

How to play?

Every round, you will be given a list of rooms to choose from. Privately message me your pick privately. If you pick the room the Majority of the players pick, you will be eliminated. The game will end once there are two or fewer players left. Enter a .gif in the Facebook comments to join. Feel free to PM or DM each other. And most importantly, feel free to make comments to misdirect your true intentions and trick other players!

Length of phases:

Phases will be processed a short while after everybody picks a room. If after 24 hours you haven't made a choice, you will be prodded. If 6 hours pass after that without a selection, you will be placed in the super-secret Death room and be modkilled in the most brutal of fashions.

Room Mechanics and Order of Operations:

Typically, Majority is determined before any of the room effects occur. This means if you are in a room like Air and it is the Majority, you cannot be saved because one of the pickers became Light and therefore reduced the vote count for that room, making a different room Majority. Gravity and Force rooms occur before Majority is determined. The Luck room isn't death by Majority - just a regular death that the Healthy status can prevent. Gemini pickers do not gain any statuses if one of their picks was in the Majority room and they are killed by Majority. Most room effects occur *simultaneously*. Please message me directly with any questions. I understand -- things can get confusing.

Heirarchy Rule:

If one or more rooms are tied for Majority, the room higher on the list in the round selection is the room deemed Majority. For example:

Mundane (3 pickers)

Air(1 picker)

Protection(3 pickers)

The Mundane room is considered the Majority because it is above the other rooms in the list.

Potential Rooms

Air - A random picker becomes **Light**.

Betrayal - If this room is tied for the minority, it gains infinite picks and becomes the majority.

Blender - All pickers within this room randomly swap statuses with each other.

Blueprint - One random picker will gain the **Blueprint** status. They will choose a room from a random selection of 3 choices that will appear in the next round.

Coliseum - If there are exactly two pickers in this room, one of them randomly dies.

Death - Everyone who picks this dies, even if it is not the majority.

Dice - Everyone who picks this is given a **random** status.

Divide - Everyone who picks this counts as half.

Divination - One random picker will gain the **Divine** status.

Duplicacy - This room takes the effect of the room with majority.

Earth - A random picker becomes **Heavy**.

Enigma - If there is an even amount of pickers, everyone in this room becomes **Cultists**. If there is an odd amount of pickers, everyone becomes **Insane**.

Evil - All pickers become **Cursed**.

False - This room does nothing, but it takes the name of another random room.

Force - A random person who picked this room will change to a room above or below this room chosen at random.

Gemini - Two random pickers gain the **Gemini** status. They must pick two rooms per round.

Gravity - A random picker in a room above or below this room will change to this room.

Graveyard - If nobody picks this, 3 dead players are revived randomly.

Guardian - A random picker gains both the **Saint** status and the **Bodyguard** status.

Hate - All pickers gain the **Haters** status.

Holy - A random picker becomes a **Saint**. All other pickers become **Cursed**.

Initiative - One random picker becomes **Healthy** and **Light**. All other pickers become **Heavy**.

Insanity - A random picker becomes **Insane**.

Joker - If this room is the minority or tied for minority, everyone in this room loses their statuses.

Kleptomania - One random picker steals statuses from EVERY other picker in this room.

Love - All pickers gain the **Lovers** status. If there are an odd number of players in this room, one player is randomly **Cursed**.

Life - If nobody picks this, everybody dies.

Luck - If this room is the Majority, then one random picker will survive while all others die. If this is not the Majority, then only one random picker will die.

Multiply - Everyone who picks this counts as two votes for this room.

Mundane - This room literally does nothing.

Murder - One random picker becomes a **Serial Killer**.

Mystery - Everyone who picks this is given a random **status**. They are not informed which status they received unless it is Gemini, Divine or Blueprint.

Normalcy - People who pick this room do not count towards the Majority unless they have a status.

Odd

Protection - All pickers are immune to death this round for any reason other than the majority. A random picker becomes a **Bodyguard**.

Purity - Everyone who picks this loses all statuses.

Random - This room takes the effect of another randomly chosen room.

Rejuvenate - Everyone who picks this becomes **Healthy**.

Ritual - All players who choose this room become **Soulbound**. If they lose this status, they will die.

Spite - A random picker will become **Cursed**.

Secrecy - All pickers become **Cultists**.

Standstill - If nobody picks this room, nobody dies from Majority.

Unity - If all players pick this room, nobody dies from Majority.

Wind - All pickers lose their statuses and randomly give them to players in the other rooms.

Potential Statuses

Bodyguard - Nobody who picks the same room as you can die for any reason other than the majority. If anyone who would die without your intervention is saved, you will die instead in their place.

Blueprint - You may choose from a selection of 3 random rooms. The room you select will be guaranteed to spawn in the next round. After you use this status, it is removed.

Cultist - If there are any cultists, then there will be a room that only Cult members may pick. It will be denoted in [brackets].

Cursed - You will die at the end of the next round unless your status is removed or your death is prevented. This status is removed afterwards.

Divine - You may choose to be told the amount of players in your selected room after everyone has chosen. You will not be told if it is Majority or not. You will be given the option to change your room. Once you use this ability, you lose your Divine status.

Gemini - You must pick 2 rooms per round. You die if either of your picks cause you to die.

Haters - A pair of players may become Haters with each other. If they both choose the same room, both of them die.

Heavy - Your pick counts as two picks toward Majority. This status is removed after a round.

Healthy - You cannot die for any reason except for the Majority. Once your death is prevented by this status, it is removed.

Insane - You must pick the majority or you will die.

Light - You do not count as a picker. This status is removed after a round.

Lovers - A pair of players may become Lovers with each other. If they both choose the same room, neither of their picks count toward Majority for that room. If either player dies, the other player dies as well.

Saint - You are immune to death and majority. Once your death is prevented by this status, it is removed.

Serial Killer - A random person who picks the same room as you will die.

Soulbound - If a player with this status loses this status, they will die.

Divide - Everyone who picks this counts as half.

Random - This room takes the effect of another randomly chosen room.