

# APOCALYPSE RISING MAFIA II

## DEAD DOC

You died! Too bad.

### PLAYERS

Louis

FRAYDO

Retaliation

ChopBam

OrangeP47

If Shade dies regardless of his role I'm happy. Just kidding...

Also I'm stealing Orange's color.

Hey are you allowed to tell me who scum is?

Sure am. But I'll PM you in case other players don't want spoilers.

NOO WAYYYY! I'm offended by Mojoman's post.

FOR ANYONE'S INFORMATION!! I'M HAVING SHRIMP AND RICE!!!!

I'm kinda sad that no one's dead yet, it's lonely....

Hello! It appears I have died!



I'm feeling "Light red berry 1" for this Dead Doc.

Given the unfortunate circumstances, I have to be surprised at myself how I managed to last as long as I did. No early hammers sure, but I was given a fair shot at talking my way out of it and even had some votes taken off of me.

I was kind of hoping the No Lynch would have prevailed in the end, but that possible Mojo slip was too appealing not to jump onto.

I do hope my death has shed some light on the events of N1, as I still have no idea.

Idk I thought it was all confusing

I can't wait to see what D3 will open up to be. Shade was "lucky" the first time, now will his luck continue? It's likely too he could be the NK target if scum perceive him to be that much of a threat.

Shade's always a threat though.... Lol jk

Well howdy Retaliation! Guess you were not scum after all. Would have been nice to have those Radar Tower results :v

I'm kinda glad not to be in this game anymore. It's been a mess and getting worse by the post.

LOL "Yes, thank you for your input."

I PINGED COOLROCK YOU MANIACS! WHY DO YOU THINK I KNEW HE WAS ENGINEER!  
I was tempted to shoot cat5 to demonstrate my role before you shot me. Spoilers plz.

I'm guessing Orange is one. Again. \*goes back to watching So I'm A Spider\*

6 episodes don't last nearly long enough \*sadness\*

I'll need to watch that sometime. I'm so behind on all of my shows these days.

I guess it's possible Orange was one. I was kinda thinking he was just a generic Conscript, and I also partially influenced my own thinking in that he couldn't be scum two games in a row after being partnered with him.

I'm not usually an anime watcher but it seems like there's tons of anticipated anime shows this year.

I couldn't wait and read the mangas ahead, but Dr Stone and MHA are top tier anime.

I read the So I'm a Spider light novels as a thing to pass the time during the pandemic and then find out there's an anime in the works.  
The highlight of my week has become seeing the reactions of anime onlies.

I'm guessing Yuri can mind control one player. That's why coolrock is being so weird about the head stuff. It didn't actually fail.

Oh boy. Today is looking like a Coolrock kind of day. I think they've completely forgotten about your death, and I don't think anyone cares about Shade's roleblock since he failed to do anything useful.

YouTube embed works with pasting the link. Unfortunately you can't resize the video like the previous button allowed you to do.

I pasted the link and it hyperlinked instead. Just tried it a second time and it worked. Huh.

Were both of my cop reports accurate?

Yep. I was surprised they didn't infiltrate you.

In hindsight it was better to claim D2 so the rhino tank had a target. I was worried about scum FRAYDO just taking the shot on me with a high kill chance. Without that threat I thought I didn't have a reason to claim because we determined Coolrock was town anyway.

Wowza. Now my idea of Mafia not performing the NK at all N1 seems to be gaining acceptance. Very convenient after the fact.

You don't get the benefit of the doubt when it comes to mafia gambits after the last game FRAYDO.



That's totally fair.

If cat5 is scum I want in the scum doc so we can really be scum doc buddies.

If the spy scrambles a report are they told how it's scrambled? Like if I pinged the spy would they know what to fake claim as? Considering having a scramble ability for my game.

Man I didn't realize how much manipulation there was in this game.

KY/Orange for scum team.

GO SCUMDOC BUDDY

If a spy scrambled a report, the spy would know they scrambled it--the radar tower would get a random (opposite) role than what they would normally get.

Okay so there was some room to verify a town result.

It's really unfortunate that I got my town result on chopbam and immediately died.

\*Retal says biggest suspects are KY and mojo\*

\*dies\*

\*gets completely ignored\*

How close are we to LYLO if we mislynch today?

Welcome chopman.

Hello.

Too bad I died or I would have been able to avoid this mess.

Yerp. No spoilers yet?

Louis might have them I don't. I'm just guessing Orange/KY.

Ah yeah, I personally prefer guessing also.

I have a very good record of figuring out the scum team the night I die though. It's my superpower.

Orange has a good chance of being lynched by default anyway. There were already votes on him, and I was the other potential lynchee. Now with him having made me flip town right before day end, my words for the last few hours against Orange will have even more impact.

Yeah that was a very scummy shot. He could have argued against you harder or gone for suspected scum buddies.

Now with two of those three voters being Anon\_Kat and Coolrock, the vote can still go places especially if other people show up and sus someone else. But #1 right now is definitely Orange.

The vote is probably going to stick on Orange because he's killed town now. The only remaining role with a high chance to kill is the rhino.

I will never regret that final dig I made at Shade though.

There's still 4 town, 2 scum and 1 tp. If Orange gets lynched today town can still win.

Is orange town?

Think he just answered you there.

With that shot he's scum even if he's town :v

We (town) just have no idea what's happening this game do we :V

I love how Orange is trying to convince Coolrock that Anon is scum. Did Coolrock really get a confirm btw?

I never said I got engineer for coolrock in the thread, but he was my N1 target. That's why I never got distracted by his antics. Or his rhino/conscript claims.

If the other one is KY he's really slipping under the radar. Same with Mojoman. With Orange's flip though, attention can finally turn elsewhere.

If cat5 is scum he's really playing well.

Agreed. He could have skipped out on killing N1 as a big brain move, easily shoved that over to Orange. Then later on he got my loyalty with the vote on Orange.

It was the no lynch vote to try and save Louis D1 for me. Or I guess the reasoning behind it. I was also thinking she was a soviet building at that point.

Mojo's likely scum because he has a stuck result so sniper or tp building.

Are you Shade now? :V

Hey so I might actually go play APB, we got over 40.

APB is so different from the old days. People actually work together.

On mojo, he's had very weird voting patterns as well. Voted coolrock not realizing the votes on him were jokes, voted Louis with very little reasoning.

THAT SHOT LOL

Welp I guess Anon isn't a silo. So much for that Coolrock confirm claim.

Loved your play this game Louis!

Jeod's a troll, Orange was scum!

Also you can't use orange Orange. Louis is O/orange.

We've fused. You'll just have to guess which one of us is speaking.

Also, I HAD A MONSTER BURRITO FOR DINNER. This is like my favorite meal from my favorite restaurant in town. It's like a burrito the size of my head, and the whole thing is covered in white queso. Have to eat it with a fork.

It's like Orange is actually typing.

Did you guys know I cop from N1 or did you base the N2 kill on my posts that day?

Yeah you got scouted.

What happened N1?

You were scouted, I infiled... hmmm, who did I infil... it failed... I think FRAYDO. We figured with 1 silo down we could spare a night to recon for the silos like that. Shade blocking a hapless town and getting a mislynch was a possible bonus.

I think that was a mistake. Granted I might have started to go after you D2 without the distraction. Both you and mojo rubbed me the wrong way with the Louis vote.

BTW Cat 5 is the TP.

How did mojo survive the shot then???

Check the edit to the role sheet page 1. It caught us off guard too but we're not complaining because tbh if it was a kill Shade would still probably be agro.

Ohhhhhh.

I've been like 95% sure mojo is a silo since like start of D2. About the same time I've been 95% sure Cat 5 is the TP.

Mojo's the rhino though right? Wait no he got a stuck.

In scum doc Jeod said vehicles/building 0% kill chance. Yeah, call me Shade, but ever since he got that stuck, and the way he did it, I was pretty sure he was a silo trying to blend in with a flurry of shots, like “hey, I’m not really a silo, look, I shot when you all shot”.

Bad plan imo. I thought he was some kind of TP building.

I’m surprised nobody but me picked up on this. Well, I mean I shared it in the scum doc so I wasn’t the only one aware, but there’s a reason I was all like ANON ISN’T THE SILO.

I’m surprised no one picked up on how you knew coolrock wasn’t rational. I picked up on it when looking back over the FRAYDO lynch.

I mean, coolrock, when you read this, this isn’t a complaint, but he’s very clearly just doing whatever he wants for shits and giggles.

I was very happy I copped him when his D2 antics started.

Yeah, like I couldn’t call him out without pretty much flashing the siren that I’m scum, but I knew he was full of it the entire time.

I should have claimed because I figured cat5 was the NK and I was scouted.

If you look closely at times I even telegraph what our plan is, generally when accusing town of being complacent against a well coordinated scum attack. That includes NKing you. Granted, no one but you knew you were the Radar at the time, and well, us.

We really couldn’t leave FRAYDO alive. It would always come back to that night if we no lynched.

Yeah, I mean, if I was town, I probably would have played exactly the same way, except I wouldn’t have also been pulling the scum strings.

Cat5 is apparently really good at looking town while TP.

He slipped, but I didn’t point it out because I hoped he could be of used to us later. Never got the chance to ally with him though.

What did he say?

Let me see if I can find it again, but basically his reaction to Coolrock’s “someone messed with my mind!” made it really obvious it was him. Like it wasn’t a town reaction at all, and being mafia, I knew he wasn’t mafia.

Like coolrock was culted and didn’t realize he should shut up?

No... I don’t actually know what the TP does... but it was like... Cat 5 brushed off the existence of TP entirely when anyone with his level of experience should KNOW what was going on.

I feel like the distraction from the N1 no kill is going to play into cat5’s hands and not yours XD  
Need more So I’m A Spider QQ

Finding Cat 5’s post is so difficult....

I think I know what you’re talking about. I remember people being weird about not realizing coolrock was talking about a TP. Must have been cat5.

I think trying to figure out if my result was messed with was hampering my ability to pick up on stuff like that..

I guess here:

<https://w3dhub.com/forum/topic/422782-night-3-apocalypse-rising-mafia-ii-dark-night/page/30/?tab=comments#comment-716353>

Where he accuses FRAYDO of misinterpreting Coolrock, and then later we're all like Eh?

I actually missed it scrolling the first time but then caught it again when we're all like Eh about it a few pages later.

Yeah if it wasn't obviously connected to Yuri he might have had a point but...

That and the whole thing Shade pulled within 30 minutes of the game start basically confirmed TP did exist in the game by forcing Jeod to clarify wincons.

I remember now I was trying to figure out if the head thing was from my radar ping, but radar isn't sonar...

Basically, ironically enough given Cat 5 kept accusing me of being too defensive, he's been too defensive about TP... he's just more subtly defensive. We have different styles.

We were doing the thing where we come up with the same conclusions which makes it hard to think of the other as scum. I don't know how we keep doing that.

Yeah, and he was being too helpful to town to really attack even if we wanted to. I considered waiting until 5 minutes before hammer, shooting anon, and then saying "BTW Cat 5 is TP" then peacing out, heh.

Should have shot Cat5 and tried to spin that as a result of your scum hunting.

The thing is my hit rate was abysmal, I didn't actually think I'd hit anything :v

As we keep trying to tell shade a 80% hit chance can miss and a 80% miss chance can hit!  
These games just happen to keep being very average rolls wise.

Fire Emblem has actually been much kinder to me than XCOM so far.

The percentages lie. They do in xcom as well, but I think they're meant to be more like the average persons conception of random in FE.

"True hit was first introduced in *The Binding Blade* and is featured in every game following up to and including *Awakening*. It was absent in *Fates* and *Shadows of Valentia*, which instead use a "hybrid" system, before returning in *Three Houses*<sup>[1]</sup>. In these games, instead of rolling just one random number, the game will instead roll two. These two random numbers are then averaged, and this resulting average is what is compared to the displayed hit rate; if the average number is less than the hit rate, the attack will land."

Speaking of stats, you want stats, you should see OOTP for sports sim :P

I don't like sports :O. I think the only reason I was into football this year was pandemic/hanging out with family.

See, I didn't like baseball when I started playing OOTP either... but it's just such a great management sim and I like management sims.

If I'm going to play a video game right now it's going to be the Geneforge 1 remake in all it's 90s graphics glory.

I have all 5 of those but I've never had the gumption to get past like half way of the first because they're pretty long, but they're pretty good. Though can I interest you in Prosperous Universe. It's basically EVE Online, but

without the combat, just the economic management. Universe reset for early access 3 days ago. So no time like the present to join.

I think that would end up too simmy and freeform for me. I tend to need a story and active gameplay to anchor me. Rimworld and Factorio are my go to sim games.

Yeah, in general I have too many games... especially as in the past week the number of switch games I wish to own has more than doubled.... Thankfully most of them are not yet out so I have time to do other things, like be a functioning adult.

I need to force myself to play a story based game because I think I'm going to drive myself insane with my new So I'm A Spider obsession. I don't think I'm going to survive until June, and I already know all the plot twists! Geneforge is the same way though, so maybe I should try something like Pathfinder.

Probably about the time I'm running out of things to do my birthday will roll around and I'll have more... though I have like upwards of 10 games I want to play right now and obviously I can't devote attention to more than like 2 at a time. Right now it's OOTP and Fire Emblem (and PU, but that only takes like 10 minutes in the morning cause it's a hands off MMO), but I technically have a CK3 save I'm working on too... and I'm still not over Battletech from Christmas....

I'm starting my first full time job mid march so that's going to solve my too much free time and not enough desire to do things problem. Might mess with any potential to finish fleshing out this mafia game though...

If I get this job I got a first round interview for it'll be pretty great, the fringe benefits are pretty nice, once you're past training flex hours are standard, and idk if new employs get it, but the current workforce is work from home. But even just flex hours would be nice, and the new office building is nice and actually in my town that has nothing in it so I don't even have to move. I could work like 6-2 and have 3 hours before hammer on weeks we're doing mafia. Or, for actual serious things, that allows for scheduling things like doctors appointments on week days, something a lot of people can't swing.

Well I feel silly. GG Orange

If you read my earlier writing, I had convinced myself that you couldn't be scum. Smh

Also if I can take a moment: I KNEW IT. I KNEW SCUM DECIDED NOT TO NK N1.

In hindsight opening up the argument that it was a scum plan to implicate me may not have been the best move. Knowing what I know now, arguing the angle that scum was taking the moment to scout would have given my defense more credibility. Even then, who was going to let the "blocked NK" go away scot-free :v

Yuri is finally in play.

Give Yuri spoilers. Is he like crisis mafia yuri where he's a complete jerk?

@FRAYDO I knew it was likely that if scum declined the NK they'd be a sniper/spy pair using the night for intel. We still have to lynch you, if not for that then for casing Shade D1 and not voting for him or against his Louis case.

I still think it was a bad play by scum. They should have had the spy kill.

I think that only hurt you FRAYDO, because other than Shade (obviously), nobody seemed to really pick up that you were arguing with Shade, so nobody had any idea he was going to block you. TBH I was quite surprised he picked you to be blocked, and I think most others were as well, which is just why the "I \*specifically\* have been framed" seemed to set us all off.



Yuri's faction (the role is Mastermind) merely wants the Silos destroyed or disabled. Mastermind can only mind control scum. Scum become Initiates but retain their abilities, so while it changes their alignment it's still a similar yet easier win condition.

Does Yuri gain access to the factional NK if he controls an initiate and then the initiate dies?

Yep. NK is unlocked for tp when they mind control at least one scum. They're going to have a hard time using it though. Shade blocked KY this time and he's probably on the lunch table for Day 4. Cat5's going to have to convince shade to block anyone else so he can NK the Silo before Day 5. I didn't think it would be this close.

Oof did cat5 have a high chance of getting stuck?

Nope. Mastermind's shoot action has same as Conscript, 25%/25%.

Plays it as being silo then? Yep.

Probably should not have posted that publicly if just for maintaining best practices.

It's fine, nobody suspects Coolrock of anything and he's new. I also didn't confirm or deny Cat5 being a Silo.

Considering how much of a...loose cannon Anon is, I'm wondering whether town can secure the vote. Does Yuri also control the vote of his target?

Nah. KY is still his own decision maker.

I think you're going to need to respond to the question on snipers shooting buildings in some way. If the rolesheet said nothing about the sniper building interaction you're implying that mojo can't be a building.

It's in the rolesheet (amended some time ago) on the first post.

Did it at some point only mention vehicles though? I think Shade read it before that edit if so.

It did, but Mojo has already brought up that it's been amended. If Shade continues to ignore that, it's on him. I can't just go "hey here's a reminder" at a critical decision junction. I also said several times that the rolesheet language may be amended.

Yeah we're at the point where someone is going to be unhappy no matter what you do unfortunately :S.

I mean, they can be unhappy with Shade. There's tons of opportunity for critical thinking here, but he's not entertaining it much. Town!Category 5 would certainly have not had an issue with altering course.

Yuri faction will win if they can kill the last Silo. Town will easily find the TP after that, and they have numbers. Town will also win if the Silo survives to Day 5.

The problem is you can't really fix the obvious issue without drawing too much attention to it. It's not the players fault, but you can't ethically fix it without upending the entire game. So really the thing to do is just be more careful the next time. This is normally the type of thing I'd be super strict about, but you can't really go "the rules are actually X" without giving away what's going on. Silence is endorsing Y, but talking is endorsing X, you're screwed no matter what you do. It's really just unfortunate all around.

Precisely. I just responded to Shade’s question, but it really pseudo-confirmed KY. But hey, since the Sniper is the only role that can’t daykill vehicles or buildings, he outed himself with the shot--what matters is who notices it.

Granted, I’m not in the scum doc anymore, but as I said in it, I’m pretty sure Shade would have gone ballistic even if KY got the kill, so I’m not too upset we didn’t know in advance the sniper had such restrictions.

Not just Shade. It doesn’t make sense in any reality that a tiny sniper round blows up a building.

I meant as in it’s a bad look to kill the silo. Not “how can a sniper kill the silo”, but “wow, you, this guy we’re low key sussing, killed the silo”.

On the subject of Yuri, I think I did a decent job of making the mind control and alignment change work without ruffling feathers.

Mastermind	1	##SHOOT <target> - Attempt to shoot and kill your target (25% stuck chance, 25% kill chance). One time use.	##MIND CONTROL <target> - Attempt to sway your target to your side. If your target is Soviet, they will be alerted to your attempt and the action will fail. If your target is Allied, they will be assimilated.
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TBH I’ve never actually played Yuri’s revenge as an adult. As a kid at the baby sitter I mostly got confused why the chrono miner suddenly vanished, so I’d queue up a whole load of miners and waste all my funds that way.

You should revisit it if you can get the campaign to run on a modern pc. :v My goal for the AR series is to eventually have Yuri as a larger third party faction. Kinda like Cat5’s wish for two mafia factions. Would need to beef town roles up a tad as a result, but it should be fun chaos. Could stand to have some more players as well for that, however--splitting faction numbers up too much will just not be as fun if the ratio demands only one scum for Yuri/Allies and the rest are Soviet. If we don’t get a new batch of players by the time this comes up I’ll likely design some more sophisticated win conditions to compensate.

We can do some other type games for awhile to delay as well. These are good, I think it really got us back into things, but don’t want to overload too much on one type.

Certainly, my next hosted game will be a traditional CYOR. I suspect KY might host one more TSR Mafia before then, and if not, we might see a 40k Mafia or even Verti’s Star Wars 2 (finally). Shoot, Cat5 might get some inspiration for Fire Emblem Mafia.

Hopefully I will be through the game by then, though at the rate I’m going I probably will be, depends on how long the game is.





I learned how to shoot a gun today so now you got a man that will protect you

Nothing's sexier than a man that can put me out of my misery



**We should all just reply to Shade with Hubert quotes.**

**Yes.**

**Thanks Orange, also it was about time you died.**

**Shade has discovered his brain and realized that scum thinks cat5 is tp.**

**Cat5 can win with town right?**

**Yes as long as the Silo dies before him.**

**So Cat5 doesn't count as hostile?**

**He's probably considered hostile until he achieves his objective.**

**As I predicted, Anon\_Kat might be the key to a baddie win. Although if they do lynch Mojo today, does Cat5 suddenly become not hostile and can essentially choose whether town or scum win with tomorrow's vote? Although it appears Anon may last till then too. To be fair, Shade can also block KY tonight, hm.**

**Shade's going to block KY and cat5's probably just going to sit still and win.**

**Cat5 was probably elated when we lynched a silo D1.**

**After attempting to save her with a no lynch as well.**

**Cat5 has obviously forgotten how confident I can get before I throw /s**

**Game is looking pretty over.**

**Not till TP surrenders. Cat5 can do a tie vote for RNG as well. I'll give it more time.**

**Welp, Shade is switching to Mojo.**

**Goddamit.**

**Shade!**

- >KY is mafia, he has to be
- >KY shot at Mojoman
- >there has to be a reason
- >sure, I'll vote Mojoman today

WHY SHADE

Shade939

Alternate Universe Man (AUM)



Forum Game Master

261

7,723 posts

Posted 2 hours ago

2 hours ago, Mojoman said:

So with that theory it would be better to kill me or Cat 5 today.

Regardless, lynching the last Mafia member is better than lynching the Silo.

+

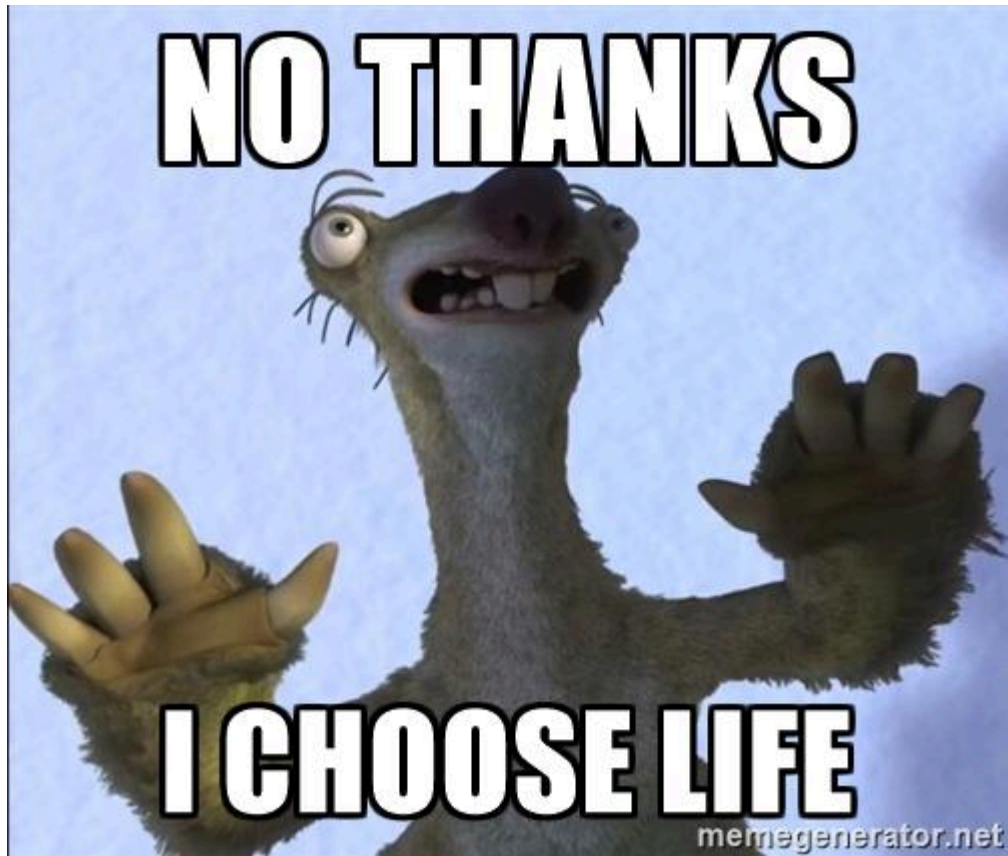
Quote

Is this what it feels like to be watching the person throwing instead of being the person throwing?

You'll always be lesser mafia players until you recognize bait. :v

In any case, it is painful to watch.

Let's make a drinking game around shade v. Cat5. That'll make it more fun.



I just realized it's town choosing between mojo and scum AGAIN.

Does cat5 need to survive as well as kill the silos?

Interesting that Cat5 has voted KY for now. It wouldn't be too sus if he voted Mojoman, which would be more in line with his goal.

It goes very badly for him if they tie the vote and KY dies. Might be hoping that shade blocks mojo.

If KY is lynched, will the game continue until it's determined whether Cat5 can achieve his objective or die? Cat5's night action seems useless without scum to mind control. With KY dead it would seem town will win regardless; the only question is whether Cat5 wins with them or not.

Cat5 apparently has an NK now that he's hit scum with his night action. Not sure if KY needs to die for him to be able to use it though.

If Mojoman is blocked and a nightkill happens, however, the spotlight should be off him. It was mentioned earlier here that Cat5 could win with town if the last silo is gone. This would go against the idea that he can perform nightkills. The nightkill ability that results from mind control may be completely dependent on mind controlling living scum members.

He gets a nk. What matters is if shade blocks him. If he can't kill mojoman it's game over.

Seems like it may not gameover for town if he does kill Mojoman. It'd be up to them to lynch him at that point.

Correct. But he'll likely put himself up for it since he'd have won.

Is he Yuri prime or a clone?

Search this doc for Mastermind, Jeod confirmed it.

Ah I thought he meant mastermind mafia role not the tank.

I don't think Shade is going to block Cat5, which means a likely game continue. Well Retal, Cat5 did post a YouTube vid with a bunch of YR Mastermind quotes. Not sure if just flavor, but it seems to me that's his actual role.

It's hard to tell if he's basing that off his role flavor or using it to argue that mojo is a vehicle not a building. Or both.

Also goddammit Mojo, you should be fighting this harder.

It's understandable because they don't realize \*screams and points\* HE'S GOT A GUN!!!!  
Also they don't know his objective is to kill mojo.

Cat5 and KY aren't 100% sure if mojo is the last silo. They're 99% sure though.

Were they masoned together with the mind control thingie?

Wait, will KY win with Cat5? Are we looking at a game where everyone can win except Orange!?



**Shade939** + 267



Replied: just now

### **##Surge <Mojoman>**

To be frank, I'm actually trying to throw a bit here to see if Category 5 can complete his victory condition or not.

He did literally state that I needed to block Mojoman for the TP to have a chance of completing their victory condition...

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**Excuse me what the fuck**

**Lol. I thought that was KY for a second.**

**Time to flip a coin.**

**You guys can blame poor Anon all you want, I'm blaming Shade. Pushed on Louis and then encouraged Anon to vote Mojo...**