: I suppose that you can just ignore it.

Clan's Back! So Clan. You're Under Suspicion, Though if my Theory is Correct, then Maw might be doing it to save up a vote. He's the Connector is my Theory.

I'm not too concerned at the moment. I will comment on it though, it would be odd not too. It was largely an rp decision, Maw and Clan don't get on so well. Neither do Forage and Joe.

Asp: Neither does Asp and everyone else.

:P There we go. Appropriate comments in character and out. And true too which is nice :)

My message for the next night is going to be awesome! Seriously, I put way too much effort into it. Partly because I know I probably won't be able to put that much time into one later.

Asp: I'm wondering If I should vote for someone. So far it doesn't seem like anyone is going to be lynched.

Hmm, I dunno. I guess you could but don't have to. So long as you start pointing fingers at potentially odd acting people and discussing its all good.

Updated the PM List. Macen Trusts me.

Invite me into the PM hub. Pretend that I PMed you and you trust me. I'll tell him I'm a seeker, but I'll only tell him one of the roles I've seeked, and maybe later I'll reveal the less important roles I found, just to keep up the act. Also, PENG, can we seek during



the day?

seeking is a night-time only role.

Also, should I start this PM Hub with Meta, Macen, Asp (Just to avoid suspicion), Mail, and Wark?

You guys are the only ones I doubt are spiked. But just to be sure, I'm going to wait before giving my role.

But, as there's no UberTin, I think we're safe. So, what do you guys have? (Clues or something.)

Yeah. So, should I send?

I'll invite you. So Currently, Macen and I Are in the PM Circle. Meta has been deemed Trustworthy, and was invited. Dalinar supposedly Invited me, I invited him.

Asp: What are you guys doing? It's kinda pointless to have more than one spiked per PM group. Tell whoever is in the PM group that I refused to join. Alright

Asp: It's kinda a good thing that you did invite me, just so I could refuse. Hopefully if anyone else in that group breaks off, then they may contact me.

I invited you, because if you're not invited to at least one of these hubs anywhere, then it could seem suspicious. If you weren't invited by me or Joe, or any other spiked. Alright, you left, and Meta either has eliminated you as a suspect, or he thinks you're spiked and is telling everybody else he thinks you're innocent until he comes up with amazing evidence.

17s is down...

Asp: same here. I think you have three votes against you so far, Peng. ;)

Glad to see that setting up trust circles has begun.

Asp: Got a Pm from Meta. He says that he doesn't believe that I'm spiked (he may just be saying this to convince me to open up :) ), because of how I passed the opportunity to get into a PM group.

Nice. Ploy successful. because a spiked would never miss an opportunity to infiltrate a pm group right? Oh, except that we of course *know* that line of thinking. :P That is a possibility, still, it's promising.

Asp: If I had to tell him my role, what role do you think I should I say I have?

A soother or rioter would be easy to prove once. But if he asked again you to prove it again you would be in trouble. Flat out saying you are mistborn is a possibility I suppose, though a risky one. Another alternative is to pretend you are a seeker and use Arst's seeking. Or pretend to be a soother and use Joe's soothing. Helpfully avoiding the 1-use trap.

Asp: Good ideas. Saying I'm a pewterarm could work too, but not as effectively of-course. I think that the suspicion against Dalinar and Joe is about to rise. Especially since meta probably suspects one of them.

I would avoid saying you were a role that can only be proved by being sought or attacked. We do know that they are still capable of seeking at least through their mistborn.

Asp: good point. I do want to say that i have a role that is unlikely to be spiked though.

And it is fairly unlikely that there would have been a spiked pewterarm or a tineye.



Particularly pewterarm. You make a good point. If you want to pretend to be a tineye I can work with you to “prove” it.

**Asp: Okay then. I will still try to avoid having to say my role though. So we don't have to worry about it too much yet.**

Honestly that's just common sense for spiked *or* villages to avoid revealing your role unless you are certain you can trust them. Obviously it isn't always possible, but unless you are a regular villager it holds true for a while.

**Asp: Yeah. I'm just saying because I kinda told Meta that I trust him, and that I don't believe that he's spiked. So any avoidance at revealing my role to him may seem slightly suspicious.**

Ah yeah. Though there is a difference between don't think someone is spiked and knowing. So a little hesitance is only natural, given the examples of the groups in the previous two games. Part of me doesn't want to kill off meta, simply for the challenge he presents. If we can fool him.....

**Asp: Same here. Well, for the challenge.**

Sooner or later Gamut may well start protecting Meta, knowing that we would want to kill him, which will give us a delightful opportunity to wipe him out. I doubt that would be tonight though.

**Asp: I hadn't thought about that. Don't suppose we can let meta know that he's a Lurcher somehow?** Not at the moment that I can think of, but we may get a good opportunity in the future. You could always say that you were in contact with the surviving seeker but they didn't want to be named.

**Asp: I could even suggest that I'm the seeker by saying that.** That is an option.

An interesting thought though. Knowing how experienced meta is *of course* the spiked would want to kill him. So if we give it a couple of nights people will start to wonder why we *haven't*....

**Asp: ;) I said as much to him in my PM. Said that he' couldn't be a spiked because of how much useful information he was giving out, and if he was spiked he wouldn't have, since he'd be expecting that he would be lynched.**

Ah but if he wasn't giving out all this information he probably *would* be lynched. Partly for the ironic fun of it and partly because, given his experience, why wasn't he sharing information?

**Asp: It could also be said that if he was spiked that he was giving out this information in anticipation of being lynched, and then we would have doubts as to whether the information he gave was deceptive or not.**

Hehe. It's the “I would do this, but you know that, so instead I would do this, but you know that I know that i would do that so I will actually do this afterall, but you know that.....”

**Asp: Haha, we could go on for hours**

Indeed. It gets kinda pointless after a while. You use the stage that is most useful to you to try to convince people of what you want, and hope they don't think too much. :P

**Asp: I'm going to put the PM that I Pm'ed to Meta in reply to the Pm that he PM'ed me, in the PM list. I forgot to do that earlier.**

Cool. I'll take a look. I think I'll pm meta too actually. Given how much we have discussed strategy in the past it only makes sense too. Of course, Meta is going to be wary of me regardless given the number of conversations we had about strategy, he knows that I know what I am doing, and also that manipulating me would be very difficult.

The Amount of Deviousness is hurting my Brain. . .

Asp: I do think that we may be getting a bit ahead of ourselves. Sooner or later we're going to get a serving of humble pie, and it's not going to taste good. (that metaphor went well)

For now, I'm Going to Sooth **WARK**

Any particular reason for soothing yourself? @Asp. Yeah, sooner or later. In the meantime we can keep doing our best. I do not think I am being overly-arrogant, but fairly accurate. I'm certainly not saying I'm infallible :)

I'm thinking about saying i'll sooth my self to 1 person, Macen probably, to prove i'm the Village Soother. I haven't yet. May I do so?

That's fair enough.

Erendi has been accused, it's sad, but we might want to vote for him eventually. He's Inactive, and Vanilla.

I was thinking similarly. If he doesn't post today he could be in serious trouble.

I'm now Soothing **WARK**

Asp: Got a few more Pms from Meta, have put them up. Nothing else new though.

Nothing new to report here. I'm about to post and retract my vote from Alvron now.

:) I added a comment to my sig noting that there is hidden text in my posts. As I am now doing that everywhere on the site. (I don't write it as a grumpy old bugger elsewhere though :P ) I do that just as a special for you guys ;)

Ok, come on, you made me sound suspicious. . .

"Joe: Also very suspicious, mainly because of the PM group (It was him that started the PM group wasn't it?) and because of the what and how often he posts. I also have just a feeling here."

Yes, yes, I know you had to. We are killing Meta tonight, right?

Asp: Most likely. Though we can wait to see what he says. It'd be better if we can get him to accuse somebody that we want to be lynched, than have one of us do it.

Honestly, though, I do think you're acting a bit too suspicious. I eventually want to convince Meta that you're far too suspicious to actually be Spiked. Also could you post a few PM's from the PM hub inside the PM list doc?

Alright.

Asp: We've got a bad omen here. It says that you're an anonymous Quagga, Joe. Quagga are extinct. Well. apparently I'm a Rhino, which are being hunted to extinction, so mine's not much better. :D

I think I'm off suspicion lists currently, I'm playing slightly more stupid than I really am (Or maybe I'm just stupid). Plus, people don't think I know much because this is my first game, although I think they're underestimating, and that's why I'm off the suspect list. I also think however that Meta is watching me for a slip up, so I'm trying to be more

**careful.**

**Asp:** Gamma has just PM'ed me. putting them in the list. I still need to know who it is that has the first post in the PM hub. Joe, Dalinar?

**Dalinar started the Hub**

**Asp:** Okay, that's good news. Yeah, so I definitely agree that Meta should be killed tonight.

**I'm not sure if I helped our Cause or not with that Post. . .**

**Asp:** With the PM hub? Well, it seems to have gotten Meta to trust me. Oh, the new post, that post? I don't think that that post was overtly suspicious.

**Having told Meta that one of my main suspects is Mabi, I have decided to vote against her.**

What concerns me is the possibility of one of the lurchers protecting meta. There are decent odds against it this night, but at the same time it is still entirely possible. I do not believe that Gamma will but there may very well be another lurcher, or the other mistborn may lurch him. Or meta could be a thug. So, yeah, risks. But it might be worth it. You could use your coinshottness Asp to add a bit more certainty, but that could also be a waste of the power. Might be best to wait there.

**Asp:** I could coinshot Gamma while we attack Meta, but as you've said that might be a waste.

I'll just quickly crunch some tineye probability numbers.

odds of tineyes:

assumption that number of spiked = players/4 rounded down

$22/4 = 5.5$  so we will assume 5 for the calculations, though anywhere 4-6 could be right

odds of both tineyes being spiked:

5 choose 2 divided by 22 choose 2

$5!/(2!(5-2)!)$

$5!/2!3!$

$5 \cdot 4/2 = 10$

$22!/2!20!$

$22 \cdot 21/2$

$11 \cdot 21 = 231$

so  $10/231 \sim 4\%$

Terrible odds.

Both tineyes being villagers:

17 choose 2 divided by 22 choose 2

$17!/2!15!$

$17 \cdot 16/2$

$17 \cdot 8 = 136$

so  $136/231 \sim 59\%$

so chances of 1 each is: roughly **37%**

If you KNOW that one tineye is a villager and you are a villager, the probability that the other tineye is a villager is:

$$15/20 = \mathbf{75\%}$$

So the most likely option is actually noticeably that they are both villagers. Not what people might initially think. I am pretty confident in my math here. You can tell Gamma this stuff Asp. It is to our benefit for him to think it is less likely that a tineye is spiked. Actually, wait. I'll just post the first chunk of this in the thread. Posting now.

**Asp: Yeah, that's quite accurate. Though this is assuming that Peng chose which roles the Spiked have randomly. While Peng did assign the roles randomly, I'm quite certain he didn't decide which allegiance has which roles randomly.**

I think there was some randomness there still, but it may well not have been purely random. I'll note at the top of the post the assumption, but I won't go into any detail about it ;)

**Asp: Either way, your calculations are accurately representing the probability of the Tineye's being of a certain allegiance. So they won't be able to debate that. They may not know how randomly Peng assigned the roles.**

True. Having this out there should help me to a degree. As currently the general assumption is that 1 is spiked.

**Asp: I hope Gamma doesn't wonder why you posted this all of a sudden. considering that we just talked about it.**

I'm not posting that last part specifically for that reason. However it might still be best to wait.

Most people didn't know, and Clan tried to forget, but he had some moderate skill with numbers. The question of the chances of the tineyes being spiked was niggling at him so he sat down, pulled out some paper, and got to work.

There has to be a couple of assumptions here. First is that roles are all completely randomly assigned, no work can be done without this assumption.

Secondly is the number of spiked, the common understanding is that there could be 4-6. As a quarter is about normal, dividing  $22/4$  gives 5.5 so I'll round it down and take 5 as it is the middle value there.

(I'll be using  $nCr$  here.)

The odds of both being spiked:

5 choose 2 divided by 22 choose 2:

5 choose 2 divided by 22 choose 2

$$5!/(2!(5-2)!) =$$

$$5!/2!3! =$$

$$5 \cdot 4/2 = 10$$

$22!/2!20!$

$22*21/2$

$11*21 = 231$

so  $10/231 \sim 4\%$

So not very likely at all.

Both tineyes being villagers:

17 choose 2 divided by 22 choose 2

$17!/2!15!$

$17*16/2$

$17*8 = 136$

so  $136/231 \sim 59\%$

One villager, one spiked:

$100-59-4 = 37\%$

I have cut off decimal places as precision isn't too important.

So in summary:

The chance that both are spiked: **4%**

The chance that both are villagers: **59%**

The chance of 1 spiked & 1 villager: **37%**

There's the odds, I am fairly certain my math is correct.

Clan nailed his findings to the inn then shoved his writing utensils away, "I better not need to touch *those* again any time soon.

I've just dumped it here for now, I'll post it during the night cycle perhaps.

**I just Voted for Erendi. :{**

**Asp: Erendi could've still had a chance, as long as some other soother or rioter messed with the votes. But now I'm not so sure that's possible.**

**This way, i'll be considered Innocent, and He's Inactive anyway. I don't like it, but . . .**

**Asp: You change your votes a bit too often not for it to be slightly suspicious.**

**Yeah. I'll stop doing that. I'm a bit to Active.**

**Claincy, it may be even better if we wait till the next day to post those calculations.**

**Preferably right after the write up.**

Sure. I'm just thinking what to say currently. I kind of need to post. I think I'll talk about how I think that we are better off killing Mabi because it will net us more information. We simply won't get much information from killing Erendi due to him being completely inactive, and information is the main point of lynching at this point in the game.

**Asp: Yeah that may be a good idea. I don't think you have to worry about seeming suspicious if you don't vote though. There are far too many that haven't for you to be**

singled out.

I've had too many conversations with meta about this kinda thing though, it will definitely be out of character for me and suspicious to him.

**Asp: I see. Actually it may be best to vote for Forage, may seem too suspicious if we both vote for Mabi if Erendi still get lynched. Though it could be interpreted either way.**

The problem is that I don't see much reason to suspect forage.

**Asp: Oh, and also I think Joe is soothing Warko anyway. So no point to doing so in any case.**

Me voting Mabi is certainly a risk, but I'm not seeing a better option.

**Asp: That seems good enough a reason. Hopefully it'll convince some to vote as-well. I really hope that there are some active rioters and soothers. Joe, do you think that you could change who you sooth now? It doesn't really matter if you sooth one of Erendi's votes, there are too many soothers and rioters for that to be particularly suspicious.**

Well, there it is. Here's hoping.

**Asp: :) Honestly were the bad guys, Were supposed to be crushing hope under our boots, but here we are relying on it.**

:P I do hate that meta completely accidentally forced me into a position that I had to do something that would be suspicious in some manner.

**Asp: I wish Erendi were a bit more active...**

Active at all really, 1 post that's all it would have taken. I need to head off now, I'll be back on later.

**Who should I sooth? I'm soothing Wark right now.**

**Quickly change it to sooth Bartbug/Bartson**

**Peng, I am now Soothing Bartbug Why?**

I'm sorry, joe, but this isn't an acceptable way to submit nonkill orders. Soothing should be done by PM. oh, **Is it too late to send a PM?**

**Wow, That was Bad. we really need to Kill**

## **Night 2: Gamma**

**this has been finalized**

:P unfortunately, there is a fair chance of meta being lurched now. Having lead a hit on an existing spiked and all.

OK. Tonights tineye message is up in the message doc. I may adjust it slightly more but it is essentially done. Man that took me ages.

**that's really cool. i sung it in my head. PM it to me when you're ready.**

Will do. I may want to make a couple more modifications. There are a number of secrets in it of course. :)

**Meta is asking For Lurcher Protection**

If he stops asking, then we worry. Actually no, screw it. I vote we kill Gamma tonight. We don't know who the other lurcher is yet (I expect there is one), so targetting meta tonight with a coinshot would probably be a waste. I think we have a very good shot at eliminating gamma tonight though. And another day from now Meta will be temporarily out of our way, well, more so

anyway.

I've posted the solutions to the message in the solutions doc. I'm considering adding another secret or two. And I have added one more secret, surprised I didn't think of it earlier.

**Asp: Claincy, have you been in contact with Gamma? He says that there are two players claiming to him that they're the Tineye.**

**@Dalinar, who will you be seeking tonight? If you haven't decided yet, then I'd suggest Chidden or Alon.**

**Haven't changed my mind, so it's still Chidden.**

**Also, nice tineye message. I love the Tangled reference, or references, or how the whole thing is a parody. :P**

**Are you going through a Disney phase or something? xD**

I haven't been in contact with Gamma, one of those people is lying. @Dalinar, kind of, I always liked some of the songs, but Frozen got me back into the movies.

**There's a Possibility that Xaneth is the Connector. He stores his vote. If he's not, then we know that there's a Village Soother. Arst (Dalinar) can you Seek Xaneth on night 3? Possibly.**

**Kandra. People have been thinking about adding Kandra as a secret team. Did Peng add Kandra?**

**I don't think so. Perhaps...Although Kandra are spiked. Ruin could partially control them. So wouldn't we know if Peng added them?**

**In the Creating Roles Forum, they thought about them being Secret, with the Goal to Survive, and they were of Preservation. So they wouldn't be on our team.**

**Asp: Guys, I've decided to use my Coinshot ability tonight, rather than later. Before I get lynched or killed during the night.**

**On Who?**

**Asp: Either Edgedancer or Grayv. Haven't entirely decided yet. Which do you think I should target? Unless maybe we should target Meta with the Spiked kill, and then I target Gamma with my coinshot. Though I'm thinking that if that goes wrong then we're in trouble. It'll effectively prove that Gamma isn't Spiked, if he survives. Though it will ensure that we kill one of them, if the other isn't lunched.**

**If someone survives due to Lurching, it's not they aren't named in the Writeup. So if Spiked Attack Gamma, and Coinshot kills Meta, then Gamma just knows that someone is Targeting him.**

**Note: It makes more sense to Coinshot Gamma, if the Coinshot attacks Meta, The Villagers will know that the Coinshot or Mistborn is Spiked.**

I have the feeling that Gamma will protect Meta. He has no way of knowing that we know his role and without that there's seems very little reason for us to kill him. So he probably feels more in danger from the coinshot than from us. If we do target both, I vote we use the coinshot ability on Gamma. Joe is right on that being better.

Awww, why is "smell the death enough for people to want me dead. I mean, that I just make the smell stronger....Maybe a disney *villains* song wasn't an ideal choice for the next one? Oh well, couldn't resist.

Oooh. If gamma has had multiple people claiming to be a tineye and I make my



messages sound extra spikey.... :)

**Asp: Yup, that's exactly what I was thinking. I am still a bit reluctant to kill Gamma though. So far, he has been playing into our hands, and having him alive would draw some suspicion away from us.**

If he was anything but the lurcher or coinshot then I would like to keep him alive. But he is perhaps just a bit too dangerous because of his power, and we have no guarantee that he will continue to be as useful to us.\

**Asp:Point taken. I've sent Peng a PM saying that I'm targeting Gama. On another note, Gamma implies that he's 100% sure that one of the Tineyes he's in contact with is the "good" Tineye, which means that he will probably be suspicious of any other person who claims to be a Tineye. Apart from that though, why are you having that your tineye messages imply like you're the Spiked Tineye.**

Honestly it wasn't intentional with the first one. I simply wanted to have another secret in there and wanted to include a line about smelling something. I wasn't thinking of it in the creepy sense so much as in a warning/sad sense. I can't very well go explain that though. This one, erm, I honestly just couldn't resist using mother knows best.

**Asp: I could see why you would want to do this, if it was to make Gamma suspicious of the supposed Tineyes, but since we're killing him he'll probably be dead before he can put any suspicion on them.**

Making Gamma suspicious would have been more of a side benefit. Really I just *really* wanted to use that song, despite it being a villain song, it just seemed too perfect for a tineye.

**Asp: I think both you and Herwynbe were kinda missing the point of being the Tineye. It's entertaining, yes. But other than that it doesn't serve it's purpose.**

The way I see it, the message is of limited use normally anyway. The tineye doesn't have any extra information than other players, so even if the other players *don't* think the tineye is spiked their ideas are no better than anyone elses. People were already sitting there thinking that they couldn't trust anything either of us said because one of us might well be spiked.

**Asp: Talking about that, you could post those calculations that you did earlier. Since they're talking about it it would hardly seem suspicious to do so.**

Hmm, true. I might do so, I'm a tad leary of seeming like defending the tineyes and then getting implicated as one. I think I am mostly being paranoid here providing I phrase it right. Basically we can't get much benefit manipulating anyone with my messages until they either think I am a villager or spiked. Either way gives me a chance to manipulate people. Just in different ways.

**Asp: Fair enough. Pretending that you're the un-spiked tineye is off the table though.**

Getting that way. \*shrug\* oh well. This will be harder to manipulate people yes. But more *fun*. And I may actually be potentially able to do more with it, we shall see.

and 17s is down \*grumble\*

its back up, and the write up is up!

**Asp: Aaaand it's down again.**

and its up again

**Why was Raubber tageted? I sent a PM changing to Gamma?**

if you did i didn't get it. hold on...

If I messed it up, I am sincerely sorry. I'm double checking it now

this:

I'd like to use Steel this cycle, and target **Grayv (Raubber)** with my coinshot ability.

is the last PM i got from you

**Asp:** That's odd, it even showed in the conversation .

17s has been sick recently. that might be the problem.

**Asp:** Damnit. Worst time for it not to work.

\*sigh\* these site problems might really hurt the spiked.

**Asp:** I suppose that Gamma was indeed lurching Meta. These server problems just saved Gamma's life.

the spiked target was gamma...

**Asp:** ??? Someone edited it? We all agreed on Meta. Damnit guys, who changed that?

Well it says gamma on the previous page. You'll have to take it up with your fellow spiked. correction: two pages ago.

**Asp:** yup. Literally the last time I checked, it was Meta's name up in red there.

Sorry. It's been like that for a little while now. anyhow, I'm discussing the game probably more than i should. But I honestly feel bad that we didn't get your targets coordinated as you wanted.

on the bright side, the reputation system seems to exist again!

**Asp:** Could we rather have it that the Spiked kill target is also sent via a PM. We shouldn't be having these problems again. We definitely don't want this mistake happening again.

Here's my logic as to why i accept the targets as I do:

the reasons I can't accept other orders from the spiked doc are

1. I can't guarantee who is writing it
2. This isn't normally where i go to look for those orders, I look in my PM inbox
3. This is, partially, a game of lies, and you guys can *technically* lie to each other about your abilities and targets

why I accept kill orders here

1. I want it to be an order you all agree on
2. I want all the spiked to know who it is.

**Asp:** No, I understand that. I'm talking about the Spiked kill being done through PM as well.

If your fellow spiked agree to it, i suppose we could do a rotating cycle of PM targeting instead. Asp takes a turn, then clan takes a turn etc.

**Asp:** We can set up a Spiked PM group.

Or we could instate a voting system here? Anyhow, we need to talk to the other spiked about this before changing anything.

**Asp:** well we already first obtain the consensus as to who to kill, it's the a problem of giving you the information clearly. We all agreed that Meta was to be targeted (Dalinar didn't say anything though). A fixed voting system means we wouldn't be able have a target until everyone has voted.

I don't know what happened. i don't read this doc thoroughly. You need to talk to your teammates and figure out what happened. remember to be respectful, as I'm worried this might turn into a minor argument.

**Asp: I will. Though the best way to prevent this from happening would be a PM group, I'm sure.**

I'd like to point out that right now, google docs are being more reliable than the 17th shard...

and 17s is down again.

Hmm, well that went poorly in multiple ways.

**Asp: Well, I'm screwed :D**

Yeah. 3 seekers in the game and 2 mistborn. That's a *lot* of seeking power :P

OK, your defense: Spiked could well have a seeker or a mistborn, that being the case they would be able to seek Gamma, gain his confidence by telling him his role, then tell him that you were a spiked mistborn. Then the villagers lynch you, oh no turns out you were actually innocent, villagers lynch Gamma. Leaves the spiked pretty happy. Just an idea.

**Here we go again. Nice role this time though, a Spiked Mistborn no less. Seems almost too typical, but I guess it's all I have left.**

It certainly isn't ideal. But that's all I've thought of so far.

**Asp: Sorry, I wasn't calling your idea typical. I just meant that's what I was thinking of as-well.**

It is the fairly obvious one. I suppose we *could* attempt the double seeker bluff, but I doubt we could pull that off a second time.

**Asp: That's exactly what I was thinking! Except, it's more of a triple seeker bluff ;) here's what I got so far:**

It *might* work. At the least we can muddy the waters enough to give you a chance of lasting 1 extra night. Though, if you do somehow manage to survive this day they will know for just about certain that you are spiked, I cannot see a way to avoid that. However, if you then picked pewter that night, I dunno, we might be able to stretch it out another day.

You are definitely going to need to say the results of your seeking. Which means we need to know the results of Dalinar's seeking from last night. The choice comes in as to which 2 of Gamma, Forage and Chidden you choose to have sought. You probably shouldn't declare their roles out, but declare that you know them and then pm them telling them their roles and say in the thread that you have done so.

**The PMs never went through, Server errors. So effectively Dalinar and I never gave Peng our final targets.**

Ah, so that happened to Dalinar too. Well then, Gamma and Forage it is.

**Asp: here's the final draft of my post (changes are underlined)**

Well, this is funny. Reminds me of the first game. Well, here we go again. I'd give you guys a list table like last time, but unfortunately I have no clear suspicions this time (I'm still slightly suspicious of Mabi though), and you guys would probably forget to follow it, just like last time. Remember how that turned out?

Anyway, this is all I have to prove that I'm innocent:

Firstly, I'm a Seeker. A non-spiked Seeker that is.

Secondly, the person, who said that I'm spiked, would have to be a Seeker (or at-least say that they're a Seeker). That would have to mean that are three Seekers in this game. And that means that for me to be a Spiked Mistborn, none of these Seekers are spiked, which is unlikely.

Thirdly, for me to be a Mistborn means that there would have to be two Mistborn in this game, which is also unlikely.

Whoever fed Gamma the misinformation would have to be spiked. That, and they didn't think this through properly. Having effectively thought of the least likely role for me to have. (At-least this tells me that the Spiked haven't seeked me yet) If they had seeked me then they would've accused me of being a Spiked Seeker, in which case I'd have almost no way of proving my innocence.

Assuming that you're not convinced, I have a request that I like to make, for after you've lynched me, and my innocence is proven:

Do not lynch Gamma. The person who should be lynched is obviously is the person who fed Gamma misinformation.

Being that two nights have passed, obviously I've already seeked two people. I'll be telling Gamma of the role of the other person that I seeked.

In the first edit, the logic doesn't quite hold up. If you were a spiked mistborn, then there only needs to be 2 seekers. When you later prove that you have seeked 2 people I guess that could show that there has to be a third seeker or a lucky guess.

**Asp: I specifically don't say in the last part of point two, that there would have to be three seekers. So it can't be said that I'm lying.**

You aren't lying, but your logic isn't perfect. If you are a spiked mistborn, you aren't a seeker, so if that was the case then there could be just the two seekers.

**Asp: exactly. I'm just not saying that** "that for me to be a Spiked Mistborn, none of these two Seekers are spiked"

**I could put that two in there though**

Some observant people reading it might think you are trying to fudge the truth to make things work better for you, which could make them more suspicious, your choice really which way you choose to go.

**Asp: point taken. I'll put it in.**

You never actually note that Gamma was the other one you seeked, it could be implied from what you have said though.

**Asp: says so at the bottom** "He isn't Spiked (I seeked him)."

You have, start working again brain \*smacks head\*

**I'm frantic myself. I'm practically shivering from excitement here.(by the way, is it a bit**

irritating to have to constantly deselecting the bold formatting after every sentence of mine? If so, sorry about that. just realized it now)

Eh, it's just control B, it's less effort than changing the colour.

Asp: well. I probably won't be around much longer to do it anyway. I'm going to go ahead and post it. :) Any last minute changes? nope? Righto then.

Ok, fingers crossed. Nothing comes to mind.

As proof I'm thinking that I should rather give Joe's role (as a Soother), it would explain why I have no suspicion for him anymore. Though it would only help if I'm not lynched

It might cast more suspccion on him if you *are* lynched though. Which, unfortunately, seems more likely to me.

Asp: if I am lynched, and I gave Forage's role, the I suppose that would cast some suspicion on him. Okay then, Forage it is.

Indeed, which could give us some benefit from all this.

Wow, Sorry I haven't been more Active, Super Long Hamlet practice to Blame. Should I vote for Asp or Not? And Should I bother Soothing? Macen already knows that I'm soother, so. . .++

Aw Crap! Meta believes that Asp isn't Spiked because he left Dalinar's PM Hub! if Asp s Spiked, then he'll wonder why he left. The Only Logical solution is that the Hub was already Spiked!

Don't sooth anyone. Not yet anyway, maybe not at all.

Asp: Nice scenario list Joe. ;) Luckily if Meta does that think that someone in the group is Spiked, he hasn't said so yet.

So, one vote was retracted. if we work fast and argue for the Village Mistborn to seek him, we could survive today, then Asp chooses Pewter, one day, and Lurching the Next.

the rep system wasn't working, so i didn't get any upvotes for my write up \*sniffle\*

Ok, If dalinar is willing to swear on a copy of Way of Kings that he sent the seeking PM before the end of the night, I will give the results of the seeking, even though i didn't get the message.

Asp: When Dalinar eventually comes on that is.

Joe, why would we ask the Village Mistborn to seek me? As far as they can tell I'm either Spiked, and then they'll kill me, or I'm not Spiked and the Spiked will kill me. There's really no point into seeking me.

I suggest that you guys avoid suggesting alternative lynch targets until someone else suggests it.

If I do not get lynched today then I'm using Pewter in the coming night, I I will most likely be coinshot'ed during the night, meaning that my death will only be delayed for one night.

Yeah, that's about all you can do.

It's not looking very promising.

9:1 Asp is Fallen. This game is going fast. So we Really can't afford to lose anyone Else.

We need our Seeker, though the Tineye and I are semi Unimportant, But we really need Dalinar.

Hey Peng, I just sent a Pm, but the Site is being Screwy, Did you get it?

Yup. :)

Asp: I'm going to publicly admit that I'm spiked. If everyone here is fine with that. Have about 12 hours left and there's no chance that they'll retract the votes. Obviously I'm not going to give any useful information away.

Um, ok. If you like. I can't see how it will help unless for fun rp purposes, but it won't do any damage either. I've decided not to adjust my vote at the present moment, there really doesn't seem to be a point. Jumping on the bandwagon at the last minute would look just as suspicious as staying where I am.

Bye Asp :(

Asp: Bye :)

So can Asp and Erendi no Longer Write here?

That is correct.

Also, Who will you Seek?

Yeah they are dead and gone. I'm going to go ahead and tell Gamma I am a tineye, I don't think it will hurt, and it has a small chance of helping as I can reasonably well prove I am a tineye, and a while back Asp said that Gamma said that he already had 2 people pretending to be a tineye. idk, might buy us a round.

In case something goes wrong and none of us get on later. partly gut feeling, partly just cos he is dangerous.

We shouldn't tell Gamma our Roles till the Seeker is Dead. Sir Varrock claims to be the Village Smoker. By the Way. He Pm'd me looking for Allies.

SirVarrock is Smoking Clan tonight .

Also, Why are we Killing Bart?

Hey guys, finally back. Alright, this is pretty bad. We've got our Mistborn and Erendi dead. Alright Joe, that sounds good.

"Ok, If dalinar is willing to swear on a copy of Way of Kings that he sent the seeking PM before the end of the night, I will give the results of the seeking, even though i didn't get the message."

Dalinar, Did you send Peng a PM?

Yes. For seeking last night. I don't think I got the answer though.

The Server was Screwed, and Peng didn't get your PM.

Oh. Well, I was seeking Chidden. I swear on a copy of Way of Kings. Also, sorry for me being inactive and things. I've been camping and things.

Jason is Online

Oh, ok. Hello Jason. Also, were the servers that bad? I sent the PM when nothing really drastic seemed to be happening.

I did not get the message, but i will take your word for it. The results of the seeking should be PMed to you momentarily

Ok, thanks!

Did you get it?

@Peng, I've been Kind of Writing my Death Scene for when I get Lynched. If I do Get Lynched, can I finish it up and Post it as the Writeup?

Wait, what?

You know, the Writeups? I've planned out my Death Scene, It's Really Cool, I just need to Finish it. So If I die by Lynching, can I post it?

As long as it won't affect gameplay, sure. Just tell me what it is, and I'll put it in the write up if you die.

17th Shard just Went Down.

Bartson because at the moment our chances of succeeding with a strike against meta or gamma are fairly low. Bartson has been moderately active and has participated in both votes and he is reasonably good at the game so is dangerous anyway. If you have a better plan, by all means, shoot. But I don't want to risk wasting *another* night if we guess wrong about who is being lurchd.

I have told Gamma my role, it was the only way I could think of to potentially *not* get seeked tonight. He doesn't trust me fully, but I get the feeling he doesn't think I am spiked.

### Night 3: Bartson

this has been finalized

So What is Chidden's Role? Is he the Mistborn?

Was it Night 2 that Raubber was attacked? He might have been the Mistborn, choosing Pewter. Unless he was seeking, which seems more likely.

Hmm, I doubt he would use pewter when he had no reason to suspect he would be attacked. So he is most likely a bloodmaker or thug.

Or a Kandra with the Blessing of Potency, Which Doubles their Strength. It would also have to have the Blessing of Presence to Avoid Being seeked, and the Blessing of Stability to Avoid Emotional Alomancy. But there can only be two of them...

Hmm, right. Either way I don't think he is a priority, we need to kill that seeker.

Yes Indeed.

In Case Someone Coin Shotted One of Us in the Night. Goodbye Brothers.

Friends Never say Goodbye

All the best, just in case :) (good song.)

I just Told Gamma my Role. I waited till Night orders couldn't be changed, so that he wouldn't seek me to Confirm my Role.

Heh, I don't think you would be the priority, but still a good plan.

I'm just Surfing the Web till Peng Updates.

Won't be long now. Some part of me hopes to be killed off soon, not that I won't try my best to avoid it. But I cannot keep up the standard I've set for messages. I just don't have the time after this one. :P

Yeah, I get That. Next Time, just make a letter from Letters cut out of Magazines, and Post That.

I have a number of ideas that will be much faster. I cannot keep spending ~5 hours on them.

Well, I haven't Given it much Thought, so My Advice will be useless to you.



:P It's going to stay relatively simple from here on out. never again I tells you, never again.

**You Still Did awesome. I'm sure Hero would be Proud**

**HA! We killed the MISTBORN!!!**

Seriously? I need to go read the writeup, back in a tick. YES! A big cheer for gut feelings!

**You tell me Clan, who do those silly tineyes think they are? ;)**

**Oh man, Chidden is a Seeker. That could be good, because until he's dead, if people know he's a seeker, they won't know which of us is spiked. If there was only one seeker left, and they found me out, than they would probably guess I'm spiked. Also, Peng, I'm also working on a write-up for my death, if that's alright. :)**

**So should We kill Chidden tonight? No one accuse anyone today, With Luck, Chidden didn't seek us, and Gamma will accuse an Inactive to Gain Information.**

**Sigh, I wish Days were shorter, or at least people were more Active.**

I don't see any other choice. Chidden *probably* doesn't have lurcher support this round as theoretically we don't know he is the seeker. If Gamma *is* protecting him then we can kill gamma instead the next round, but I think Gamma is defending himself.

@Peng, well, I'm not certain about one of them, the other one thinks he is a tineye ;)

And a clever one of course.

So to get things clear: Joe, you told Gamma you were a soother yeah? And Dalinar you told him you were a regular?

**Heh, they think is wasn't a lucky shot that we killed Bart.**

But it wasn't! It was pure genius intuition, completely different ;)

OK. Nice of them to kill of Xaneth :) I only see one real option here, we need Chidden dead, as soon as possible. The question is if he is being lurcher. My guess would be that as Chidden is unknown and Gamma *is* known that Gamma will be lurching himself tonight. That gives us our opening.

Sorry for not being around much, I've nearly finished WoR.

#### **Night 4: CHIDDEN**

**this has been finalized**

**On a More Deadly note, Mabi has been accused every time. Should we just Accuse and Lynch her?**

I get the feeling we may not need to. The villagers might well do that of their own accord, so sure we could support that, but I would rather not really drive for it.

Dalinar doesn't seem to have come on to seek someone :(

I've finished WoR incidentally :) I might be around a little more now.

**We need to Figure out who the Coinshot is so that we can start Manipulating him (Or her if it's Mabi.) They Don't seem to be very Active, only one attack so far. And Dalinar, who are you going to Seek? And I'm Finally Starting WoR**

Enjoy :) It's a good book. yeah, finding the coinshot is the priority, finding the remaining lurcher if there is one is next.

@Peng, Just to check, you got my tineye message for the night yeah?

yup

Just wanted to check :)

AH dangit. This is *not* going well. The million dollar question: "Was Gamma lurching Chidden or are there 2 lurchers."

If there is a second lurcher they almost certainly told Gamma their role, and if Gamma was smart, which I suspect he is :P Then he would have asked them to lurch him while he lunched the seeker. That way he could get himself lunched and the seeker lunched without revealing the seeker on the off chance that the lurcher was actually spiked.

If there isn't another lurcher than it is a guessing game as to who Gamma is lurching, but I expect there is a very good chance that there are two lurchers. In which case, we need to leave Chidden and Gamma alone till we can kill the other. Dangit all.

Just going to grab this table to try to work out who the other lurcher is.

Maw (Mailliw73)	Village	X X X	X	
Meta (Metacognition)	Village	X X X X X X	X X X	
Alon (Alvron)	Village	X X X	X X X	
Wark (el_Warko)	Village	X	X X	
Selvar (SirVarrock)	Village <b>Smoker</b>	X X	X X	Told Us by PM
Lents (Swimmingly)	Vanilla (?) Village	X X X	X	Said Publicly
Dane (Edgedancer)	Village	X X X	X	
Vizinni (the Gleeman)	Village	X X	X	
Mabi (Lanscaper)	Village	X	X X X	

I have removed everyone who we *know* isn't a lurcher. Then I changed everyone who was very unlikely to be a lurcher but not 100%. Most of the people remaining likely have powers.

Lents appears to be truly gone.

I think we can trust that Selvar was telling the truth

Gamma stated suspicion against Alon and while it could have been a gambit to throw us off him

I think it is more likely that he isn't.

Gamma appears to be trying to kill Mabi, that rules her out.

So that leaves Maw, Meta, Wark, Dane, Raubber and Vizinni. A much more manageable list. Going by activity I would guess Wark, Dane or Maw. More likely Wark or Dane.

I've challenged Dane in the thread. If Gamma shuts me down that will tell us something, if he doesn't that will also tell us something :)

**I'm Back. . . Sad, Dalinar dead? That Sucks. We've lost our Seeker.  
So they know we were targeting the Seeker... That's not Good.**

**Remember, the Coinshot has only Been active recently.**

Well, they know that we attacked someone who was lurcher. I personally think that both Chidden and Gamma are lurcher. In which case they would likely think we attacked Gamma. I forgot about Raubber, that narrows the suspects. Wark is under some suspicion yet Gamma has done nothing. Hence, Wark is neither the coinshot nor the lurcher. That leaves Dane as my prime suspect to be at least one of those two. I'm going to back off from him for now though.  
**its getting lonely here... If it's lonely, give us the Ability to Reuse spikes. Let us Rebuild our Troops.**

**I've accused Maw, no one has defended him.**

Hmm, well let's see how things pan out. Maybe we should just bonk Meta tonight.

**Can't Hurt**

There's a reasonable chance that he has a decent role, and he is dangerous enough regardless.

**I can't think of a Good way to defend you in the Forum. . . And Gamma is controlling my  
Sooth + vote Right now.**

Don't try to defend me. I'm not under serious threat atm and I don't want them to link us. That means no soothing votes for me either as it could give away that we are working together.

**Rioter, Tineye, Coinshot, thug, and Blood maker haven't been found. Might Meta be the  
Coinshot? It does fit. Raubber is either the Thug or the Blood of Course.**

It is quite possible (regarding Meta). I reckon he is one of coinshot/lurcher maaaybe thug. I do find it entertaining how difficult it is to sort out whether I am spiked or not using logic. My actions make complete sense as a villager, but some of them also make sense as a spiked. Well, they all do, just some more than others.

**Let's Just Kill Meta tonight. We have to get the Lurcher before we get Chiden  
Feel free to change this when you get on. This is just in case neither of us get on before  
the end of the night.**

Agreed. meta tonight, maybe Dane tomorrow night.

**When our Noble Leader died, 18 Banded together, to face down the Spiked.  
But now, only 13 stand against the Last of them.  
5 of our brothers fallen to blackness.**

Dyrii and Bartson slain by Obsidian.  
Forage slain by an unknown  
We Hung Erendi and Asp  
Arst joined them in death filled with coins.  
Now the Spiked one stalks, Casting Suspicion, Dealing death.  
He will be found.  
He will face Justice.  
The Final Ideal; I Will destroy those who Destroy others.

It begun with 17 against 5.  
Now it is 12 against 2

This just felt good to write. I don't know why.  
And I also wrote one of my Death Scenes. . .  
If Joe gets Killed by a Coinshot

Still working on my Lynching Death.

I wrote up one for clan as well, just in case right? :)

Clan death by coinshot

Good Job.

I should really get on with making the tineye message. I have thoughts, but I need to actually put it together.

If you don't have one yet, just change my Stupid Poem up there.

I know what I want to do, I just need to actually do it :P

Also:" OOC: So, if I end up dying tonight, I want you all to fear not. Selvar has been Seeked and verified, and will be the messenger for the Seeker. But I don't think I'm going anywhere anytime soon. 😊"

Trying to lure us into wasting an attack on him by implying he might be protecting someone else tonight? \*shrug\* either way, we stick with meta. It's not a sure thing but it's our best bet.

Tineye message done. :)

Or we could try to kill Chidden again. . .  
I use . . . too much.

**Night 5:Chidden** (Unless he's Lurched)

Hey, I found your full image



So you did :P

I think we can safely say that Chidden will be lurching. Especially now that they have confirmed for us the existence of the second lurcher. Sure they know that we would think that but I don't think it is a risk they would take.

**They think that we'll go after Selvar or Gamma, they'll be protecting those two. I really think that Chidden is the One to attack. This could be our Golden Opportunity!!!**

**I Really Think we should try again.**

They can't know that we have found Chidden, so hmm, it is possible that they think we attacked Gamma last night. It's a big risk, but at this point if we don't kill Chidden within ~2 rounds we lose. There will simply be too large a circle of people who trust each other that unless we hit one of them every night and somehow avoided being lynched, we wouldn't stand a chance.

**So Let's Try Chidden**

**I have a feeling i'll get seeked tonight. Meta has a passing suspicion of me.**

**Peng, If I get Coinshotted in the Night, can you give me the chance to Customize my Death scene to the Situation?**

I find it immensely entertaining that I am not dead yet. I mean, through the first two rounds my votes should have put me under significant suspicion. I'm rather pleased with myself that I managed to talk down the suspicion. Everyone was just about ready to leave me alone till Meta came back :P

I get the feeling I oughta get the Nalthis rules finished soon :/

...Well, hrm. Ok. In that last tineye message I put in my guess at the second oath of the skybreakers (As Clan was once a skybreaker ;) ).

"I will uphold the law without exception."

Brandon gave someone the second oath in the Philadelphia signing (which was a few hours ago I think.) "I will put the law before all else". Sooo, pretty much the same intent, and Brandon has already stated that the specific words aren't important, just the overall meaning/intent. SO really,

I was right! :)

**So are we committed to Chidden?**

Yeah let's go with it. Basically we are doomed unless they made a mistake and didn't protect their seeker.

**People voted for Peng on the First day, are we allowed to Target him?**

We could, I don't think it will work though. :P

OK, didn't work. Our hope of them making a mistake failed. We are preeeeetty much screwed. All the same, Meta tonight.

And so Clan dies. Eh, knew it was coming. I'm going to make the final message I was thinking of and scrawl it on the wall in Clan's home :)

**This is going to suck. I really don't want to be the Last Spiked. But I'm going to go edit My Death scene.**

**Oh, Hello, you're online.**

yup. If you don't want to be the last you could just reveal yourself. Who knows, you might get to die first! :P

**Hmmm. . . Live alone, or Commit Suicide? I Think I'll just go Koloss and reuse all your spikes in my self.**

**Well, now you can finish your Nalthis game. You should be biased in my Favor ;)**

Yeah try not to get yourself killed juuust yet. that'll give me a little time to finalize the rules and I *am* kinda busy atm. Well, get some revenge on Meta for me tonight would you? ;) I mean, Meta has to die during his first game as a player here.

**Alright.it is. for tonight.**

I do reckon he is your best bet. But unless Gamma, Chidden and a couple of others ALL seriously seriously mess up I don't see any way you can win this.

**Hey, Lents is Back!**

Yay, back just in time to help murder me =D

**Just so you know, I'm not soothing your votes. I don't want any suspicions cast on me.**

Yup. It would be completely and utterly pointless anyway.

**Finished my Death scene. Do me a Favor, in your next post, rant on about how Selvar is useless, and we'll kill Chidden.**

I'm not 100% sure what you want me to accomplish there. Can you restate it?

@Peng. Do you mind if I post the death scene for Clan? I have it planned out though I can't right it just now, I should have it done 5-6 hours from now.

Hokay, that took longer than I had planned. BUT it is done. Could you please post the death message including this image

[http://i895.photobucket.com/albums/ac160/lord\\_Ffnord/Clandeathmessage\\_zpse782d37e.png](http://i895.photobucket.com/albums/ac160/lord_Ffnord/Clandeathmessage_zpse782d37e.png)

Death writeup:

The villagers of Blackwater, led by Gamut, came to kill Clan as the sun set and the mists appeared. They found the old man lying on the floor of his room, a small glass phial lay empty beside him and on the wall was a final message.

<insert image here>

I'll also pm this to you. It being my final message I kinda had to make it good :) Took ages as a result.

it's a slight breach in rules, allowing a tineye message in the day. but i hate to make all that work go to waste...

I suppose this is goodbye. :( Best of luck Joe. You are really really gonna need it. Chat again after the game.

Wait, before you die, do you know who the other tineye is? I need to kill him to prevent Chidden from revealing roles to Gamma.

just you and me joe. that's boring.

Then let me Bring dead people here to act as my Advisors. Like Macen, Can I invite him? Or PM him for advice?

Zombie Asp: Blargggggg GrrrurGed Ack Ack (Sorry, my decomposed mouth isn't suited to human speech anymore. Seems like I can't help you here. Oh, and if Peng asks, tell him I wasn't here)

Very Well, I'll try to Distract him from seeing your Words.

Zombie Asp: hjurch krrrrrphm krsdl brruainzzzzz wrth yyyyyrgurt (okay, good.)

Wait, How Can you be a Zombie? I Drove wooden stakes through your Heart and Brain, then burned your body in Alcohol. But that was just physical you. Are you a Cognitive Zombie? Like how Bart how all those spirits in his head last Game?

Zombie Asp: Jdfugt Rrijkltfds (I dunno. let me check.Mmmm, I'm a just a head, it seems -- No, wait I still have an arm -- Argh, scratch that, it just fell apart.)

I'm glad you're3 still on, otherwise this would get boring fast. So, you're not allowed to help anymore? But what if Peng doesn't know?

Code: Give me Help. End Code  
He'll never figure that one out.

what is this sorcery?

It's not Sorcery, It's RadioShack!  
Quoting Veggietales.

you should sing me a silly song.

If I do, Can I spike people? or Spike my Self with used spikes?

nope.

Can the Others come back to this Doc as Zombies? No one has Yet.

sure they haven't.

Huh, I really want to play the Nalthis Game. I kind of Hope I die soon.  
But I want to kill Chid first.



# Chidden

This has been finalized

Can you give me advance warning if I Die, so I can Edit my Death Scene?  
Hey Zombies, who should I kill?

I should have attacked Meta instead. Why did I change to Chidden at the last moment?  
good question.

Who's the Tineye?

good question.

Are you going to keep saying that?

good question. I'm enjoying this :)

I knew you'd say that.

Can I change my Target to Meta? Chidden's always Lurched.

write up is done.

Crap, is there a living Rioter left? Otherwise, I need to Change my Death Scene.  
i cant tell you... sorry.

Ugg, How do you take down a uber soother when he knows you're there, but you don't  
have any rioters to back you up?

Nevermind. Aluminum Hats!

Merem

Aanw

Ae

This was hidden in the Tineye Message. I'm trying to figure out what it means.

???

It gives me Warm Fuzzy feeling when Gamma confesses to trusting me.  
warm fuzzies come from deceiving people?

No, warm fuzzies come from being trusted by People. You've said so yourself.

"No, not at all. And it makes me feel warm and fuzzy to see a "you're trustworthy"  
message in my inbox"

I think I've successfully defended myself against Wark

i did say that.....

So, in order for me to win, I have to take out 15 people? I need to kill Both Lurchers, than  
Chidden, then Selvar. Or I need to kill the Tineye. Who is he anyway?

People are already Signing up for Game 4

The odds are not in your favor, no. But that makes it all the more awesome if you win.

You can also concede if you would like. I'd understand.

I want to at least Kill Gamma and Chid, I'll try for Gamma tonight.

Look Down

are you sure it's big enough?



**Yes, it's Big Enough.**

**Hehehe, Green Page.  
If Peng Doesn't Like this, Go to File, Page Setup, Page Color**

**Nevermind, I'm Not Targeting Gamma, he Trusts me.  
Is Lents the Last Person without Allomantic Powers?**

(Gamma Fiend) Gamut - **[Lurcher]**

(the Only Joe) Joe - **[Soother]**

(SirVarrock)Selvar - **[Smoker]**

(Chid) Chidden - **[Seeker]**

(Grayv) Raubber - **[Thug/]**

(Swimmingly)Lents - **[Inert]**

(Gleeman) Vizinni - **[Rioter]**

(Mailliw73) Maw - **[Tineye]**

(MetaCognition) Meta - **[Lurcher]**

(EdgeDancer) Dane - **[Bloodmaker]**

(LanScaper) Mabi - **[Coinshot]**

# Maw!!!

Can I ask for a Detension? To Shorten the Night?

Umm... Crap, i changed to maw at about 11 last night. ah well, now I know Everyone's Role.

sorry. it said dane last time i checked

Gamma knows my Identity, He is coming, I can no Longer Withstand Him.

Master, I have Failed.

Forgive me.