

## **KIRBY MAFIA by Lord Gaius**

### **Setup Numbers:**

**5PL (4 Town/1 Mafia) 4 Abilities (1 Mystery Ability)**

**9PL (7 Town/2 Mafia) 8 Abilities (2 Mystery Abilities)**

**11PL (8 Town/2 Mafia/1 Serial Killer) 10 Abilities (3 Mystery Abilities)**

**13PL (9 Town/3 Mafia/1 Serial Killer OR 9 Town/2 Mafia A/2 Mafia B) 12 Abilities (3 Mystery Abilities)**

**14PL (10Town/3 Mafia/1 Serial Killer) 13 Abilities (3 Mystery Abilities)**

**16PL (12 Town/3 Mafia, 1 Mafia Traitor/1 Shot BP Serial Killer) 15 Abilities (4 Mystery Abilities)**

### **Setup Rules**

1. Refusal to follow any of the rules below will result in punishment, the host has the right to decide how serious said punishment is.
2. You have **one** No-Lynch per game. If No-Lynch is reached twice, Universal Loss occurs. You may not No-Lynch on Day One.
3. Day Phases last for 12 minutes, or until a Hammer is reached. You have one 5 minute extension per game. MYLO or LYLO phases last for 15 minutes.
4. Majority Hammer, 50% +1 required. As soon as Hammer is reached, Day Phase will end.
5. The Mafia Traitor in the 17 player setup does not know who their buddies are and vice versa. The Traitor can not perform the Nightkill unless they are the only Mafia member left. SK has higher priority kills, all other kills are equal to each other.

### **Theme Specific Rules**

1. The host will randomly generate a number of roles from the copy abilities below equal to the amount of players in the game minus one.
2. Mystery Abilities are hidden from the players until they are distributed. Any player receiving a mystery role will be given two roles to fakeclaim if they should desire that are not the other Mystery Abilities.
3. The Day One Lynchee will then distribute one of those abilities to another player in the game. That player will then give a ability to their choice, and so on until all the abilities have been distributed.
4. Global Night talk is allowed Night One **after** all abilities have been distributed, but not during.
5. There will be no Night Talk after that unless your ability says you can.
6. If your ability breaks any of these rules, follow your ability.

7. If you are roleblocked or do not receive your result it will be announced. If you are redirected it will not be announced.
8. There are revivers in this setup, so don't talk to any other players in the game if you are dead or alive under any circumstance.

**Example of how abilities are distributed:** Gligarbro, TheWhoDoctor, Hannahh, Hobbes2, Wolv&Bats, Zeonth, Javelinlover, Charizard728, and SlimShadow are in a 9 Player game of Kirby Mafia. After much deliberation, Hannahh is lynched on Day One (to nobody's surprise.) The available copy abilities are **Animal, Burning, Circus, Leaf, Mirror, Wing, Mystery #1, and Mystery #2**. Hannah decides to pass **Burning to Gligarbro**, her townread. Gligarbro wants to give scum weaker roles, so he passes **Mirror to Charizard728**, his scumread. This goes on until the roles have been distributed like this,

**Gligarbro**- Burning  
**Charizard728**- Mirror  
**TheWhoDoctor**- Mystery #1  
**Javelinlover**- Leaf  
**SlimShadow**- Circus  
**Zeonth**- Animal  
**Hobbes2**- Mystery #2  
**Wolv&Bats**- Wing

Now the mystery roles are notified of what their ability is and two abilities that are not in the game. TheWhoDoctor gets the Ninja Ability, and is told that Water and Clean are not in the game. Hobbes2 gets the Cutter Ability, and is told that Suplex and Doctor are not in the game.

Nighttalk commences after all abilities are passed, and remains there until all actions are in.

### **Helpful Tips:**

**Town:** Make sure everyone has a good reason for why you give someone a role. This is one of the easiest ways to find scum. If someone gives a scummy player a powerful role, they might potentially be buddies. Also, don't sacrifice scumhunting and spend entire day phases planning roles. Your brain is just as important as your role.

**Mafia:** Try not to lie about your role. It is generally best to use your role in consensus with the town and avoid being caught. This forces town to scum hunt instead of finding easy role based info that incriminate you. However, if you have a mystery role or something that is hard to catch in nature like Ninja, using that role wisely would be beneficial, regardless of what town says.

**SK:** Blend in. You're not going to be caught like Mafia since you have no buddies to form associations, but being too pro town could make you get night killed by them. However, if you take that too far you may get lynched! Find the right medium.

### **COPY ABILITIES**

1. **Animal:** Dig around with the Animal Ability! Each night you can take another player underground with you. They will be removed from the game the next day and protected from all night actions. You will take their vote for the day. If you die during the night your action will fail.
2. **Archer:** Snipe your foes with the Archer Ability! Once during the game you can shoot a special arrow at someone. If they are town you will masonize them, if they are scum you will die. If scum has this ability they can masonize anyone.
3. **Backdrop:** Throw it down with the Backdrop Ability! Each night you can get in a fighting stance in front of your target. You can redirect all non-killing actions from them to another player.
4. **Beam:** Create psychedelic waves with the Beam Ability! Once you die, you'll use your wand one last time to disable a random ability for the rest of the game.
5. **Beetle:** Go crazy with the Beetle Ability! Each night you can target someone and attack them, forcing them to target you with their actions.

**6. Bell:** Make some sick beats with the Bell Ability! Each night you can use sonar to locate another player. You will make them unable to contact any players or faction members outside the chat.

**7. Bomb:** Blow up with the Bomb Ability! Your fuse will run out if another player is at L-1, and you will automatically move to hammer them. If you are already on their wagon nothing will happen.

**8. Burning:** Light 'em up with the Burning Ability! Twice during the night you can prime (prepare to burn) another player. During the day you can ignite them, attempting to take their life. Once you ignite you can't prime anyone else even if you have another charge left.

**9. Circus:** Wow the crowds with the Circus Ability! Once each night you may perform one of the following actions. You can juggle two different players, determining if their alignments are the same or not. You can jump through a fiery hoop, commuting for the night. You can make someone safe in a trapeze, protecting them from non-killing actions.

**10. Clean:** Sweep rooms with the Clean Ability! No seriously, you're armed with a broom. Everyone hates you for being useless so it takes one less vote to hammer you.

**11. Copy:** Steal other roles with the Copy Ability! During the night you can target a different player. The next night you will be able to use their ability, as long as it isn't an X shot that has already been used.

**12. Crash:** Bring the house down with the Crash Ability! Once during the day you can post in chat, **Crash User**. You will attempt to kill them.

**13. Cupid:** Make sparks in the air with the Cupid Ability! Once during the night you can shoot love arrows at two people, making them lovers for the rest of the game.

**14. Cutter:** Slash away with the Cutter Ability! Each night you can swipe at someone, cutting away their disguise and revealing what faction they're aligned with.

**15. Doctor:** Save lives with the Doctor Ability! No really what did you expect this one to do. Each night, you can give someone a pill, protecting them from all kills for the night.

**16. ESP:** Use your mind with the ESP Ability! Each night, you can use telekinesis to freeze someone, roleblocking them.

**17. Fighter:** Bash some skulls with the Fighter Ability! You're so strong that you refuse any protective abilities, making them fail if they target you. Additionally, if you perform a kill, your massive muscles ignore roleblocks, redirects, and protection.

**18. Fire:** Set the world ablaze with the Fire Ability! During the night your bright light keeps you awake, allowing you to talk at night. Additionally, everyone loves you for providing light during the darkness, and it takes one more vote than usual to hammer you.

**19. Ghost:** Possess the dead with the Ghost Ability! Each night you can visit someone's grave and use their ability that night. You may only visit each grave once. Additionally, if you die you can continue to talk, though your vote and ability will be removed.

**20. Hammer:** Bring down the law with the Hammer Ability! Once during the night you can smash someone with your hammer, attempting to kill them.

**21. Hi-Jump:** Take to the skies with the Hi-Jump Ability! Each night you can jump really high and watch anyone who targets you. Additionally, you can blast off to the stratosphere, removing yourself from the game for one day. The next day you will return and randomly cop one of the players alive. You don't know if your result is sane or insane.

**22. Ice:** Freeze your enemies in their tracks with the Ice Ability! Each night you can encase someone in ice, rendering them immune to killing actions, but also roleblocking them.

**23. Jet:** Blast off to the heavens with the Jet Ability! Each night you can take off to follow someone, learning what roles they used and what roles targeted them that night.

**24. Light:** Blind your foes with the Light Ability! Everyone hates that you shine too brightly, so you always scan as Mafia to cops. Additionally, once during the night you can turn up your luminosity even further, roleblocking everyone in the game.

**25. Leaf :** Rule nature with the Leaf Ability! Once during the night you can summon a whirlwind of leaves that will strike at your target, removing their Copy Ability for the rest of the game.

**26. Magic:** Spin the roulette with the Magic Ability! Twice in the game you can spin a wheel to determine what your magic hat gives you. You will randomly either Self Doc, turn another player into a PGO, gain a new Copy Ability and lose Magic, or do nothing.

**27. Metal:** Become indestructible (almost) with the Metal Ability! Your thick skin stops the first kill targeting you from working.

**28. Mirror:** Reflect projectiles and create prisms with the Mirror Ability! Each night you can target two players and set a mirror between them, making their actions fail if they target each other.

**29. Needle:** Set up spikes with the Needle Ability! Once during the night, you can surround yourself with lots of prickly needles, and they will kill anyone who targets you.

**30. Ninja:** Sneak around all you want with the Ninja Ability! Since you've mastered the art of stealth, you can't be seen visiting anyone. Additionally, you can lend your ninja powers to someone else each night, giving them the same ability as you for the duration of said night.

**31. Paint:** Slather people with acrylics using the Paint Ability! Each night you can paint another player, making them return as the opposite alignment to Cops.

**32. Parasol:** Get a sweet umbrella with the Parasol Ability! Your cuteness goes up by 11 when wearing this umbrella, so all investigative roles will fail when targeting you.

**33. Plasma:** Charge your power with the Plasma Ability! For the first two nights, you are forced to patiently charge your energy. After the second night, you may transfer your energy into a dead player, killing yourself but reviving them. Anyone revived is vanillized.

**34. Poison:** Intoxicate your enemies with the Poison Ability! Once in the game, you can poison another player at night. At the end of the next day phase, they will die. This goes through all methods of stopping kills.

**35. SMASH:** Honor Sakurai with the Smash Ability! You have all the abilities of **Stone**, **Fighter**, **Hammer**, and **Cutter** so use them wisely!

**36. Spear:** Use cool weaponry with the Spear Ability! Spearbearers tend to die a lot in fiction, so you're gonna live the stereotype and bodyguard another player each night. You can not idle your action.

**37. Stone:** Rock on with the Stone Ability! Your impenetrable statuette prevents all non-killing actions from working on you.

**38. Suplex:** Hijack lots of bad guys with the Suplex Ability! Each night you can redirect someone's actions to the player of your choice.

**39. Sword:** Live the path of vengeance with the Sword Ability! If you are lynched, you will revenge kill whoever hammers you right before the reaper comes.

**40. Water:** Go with the flow using the Water Ability! Each night you can create an orb of water around someone, delaying all actions targeting them by one night. You can only target any given player once, including yourself.

**41. Wheel:** Skate around with the Wheel Ability! Each night you can drive near someone, hiding behind them. You avoid all actions by hiding. If they die that night, you will die as well.

**42. Whip:** Snap into action with the whip ability! Each night you can whip someone in the game to motivate them, making them immune to roleblocks and redirects for that night.

**43. Wing:** Soar through the air with the Wing Ability! Each night you can fly through the clouds and track someone, learning who they visited that night.

**44. Yo-Yo:** Reel people in with the Yo-Yo Ability! Each night you can wrap someone up with your Yo-Yo, learning all their night results if they have any. Additionally, your target and you will be able to communicate outside the thread for the next day and night phase.

**Credits:** Prims, for making this setup on SF, which I have tweaked for PS

### **Game Logs/Analysis:**

**Game #1: 5/5/16:** 9 Town, 2 Mafia A, 2 Mafia B. **Town wins in 3p lylo with MafiaA** . Too many subs this game (seriously like 10) but other than that good trial run. Archer is very powerful in the hands of scum, they can pull off great fakeclaiming and moling and such. Town didn't have very strong abilities, I believe Metal (mystery) and Yo-Yo were their strongest. Metal activated to save the game for town which was cool. Multifaction is always a bit swingy but it went well in the end.

**Abilities: Archer, Beetle, Bomb (Mystery), Circus, Hi-Jump, Metal (Mystery), Mirror, Paint, Spear, Whip, Yo-Yo (Mystery)**

**Game #2: 5/6/16:** 2 Mafia, 7 Town. **Mafia win in 3p lylo.** Glad games aren't just town wins, think this shows that good play is not dependent on roles. However, roles played a big part of this game because four of the 8 increased the amount of kill power. Mafia got Burning which was the main reason they were able to instantly win Lylo. Town's best roles was probably Magic for turning someone into a PGO when Maf killed them (1/32 chance.) Good play from everyone, not much else to say.

**Abilities: Animal, Burning, Cupid, Hammer, Leaf, Magic, Poison (Mystery), Stone (Mystery)**

### **Event Game Hosted by RB220: 7/12/2020**

16pl RL

**Town Win in a 2v1 Lylo with an SK.** Mafia got off on a bad start with one of their members getting lynched D1. SK had Beetle and was able to effectively Spear/Doctor/Animal himself every night allowing them to last this long. Town played well up till Cutter died where it seemed they were about to implode on themselves are two mislynches. However, SK decided not to kill the clear in 1v3 ultimately allowing town to win the game.

**Abilities: Doctor, Beetle, Ghost, Poison, Stone, Beam, Whip, Fighter, Metal, Spear, Hammer, Mysteries: Animal, Crash, Light, Cutter**