

Tabblad 1



Welcome to the Mythos Rulebook!

In this document we'll be going over every little detail of the format. This document will be split into different parts per big change of the format.

So let us get started!

The Format

Each season will start with 11-13 players.

Each round will last a maximum of four days.

- *The first day players will receive **Four Votes**. They may spread these four out however they would like. The four players with the most votes will then be nominated for **The Duel**.*
- *The four players will then schedule a time with production to compete in **The Duel**. The player to compete the best will win and become **The Immortal**. They are the only person fully safe.*
- ***The Immortal** will then have a decision to make:*
 - a. *They can **leave** the nominees as they are.*
 - b. *They can choose to **save** a nominee, so there are only two left.*
 - c. *They can choose to **replace** one of the nominees with someone that voted for that nominee or themselves.*
- *Once the nominees are final, everyone besides **The Immortal** will vote. This includes the nominees. **The Immortal** will only vote in case of a **Tie**.*

*This will continue until **5 players** are left. After the format will change to the following:*

- *Every round players will compete in **The Duel of Safety** and **The Duel of Power**.*
- *The **Duel of Safety** is played first. The winner will be the only person **safe** in the round; but also cannot compete in **The Duel of Power**.*
- ***The Duel of Power** is played second. The winner will be the only player able to **vote** for the round.*
- *At the **Final Three**, the players will compete in a final **Gauntlet of Power** to decide who gets to pick who they sit next to in the Final Two.*

***The jury** will then vote for one of the **Final Two** to win and become **God in our Mythos**.*

The jury can begin at any point and will be announced after the votes are revealed.

The Duel

Here we will be going over how The Duels in this season will be handled:

- **Each Duel** the players competing will schedule a time with production. You will always need to show your face on camera while competing and more rules may be given. Be sure to be able to use Zoom.
- These Duels can be a **Battle Royale** where each player competes against each other, could be a **Bracket System** where it is 1 vs 1 or a complete open game where you can **Work Together** to try and win.
- Only **One Player** will ever win a Duel. Ties will always be broken in some way.

The second phase has two new types of Duels:

- **The Duel of Safety** is played by everyone left in the game. At this point no votes for nominees are held anymore. These Duels can be a **Battle Royale** where each player competes against each other, could be a **Bracket System** where it is 1 vs 1 or a complete open game where you can **Work Together** to try and win. They will be the sole person safe this round.
- **The Duel of Power** is played by everyone besides the winner of The Duel of Safety. These Duels can be a **Battle Royale** where each player competes against each other, could be a **Bracket System** where it is 1 vs 1 or a complete open game where you can **Work Together** to try and win. They will be the sole person voting this round.

The final **Gauntlet of Power** will work like this:

- Everyone will compete in Part One. The **worst performing player** will then lose their chance at winning this Gauntlet.
- The Final Two players competing will then face off in a final challenge. The winner will then have the **power to choose** who they sit next to in The Finale.

The Twists and Advantages

Possible Twists and Advantages can be introduced in future seasons. However right now no details will be given regarding what they are exactly.

The Twists:

- *Currently no Twists have appeared.*

Advantages:

- *If **Advantages** are in play, they will be able to be found **Anywhere**.*
- *You can find advantages in calls, roles, images, in the server itself and more.*
- *If you think you have found an advantage, perform it as **a command using** – as the command tag. (For example: -mythos)*
- *Any examples of **Advantages** will be added to the document if they have been found or played. If they go unfound, then they will not appear until they have been in future seasons.*

Voting

Voting in this format has separate phases as well and works a little differently.

- *During phase 1, each player will have **4 votes**. The players may choose to **spread** these however they like.*
- *This means they can vote one person 4 times, split it 3-1, 2-2, 2-1-1 etc..*
- ***In no situation can a player vote for themselves.***
- ***Failure** to submit a vote will result in a **strike** and you being counted as a vote for everyone, while having no votes count. This means that in the situation a replacement has to be chosen, you will always be an option.*

*Once the nominees are set, everyone will vote for someone to be eliminated. Only **The Immortal** will not vote.*

- *The players will each have **1 Vote** to eliminate one of the nominees*
- ***The Nominees** also have a vote. They cannot vote for themselves.*
- ***Failure** to submit a vote will result in a **strike**.*
- ***The Immortal** will only vote in case of a **Tie**.*

Voting in the second phase also works slightly differently.

- *Each round only **1 Player** will be voting.*
- *The only player voting will be **The Winner of the Duel of Power**.*
- ***Failure** to submit a vote will result in a **strike**. The **Runner-Up** of the Duel of Power will then gain the power instead. Doing this on purpose will result in removal of the player.*
- *In the Final Three, the winning player will **Vote to Save**. This means they choose who they take to **Finale**.*

Strikes

Breaking rules will result in a punishment in the game. This can result in removal of a player. Warnings will also be in play for the first offense. This is how this will work.

- ***Failure to compete** in a challenge or **Voting** will give you a **Strike**. You will receive a warning for the first time you do not.*
- ***Failure** to submit **Trust Rankings** will result in a **Strike**. You will receive a warning for the first time you forget. You must submit immediately once you have received this warning.*
- *Breaking any of the **Server Rules** will result in a **Strike**. There may be more given out depending on the severity.*
- *Once a player has **Three Strikes**, they will be **Removed** from the game. If this happens in the Jury Phase, the **Final Prejuror** will take their spot.*
- ***Failure** to submit a vote as a **Duel of Power** winner will result in a **strike**. The **Runner-Up** of the Duel of Power will then gain the power instead. Doing this on purpose will result in removal of the player.*

Final Notes

More rules or additions may be added at any time. However specifically the document will be updated post season. Any advantages or twists will be logged here. This does not mean they will appear again however they may give you a general idea of what to expect in the future.