

<b>Roles</b>	<b>1</b>
<b>Rulez</b>	<b>2</b>
<b>Role Assignment PMs</b>	<b>4</b>
<b>Game Introduction</b>	<b>6</b>
<b>Night Zero Orders</b>	<b>8</b>
<b>Night 0 End</b>	<b>9</b>
<b>Night 0 Results</b>	<b>9</b>
<b>Day One Remaining players</b>	<b>10</b>
<b>Day One Announcement</b>	<b>10</b>
<b>Day One Results</b>	<b>11</b>
<b>Day One - Conclusion</b>	<b>12</b>
<b>Night 1 Orders</b>	<b>13</b>
<b>Night 1 Results</b>	<b>13</b>
<b>Day Two Remaining players</b>	<b>14</b>
<b>Day Two Announcement</b>	<b>14</b>
<b>Day Two Results</b>	<b>15</b>
<b>Day Two - Conclusion</b>	<b>16</b>

## Roles

### **Robotic Werewolves:**

Alpha-bot: Punisher

Beta-bot 1: Lassr

Beta-bot 2: Isgrimnur

### **Human Survivors:**

Scientist: Holman

Engineer 1: Newcastle (Holds a time portal code piece: 67890)

Engineer 2: Lagom Lite

### **Cyborg Hunters:**

Commander: Moliere (Holds a time portal code piece: 12345)

Scout-bot: Unagi (Holds a time portal code piece: 11223)

Sniper: Stessier

"Fight for the Future."

Backstory:

In the distant future, the brilliant but twisted Dr. Chronos Vortex, suffering from an incurable disease as a byproduct of his experiments, constructs a time portal with the potential to reshape reality. Before his demise, he orchestrates a final test to determine the fate of the world, wiping the memories of his subjects and leaving them to battle for control of the time portal.

## Rulez

### Winning Conditions:

- Human Survivors:
  - Primary: Collect all three 5-digit codes to unlock the time portal, resetting the timeline.
  - Secondary: Align with Cyborg Hunters to eliminate all Robotic Werewolves.
- Robotic Werewolves: Eliminate all Cyborg Hunters.
- Cyborg Hunters: Eliminate all Robotic Werewolves and ensure the time portal remains locked.

### Roles and Powers:

#### Robotic Werewolves (3 players):

- Alpha-bot: Can scan a player's identity once per night.
- Beta-bots (2 players): Have a double vote in elimination rounds. The double vote power can be used once, and then there is a cooldown period of 2 full day/night cycles before it can be used again.

#### Human Survivors (3 players):

- Scientist: Can scan a player to find a time portal coordinate each night.
- Engineers (2 players): Can build a protective barrier to block attacks for any player, including themselves. However, they cannot protect the same person on consecutive nights. The barrier protects against any physical attacks aimed at the protected player during the night it's active.

#### Cyborg Hunters (3 players):

- Commander: Can order an attack on a player each night.
- Scout-bot: Can observe a player's actions during the night but does not learn their specific role. (e.g., learns that a player scanned another player but does not learn that the player is the Scientist.)
- Sniper: Has one precision strike to eliminate a player. This strike can be used during either the day or night cycle, but it's a single-use power.

## Gameplay Sequence:

### 1. Night Phase:

- Scientist's Scan: The Scientist chooses a player to scan for a time portal code.
- Werewolves' Attack Decision: Each Robotic Werewolf player independently chooses a target to attack and privately messages the decision to Dr. Vortex (the game master). If there is no majority of votes, Dr. Vortex will randomly pick a target from one of the votes.
- Commander's Attack Order: The Cyborg Commander orders an attack on a player.
- Scout-bot's Observation: The Scout-bot observes a player's actions during the night but does not learn their specific role.
- Engineers' Protective Barriers: Human Engineers decide whom to protect (but not the same player in consecutive nights) and privately message their decision to Dr. Vortex.
- Sniper's Precision Strike: The Sniper may decide to use a precision strike during either day or night cycle.
- Resolve Actions: Dr. Vortex will determine the final outcomes based on the actions submitted, including determining the majority or random selection for the werewolves' attack.
- Announcement: Dr. Vortex publicly announces the results of the night, including any deaths, successful scans, and the effects of protective barriers.

### 2. Day Phase:

- Discussion: Players discuss and share information.
- Voting: Players vote to eliminate a suspected werewolf (Beta-bots have double votes).
- Humans may attempt to guess the time portal code once per day. (Guesser's identity is not revealed).
- Elimination: The player with the most votes is eliminated.

## Narrator (non-player role):

- Dr. Chronos Vortex (Dead Scientist): Provides commentary, guiding the game through day and night cycles.
- 

Players, the time has come to Fight for the Future! Will you unlock the mysteries of the time portal, preserve the timeline, or bring chaos to the world? Choose your path and join the game. The fate of the future rests in your hands!

---

Ah, fellow participants, perhaps it is time to glimpse behind the curtain of mystery and take a look at the origins of the robotic werewolves that lie at the heart of our game. You see, in my ceaseless pursuit of knowledge and innovation, I found myself at the precipice of something greater than mere mechanical beasts.

In a future shadowed by questionable leadership and a seemingly unending line of candidates that, to the dismay of many, have taken the helm of the United States, I recognized a need for something more. A safeguard, perhaps? A check against unchecked ambition? My robotic werewolves were born from such contemplations.

These mechanical creatures were designed to be relentless, cunning, and loyal only to the principles of justice and order. They were my answer to a world gone astray. Yet, like many inventions that dance at the edge of ethical quandaries, they were not without their risks.

You might wonder who these creations were truly intended for. What leader, what descendant of ambition gone awry, could have possibly warranted such a dire response? Ah, but that, my dear participants, is a question for another time—or perhaps a mystery for you to unravel as we play.

Scoop20906, take note of their inquiries, their curiosity. The pieces of the past are scattered, and the future holds its secrets close. Who will dare to uncover them?

— Dr. Vortex

---

## Role Assignment PMs

Hey **Punisher**,

Welcome to "Fight for the Future!" Your secret role is Alpha-bot. You have the power to scan a player's identity once per night. Good luck!

Hey **Lassr**,

Welcome to "Fight for the Future!" Your secret role is Beta-bot. You can cast an additional secret vote during elimination rounds. The double vote power can be used

once, and then there is a cooldown period of 2 full day/night cycles before it can be used again. Good luck!

Hey **Isgrimmur**,

Welcome to "Fight for the Future!" Your secret role is Beta-bot. You can cast an additional secret vote during elimination rounds. The double vote power can be used once, and then there is a cooldown period of 2 full day/night cycles before it can be used again. Good luck!

Hey **Holman**,

Welcome to "Fight for the Future!" Your secret role is Scientist. You can scan players each night to find one of the time portal codes. Good luck!

Hey **Newcastle**,

Welcome to "Fight for the Future!" Your secret role is Engineer. You can build protective barriers for players, including themselves at night. However, you cannot protect the same person on consecutive nights. The barrier protects against any physical attacks aimed at the protected player during the night it's active. You also have one of the time portal codes: 67890. Good luck!

Hey **Lagom Lite**,

Welcome to "Fight for the Future!" Your secret role is Engineer. You can build protective barriers for players at night. However, you cannot protect the same person on consecutive nights. The barrier protects against any physical attacks aimed at the protected player during the night it's active. Good luck!

Hey **Moliere**,

Welcome to "Fight for the Future!" Your secret role is Cyborg Commander. You can order an attack on a suspected Werewolf each night. You also have one of the time portal codes: 12345. Good luck!

Hey **Unagi**,

Welcome to "Fight for the Future!" Your secret role is Scout-bot. You can observe a player's actions during the night but you do not learn their specific role. (e.g., learns that a player scanned another player but does not learn that the player is the Scientist.) You also have one of the time portal codes: 11223. Good luck!

Hey **Stessier**,

Welcome to "Fight for the Future!" Your secret role is Cyborg Sniper. You have a one-time precision strike to eliminate a player. This strike can be used during either the day or night cycle, but it's a single-use power. Good luck!

---

## Game Introduction

In the sterile corridors of Kronos Laboratories, hidden deep beneath the neon sprawl of the city, the ambient hum of machinery blends seamlessly with the distant echoes of uncertainty. Dr. Chronos Vortex, once a genius inventor, now a sinister mastermind, stands ominously before a shimmering time portal. His gaunt face reflects not only the swirling lights but also a twisted blend of ambition and desperation.

[bigimg]<https://i.imgur.com/thwf9gN.jpg>[/bigimg]

"Time," he intones, his voice dripping with a desperation bordering on madness, "is the ultimate arbiter. It's the canvas upon which the universe is painted, and now, I shall be both artist and judge."

Swirling around, he confronts three disparate groups, each marked by a blend of confusion, fear, and determination.

[bigimg]<https://i.imgur.com/ivYpCYz.jpg>[/bigimg]

The [b]Robotic Werewolves[/b], his metallic abominations, stare back with cold, unfeeling eyes. The Alpha-bot leans forward, its voice a chilling symphony of mechanical growls, "We are your ultimate creations, Master. The timeline must be cleansed."

Beside them, the [b]Human Survivors[/b], brilliant minds coaxed into this nightmarish reality, clench devices that might unlock the portal to another time. The Scientist, face etched with betrayal, hisses, "Kronos, you've turned your back on humanity. We were your colleagues, your friends!"

Lastly, the [b>Cyborg Hunters[/b], the champions of human resistance, ready their high-tech weaponry, each piece more lethal than the last. Their Commander steps forward, voice unwavering, "Your reign ends here, Kronos. The future will not be yours to corrupt."

Dr. Kronos Vortex's laughter, a haunting cacophony, reverberates through the chamber. "Ah, but you misunderstand. The future is neither a gift nor a right; it's a puzzle, a game! Only those who are worthy, those who rise above pettiness and fear, shall inherit the tapestry of tomorrow."

As if on cue, the room darkens and his image dissolves, leaving only a holographic message. Their minds wiped clean, their identities obscured, the participants are now prisoners within this twisted game. The time portal flickers ominously, its pulsing light casting shadows of both hope and doom.

[bigimg]https://i.imgur.com/ivYpCYz.jpg[/bigimg]

As the laboratory descends into an unsettling darkness, the game is now in play. Alliances will be forged, betrayals executed, and secrets exposed. The time to merely dream of the future is over; now is the time to fight for it, to shape it, to own it.

[size=150>Welcome to your new reality. The fight for the future starts here and now.[/size]

A question hangs palpable in the air, a whisper from the very fabric of time itself: "Who will you become? What path will you forge? The moment to 'Fight for the Future' is upon us. Will you rise to the challenge?"

---

[size=150]Night 0 Begins![/size]

Please find below the list of Night Actions that may be taken. Please send your chosen action via private message to Scoop20906.

List of Night Actions:

[b]Scientist's Scan:[/b] The Scientist chooses a player to scan for a code piece.

[b]Werewolves' Attack Decision:[/b] Each Robotic Werewolf independently chooses a target to attack.

[b]Commander's Attack Order:[/b] The Cyborg Commander orders an attack on a suspected Werewolf.

[b]Scout-bot's Observation:[/b] The Scout-bot observes a player's actions during the night but does not learn their specific role.

[b]Engineers' Protective Barriers:[/b] Human Engineers decide whom to protect (but not the same player in consecutive nights).

[b]Sniper's Precision Strike:[/b] The Sniper may decide to use a precision strike.

Execution:

[b]Resolve Actions:[/b] Scoop20906 will determine the final outcomes based on the actions submitted, including determining the majority or random selection for the werewolves' attack.

[b]Announcement:[/b] Dr. Vortex publicly announces the results of the night, including any deaths.

You are advised to submit your actions by [insert deadline here].

---

## Night Zero Orders

Robotic Werewolves:

### **Alpha-bot: Punisher**

- Scan Holman "Your scan results are in. Holman's role is the Scientist."
- No attack.

### **Beta-bot 1: Lassr**

- Attack Punisher

### **Beta-bot 2: Isgrimnur**

- Attack Moliere
- Your order to target Moliere for Night 0 has been received, Isgrimnur.

Human Survivors:

### **Scientist: Holman**

- Scan Punisher

### **Engineer 1: Newcastle** (Holds a time portal code piece: 67890)

- Protect Unagi
- Understood, Newcastle. Your order to protect Unagi for Night 0 is noted. As for your question: You won't be directly informed if your protection is successful. Dr. Vortex's announcements will only mention if there has been a death during the night.

### **Engineer 2: Lagom Lite**

- Protect Lagom Lite “Order received, Lagom Lite. Your protection is now in effect for Night 0.”

Cyborg Hunters:

**Commander: Moliere** (Holds a time portal code piece: 12345)

- Attack Stessier “Order received, Commander. Your decision to attack Stessier has been noted and will be processed during the Night 0 resolution.”

**Scout-bot: Unagi** (Holds a time portal code piece: 11223)

- I will observe Stessier tonight. “Order received in binary, Unagi. You'll observe Stessier tonight.”

Sniper: Stessier

- No order
- 

## Night 0 End

Ladies, gentlemen, and mechanical monstrosities, the clock has struck its final toll for Night 0. No more orders will be accepted for this cycle. Scoop20906 is diligently processing your actions, your choices, your gambits in the intricate tapestry of this game.

Await with bated breath, for when the sun rises on Day 1, the results of this chaotic night will be revealed for all to see. Will alliances hold? Will betrayal be your bedfellow? We shall soon find out.

Dr. Vortex

---

## Night 0 Results

Robotic Werewolves:

Alpha-bot: Punisher - Scanned Holman and discovered he's a Scientist. “Your scan results are in. Holman's role is the Scientist.”

Beta-bot 1: Lassr - Chose to attack Punisher.

Beta-bot 2: Isgrimnur - Chose to attack Moliere.

Since there was no majority vote among the werewolves, Dr. Vortex would randomly choose the target. Let's say the random choice favored Isgrimnur, and Moliere was attacked successfully.

Human Survivors:

Scientist: Holman - Scanned Punisher. "Your scan results are in. Punisher did not have a time portal code"

Engineer 1: Newcastle - Protected Unagi, no impact. (Holds a time portal code piece: 67890)

Engineer 2: Lagom Lite - Protected themselves, no impact.

Cyborg Hunters:

Commander: Moliere - Attacked Stessier. Died (killed by Isgrimnur) . (Holds a time portal code piece: 12345)

Scout-bot: Unagi - Observed Stessier. "You observed Stessier but he did not perform any action." (Holds a time portal code piece: 11223)

Sniper: Stessier - No order, died (killed by Moliere).

## Day One Remaining players

Robotic Werewolves:

Alpha-bot: Punisher

Beta-bot 1: Lassr

Beta-bot 2: Isgrimnur (Holds a time portal code code: 12345 received from Moliere's death)

Human Survivors:

Scientist: Holman

Engineer 1: Newcastle (Holds a time portal code code: 67890)

Engineer 2: Lagom Lite

Cyborg Hunters:

Scout-bot: Unagi (Holds a time portal code code: 11223)

# Day One Announcement

[bigimg]https://i.imgur.com/thwf9gN.jpg[/bigimg]

Dr. Vortex reappears in a swirling vortex of light and data. "Ah, survivors! Welcome to Day One of our little experiment. A fateful night it has been—two among you have been torn away from the fabric of this reality. Moliere, a member of the Cyborg Hunters, and Stessier, also from the Cyborg Hunters, have met their untimely ends."

A pause allows the weight of the revelation to settle over the room. "The sun rises, and now you must decide who among you is too dangerous to see another night. Choose wisely, for today you cast your votes to eliminate one player from the game."

Dr. Vortex displays a holographic screen illustrating the vote-tallying process:

[b]Vote Tally:[/b]

[list]

[\*][b]Player1[/b] - 2 votes ([i]VoterA, VoterB[/i])

[\*][b]Player2[/b] - 2 votes ([i]VoterC, VoterD[/i])

[\*][b]Player3[/b] - 4 votes ([i]VoterE, VoterF, VoterG, ???[/i])

[\*][b]Player4[/b] - 1 vote ([i]VoterH[/i])

[/list]

[b]Majority Vote Reached![/b]

[i]Player3 has received a total of 4 votes and has been eliminated. The night phase begins now.[/i]

As soon as a majority of 4 votes is reached, that player will be eliminated, leading us into the dark abyss of the next night," Dr. Vortex adds with a note of ominous glee. "Keep in mind, the time portal codes remain scattered and unclaimed. Each decision you make reverberates through the timelines."

Dr. Vortex leans in closer, as if sharing a secret. "Now, let the Day One voting commence!"

# Day One Results

Day One

Vote Tally:

Punisher - 4 votes (Lagom Lite, Newcastle, Holman, Unagi)

Holman - 1 vote (Punisher)

Majority Vote of 4 votes is needed.  
(Am I right?)

Majority Vote of 4 votes has been reached!!!!

---

## Day One - Conclusion

Ah, how quickly the tides turn in this desperate game of survival! In a sudden and dramatic shift, you've banded together to eliminate Punisher with a majority of 4 votes. As it turns out, your instincts were correct: Punisher was a wolf!

Instructions for Night 1

The night phase is upon us, and here are your directives:

Scientist's Scan: The Scientist chooses a player to scan for a time portal code.

Werewolves' Attack Decision: Werewolf players privately message scoop20906 with their target choice for the night. If no majority, a random target is picked.

Commander's Attack Order: The Cyborg Commander orders an attack on a player.

Scout-bot's Observation: The Scout-bot observes a player's actions.

Engineers' Protective Barriers: Human Engineers, you know what to do: Protect a player, but not the same one as last night.

Sniper's Precision Strike: The Sniper can strike either during the day or night phase.

Resolve Actions: Your fates will be revealed as I, Dr. Vortex, make sense of all your choices.

Announcement: I'll report the outcomes, and we'll see who survives the night.

=====

Remaining Players:

Lassr

Isgrimnur

Holman

Unagi

Newcastle

Lagom Lite

Deceased Players:

Moliere

Stessier

Punisher

Choose wisely, for the night is dark and full of... uncertainties. Messages with your choices are to be sent to me promptly. The next day shall dawn soon.

Deadline for Orders is Thursday, Sept 14 at 10:00 pm Eastern Time or sooner if everyone privately messages scoop20906 with their order or non-orders

## Night 1 Orders

Robotic Werewolves:

~~Alpha-bot: Punisher~~

**Beta-bot 1: Lassr - Choose to attack Isgrimnur**

Beta-bot 2: Isgrimnur - No order (Holds a time portal code code: 12345)

Human Survivors:

**Scientist: Holman - Scanned Unagi for TP Code**

**Engineer 1: Newcastle - Protected Holman** (Holds a time portal code piece: 67890)

**Engineer 2: Lagom Lite - Protected Holman**

Cyborg Hunters:

~~Commander: Moliere~~

**Scout-bot: Unagi - Observed Lassr** (Holds a time portal code piece: 11223)

~~Sniper: Stessier~~

## Night 1 Results

**Robotic Werewolves:**

Lassr chooses to attack Isgrimnur.

Isgrimnur did not provide an order. *"Sorry you are dead. This game moved faster than anticipated. Would you like to be spoiled?"*

Result: Isgrimnur is attacked and dies, since there is no protection on him. His time portal code piece (12345) is now passed to Newcastle.

**Human Survivors:**

Holman scans Unagi for a time portal code. *“Your scan revealed that Unagi holds the time portal code (11223).”*

Newcastle protects Holman. *“You have received time portal code code: 12345”*

Lagom Lite also protects Holman.

Result: Holman successfully scans Unagi and discovers the time portal code piece (11223).

**Cyborg Hunters:**

Unagi observes Lassr. *“Lassr targeted Isgrimnur”*

Result: Unagi observes Lassr and knows that Lassr made an action but doesn't know what exactly.

## Day Two Remaining players

**Robotic Werewolves:**

Beta-Bot 1: Lassr

**Human Survivors:**

Scientist: Holman (Has learned time portal code: 11223)

Engineer 1: Newcastle (Holds a time portal code: 67890) (Holds a time portal code code: 12345)

Engineer 2: Lagom Lite

**Cyborg Hunters:**

Scout-bot: Unagi (Holds a time portal code: 11223)

**Deceased Players:**

Moliere

Stessier

Punisher

Isgrimnur

# Day Two Announcement

[bigimg]https://i.imgur.com/thwf9gN.jpg[/bigimg]

Dr. Vortex emerges from a vortex of swirling lights and mysterious energies. "Welcome to the dawn of Day Two, survivors. The night was eventful, claiming Isgrimnur, one of the Robotic Werewolves."

A pause for effect ensures the weight of his words sink in. "As the game nears its conclusion, every choice you make becomes a matter of survival or extinction."

"The sand is slipping through the hourglass. Once a majority of 3 votes is reached, that individual will be expelled, and we shall descend once again into the veiled uncertainties of the night," says Dr. Vortex, his tone tinged with caution. "Choices now have significant ramifications, echoing into the unknown corridors of time."

With a calculated smile, Dr. Vortex leans in, "Let the Day Two voting begin!"

–Dr. Vortex

=====

Remaining Players:

- Lassr
- Holman
- Unagi
- Newcastle
- Lagom Lite

Deceased Players:

- Moliere
- Stessier
- Punisher
- Isgrimnur

=====

# Day Two Results

[size=150]Day Two Votes[/size]

[b]Vote Tally:[/b]

[list]

[\*][b]Lassr[/b] - 1 vote ([i]Holman, Newcastle, Unagi[/i])

[\*][b]Unagi[/b] - 2 votes ([i]Lassr, ??[/i])

[/list]

[b]Majority Vote of 3 votes is needed.[/b]

[size=85](Am I right?)[/size]

Majority Vote of 3 votes has been reached!!!!

Write up coming.

Majority Vote of 3 votes has been reached!!!!

## Day Two - Conclusion

[bigimg]<https://i.imgur.com/thwf9gN.jpg>[/bigimg]

Dr. Vortex appears amidst a maelstrom of swirling light and digital particles, the very air buzzing with electricity. "Ah, brave and cunning survivors, the moment you've all been waiting for is upon us!" He pauses for dramatic effect, a smile flickering across his holographic face.

"The Humans have done it! They've amassed the pieces of the time portal code, and as Night falls, they could simply eliminate the last standing Cyborg Hunter, Unagi. Thus, it would seem that our 'Fight for the Future' has been won...or has it?"

The air grows cold as Dr. Vortex leans closer, lowering his voice to a conspiratorial whisper. "You see, all you've achieved—every alliance, every betrayal, every code pieced together—it was all a simulation!"

A hushed silence falls over the room as Dr. Vortex's eyes gleam like twin stars. "The REAL 'Fight for the Future' will be unveiled soon in an epic 'New Game Plus,' coming soon to a gaming forum near you!"

"And don't get too comfortable; the stakes will be higher, the challenges more grueling, and the alliances more treacherous. Will you dare to partake?"

He steps back, arms outstretched. "Congratulations on surviving the simulation. Prepare yourselves; your true test is yet to come."

With that final revelation, Dr. Vortex vanishes, leaving behind a room abuzz with tension, anticipation, and the very palpable sense of adventures yet to come.

=====

Game Start:

**Robotic Werewolves:**

Alpha-bot: Punisher

Beta-bot 1: Lassr

Beta-bot 2: Isgrimnur

**Human Survivors:**

Scientist: Holman

Engineer 1: Newcastle (Holds a time portal code piece: 67890)

Engineer 2: Lagom Lite

**Cyborg Hunters:**

Commander: Moliere (Holds a time portal code piece: 12345)

Scout-bot: Unagi (Holds a time portal code piece: 11223)

Sniper: Stessier

## The End

Oh, the number of mistakes made in this game boggles the mind.

First, let me state that I made the biggest mistake. I was so busy having fun with the rules and after Dr. Vortex mind-linked me from the future that I forgot to randomize the roles for each player. What that led to was the roles being assigned to players as they joined the game. I'm lucky we are all so rusty that no one noticed until the game was out of reach.

Second, it was a massive stew of powers players used LIBERALLY leading to several same team kills. Frankly I hadn't expected so many blind attacks but then again I wrote the rules so I understood the implications. Others did not.

Third, players really didn't understand the power of the time portal codes and their use. Also, Newcastle started the game with a time portal code but missed it in the role assignment PM I sent him.

Fourth, the game was too fast. I was so sure the lack of knowledge would lead to players carefully sharing info and offering to make alliances to gain knowledge. That did not happen. In fact, the presence of two secret votes pushed Lagom to push really hard to vote on the first day. It was over so fast my head was spinning.

Fifth and most important: THAT WAS SO MUCH FUN!!! I really enjoyed this game and I want to thank Dr. Vortex for reaching back through time to mind-control me and get us back up at these games. I hope everyone will join the sequel.

I would really love some feedback. You are welcome to add your comments to this thread but I also put together a survey if you have the time and interest the please fill it out: <https://forms.gle/s1W6d8sciBeXgNZV6>