

Event Ideas

- User Haiku - Haikus about each of the players past and present. People have to guess who each one is about by PM-ing you. Reveal a few every 2-3 days and make new ones for them to work on. One guess per Haiku only. Person with the most correct wins.
- Score Attacks - Minigame competitions. Look at our forums for examples.
- Zero Quest - An RPG. Never fleshed it out but liked the idea.
- Mafia Game Idea - Tag Team (You work with a partner or are given AI partners)
- Mafia Game Idea - Graveyard (Lots of roles about dying and stuff (Possession, Mystics, Seers, Roles that take you out if you kill them, etc.)
- (Mafia) Have them decide their own voting system and how long the days are in mafia - just like a town would.