

Council of Silverlight

Members:

Drake Marshall

Wilson (yes, I just did this, Orlok)

Orlok

Walín

Mage

Cycle 1

...and that's everything set up.

Well done. It looks like it'll be a fun game!

I hope so :P

Everything is sent out.

On that note, is it customary to include the IM in GM PMs? If so I will add you to them promptly; I did not want to inundate you with messages otherwise.

And now it is high time I went to sleep.

It depends entirely on the IM. Given I have the master spreadsheet, and you don't need help logging things, probably not this game. Alv will murder you if you include him, but I don't know Wilson and Seonid's positions. I'm generally indifferent. I like information but I don't really check PMs. In fact, I generally get annoyed if I'm included in PMs for a game that has lots of PMs because then I get so *many* email notifications. So I shut off notifications for most game PMs unless I'm playing or the PM is particularly hilarious.

Alright, I'm ready to spectate! Thanks for the link Drake. I wonder who will be an elim. Guessing on previous rounds, I'd say...I have to do a little analysis first. So far, Randuir and Droughtbringer have typed the most in the thread. Other than Drake. I think Randiur is village, but they were eliminator before and still just as analyze-y. So I can't offer anything on that. Drought has a slight eliminator read, because of some of the advice they gave. The roleplaying is really good right now.

Have fun trying to find them.

I will not spoil this doc or even say how many there are unless you want me to.

That sounds good. I am going to theorize.

Hmm... I can't think of any good read strategies, so I'm just going to kind of guess. Right now, I would say that Elenion may have an elim read. Not sure at all though.

Wow, there's a lot of activity this first cycle! Tons of posts! Any analysis I could make would take more commitment than just playing regularly, so I'll refrain. Also, I take back my reads on everybody. I haven't read enough to clearly tell.

Table:

Actually no. I can't measure the things that actually indicate suspicion, so I'll post analysis only when it is at least minorly effective.

Oh wow. The elims are planning something interesting.

I'm going to enjoy watching this unfold, one way or another.

I've always wanted to do what one of them is doing, and I *like* their current plan. It'll certainly be different.

Vote Tally

MacThorstenson (2)- Elenion, TheMightyLopen

Randuir (2)- Straw, MacThorstenson

RippleGylf (2)- Ecthelion, MonsterMetroid

Arinian (2)- Droughtbringer, A Joe in the Bush

Straw (1)- Randuir

MonsterMetroid (1)- Livinglegend

TheMightyLopen (1)- Shqueueves

Livinglegend (1)- Bort

Elenion (1)- BrightnessRadiant

Bort (1)- Devotary of Spontaneity

Ecthelion (1)- Coop772

Droughtbringer (1)- RippleGylf

Shqueueves (1)- Arinian

Excellent voter turnout, and this is the cycle where people are allowed not to vote.

Assuming no last minute votes, RNG has elected for Randuir to die.

...and we got a last minute vote, entering Ripple into the death lottery! ...and Randuir got picked again rip him.

...and another vote! Poor Randuir, the gods of RNG picked him a third time.

Cycle 2

That's terrible luck. Well done with rollover - your posts are wonderful! I probably took too long on that writeup but I hope it was worth it :P It was worth the lost sleep at any rate :P

So far, all the posts have been great. I don't know if I would have been able to participate in a normal QF, but definitely not this one. Too much analysis to be made, with too many posts to look at. It's so exciting to see such an insane amount of activity; it's like the AG again!

It's definitely great to see.

I love to see the number of replies and number of views skyrocket. "300 replies, 5,000 views"

You know, given what happened last cycle, it's kind of a pity Alvrion wasn't there

Cycle 3

If I continue to make writeups of this length, I need to start on them sooner XD

I enjoyed writing this one though.

You've done them wonderfully. As things stand, with 100% activity, we're going to have to look hard at what makes this game work so well.

It does look pretty good.

Just saw a theory in PM conversation that there is no elim team. This is an interesting game to watch to be sure.

Several people asking me about the presence of secrets in this game, which is understandable given several of the tricks the eliminators are pulling. Still, I would include it in the signup thread if there were even potential secrets (and yes, I would totally say "potential secrets" in a game without any secrets, because, well, I did say "potential"). I hope it's the right decision to refuse to answer all these questions about game secrets. Answering those questions would pretty majorly sabotage the eliminator team.

Now I'm slightly regretting ruling that only sentry's are informed if their action got blocked :P One of the awakens just put in an order to block another awakener, and the awakener in question isn't aware of the other's existence at the moment, which has interesting implications.

On the bright side, the way things are now probably increases the odds that the eliminators' plan works out, and I really do hope they have a fighting chance at it.

Cycle 4

There, I got that one up a little bit faster :P

Cycle 5

My RNG is being incredibly bloodthirsty this game. Three of the four lynchings in this game have ended up being decided by RNG, and all of those have given favorable outcomes for the eliminator team.

The eliminators *probably* have the game at this point. The activity deaths really hurt the village. They've played well, though, and it's been fascinating to watch.

Yes, those two deaths were a significant cost in a game of this size, and there should likely be one more before this resolves. In general I'm pleased with the effects of the activity policy, but I am thinking of some tweaks to improve it in future games and maybe make something like this less likely to happen.

Of course, in this particular game, part of why the village was hit hard is that all three of the deaths fell on the village side.

Cycle 6

Writeup is a bit delayed 'cause I'm a bit busy, but hopefully posting sooner also gives the village some more time to deliberate, 'cause the game is probably decided this cycle.

Wow the lifeless doc is a fun read right now.

Why is it that a pretend secret role horribly backfiring seems familiar... Oh, right. That would be what happened to my team in the reckoners MR :P

There is one member of the eliminator team who probably won't immediately get caught following the Drought thing, unless the sentry happens to change their target to shqueeves... In general they've kept a little more distance from their team.

Cycle 7

Pleased with how that title art came out, and very pleased with Drought's death scene.

Plus, this one is up basically at rollover time :)

It was very nice. :D

Cycle 8

I wasn't terribly active in this doc, was I. Ah well. :P I can never keep up with QFs anyway. I've been rather busy and unable to keep up with the game, but in my catching up right now, I came across this in the thread: "(which in my experience villagers are usually the opposite and its hard to convince them someone is not an elim :D"

This is called tunneling, and is *very* bad for a village. Regardless of Devotary's alignment, the fact that they're not completely convinced that the people they're voting on is evil is NAI. If, as a villager, you are ever completely convinced that someone is evil, you should take a step back and reexamine. Even if they've been scanned as evil, the scanner could be lying or there could be something that changes appearance. Yes, if someone has been scanned as evil they're highly likely to be evil. But even *that* isn't 100% certain. Do not get caught in a tunnel. And please do not go around supporting the idea of tunnels.

Tunneling is bad, yes (though worth pointing out: accusing somebody on multiple cycles is not necessarily tunneling, it has more to do with whether you are looking at other people and other possibilities and reevaluating as new information comes to light).

At this point, probably the most productive analysis the village could make would be to consider the implications of an eliminator team of four...