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The Unofficial Yogscast TTT Handbook

Condensed Version of the 1000-Page Rulebook

The Game Mode

Trouble in Terrorist Town (TTT) is a gamemode in Garry's Mod where traitors attempt to infiltrate the terrorists and kill them. The two primary teams are the traitors and the innocents, both of which must kill the other to win. The innocents do not know who the traitors are, and must be watchful to identify traitors before they are able to eliminate the innocents.

The game is played in rounds with no overarching goal. At the start of each round, every player is randomly assigned a role, which belongs to one of the teams. Certain roles which do not belong to a team may randomly spawn as well.

Innocents

The innocent team is focused on survival. In a default scenario where the round timer expires, the innocent team will win. The innocents are always a majority, giving them the number advantage, but often lack firepower and utility in comparison to the traitors. The exception to this is the Detective, who can buy special items to help the innocents. The innocents are guaranteed one Detective, other players will spawn as an Innocent unless granted a special role.

The innocents primary goal is to kill the traitors, which first requires them to be identified. Only the Detective's role is visible to the other innocents, meaning that other roles must prove their innocence before they can be trusted.

Roles

- **Innocent** - The most common role. Does not receive any bonuses.
- **Detective** - Starts with a DNA-scanner that can identify the killer of recent victims. Receives credits when they spawn, which they can spend on powerful equipment in the buy menu. More credits can be acquired by killing traitors. The Detective is currently the only role that can search bodies.
- **Phantom** - Haunts any player that kills them, causing them to leave a trail of smoke which exposes them to other players. If the haunted player dies, the Phantom resurrects at half health.
- **Glitch** - Appears as a Traitor to the traitor team and disables their text chat. The Glitch can not see who the traitors are.

Traitors

The traitor team is focused on subtlety and deceit. Due to their disadvantageous numbers, they must rely on their special equipment and ability to persuade other people to trust them. To kill without suspicion, the traitors can perform silent kills or blame innocents for their deeds. Suspicious innocents are easy targets for traitors, but may be left alive to make the traitors seem more innocent.

The traitors can see each other's roles by looking at the role indicator above the player's head or by checking the player's background colour in the scorescreen. If an innocent spawned as the Glitch, they will also appear as a traitor.

Roles

- **Traitor** - Receives credits when they spawn and for any successful kill. Can spend credits on special equipment.
- **Assassin** - Receives a randomly assigned innocent as their target, to which the Assassin will deal double damage, but damage to everyone else is halved. The Assassin receives a new target if the previous dies. The Detective will always be the last target. If the wrong player is killed, the target will be lost and no new target will be given.
- **Hypnotist** - Starts with a *Brain Washing Device* that can resurrect any dead player as a Traitor, but can not be used on a Jester or a swapper. Note that the Hypnotist has a pink color similar to that of the previous jester iteration, but is a member of the traitor team.

Jesters

The purpose of the jesters is to prevent random killings by including a hidden role that will punish any player that kills them. They are completely harmless and can only die if other players act recklessly. Jesters are visible to the traitors and can communicate with them via text chat, but can not receive replies.

Roles

- **Jester** - Commonly referred to as "Old Jester". Unable to deal damage and immune to indirect damage from other players. The Jester will win and end the round instantly if any player kills them. Jesters can die to environmental dangers, traitor traps, and certain weapons such as the Golden Deagle without triggering a victory.
- **Swapper** - Identical to the Jester, with the exception that the round will not end when killed. Instead, the killer dies instantly and is replaced by the Swapper who swaps roles with the other player.

Infected

The Infected was a powerful role in the previous TTT iteration, but may have been removed since the introduction of the new roles. It is possible that they still exist as an addition to the Randomat.

Roles

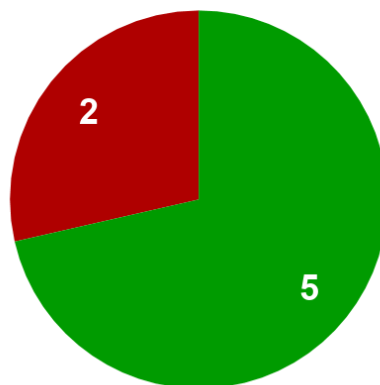
- **Infected** - Receives a powerful claw weapon that deals high damage in melee range, as well as a ranged spit attack. Weapons are disallowed unless the player spawns as an Infected at the start of the round, making them the *Infected Prime*. The Infected can make other players join their team by killing them, which will revive them at full health as an Infected after a short delay. Infected players who are resurrected in this manner must indicate verbally to other players that they are infected, most commonly by moaning or asking for brains.

Player Distribution

In the most common setup of seven players in total, the teams will be divided as follows.

Team Chart

- Innocents
- Traitors



The team chart shows the distinct advantage the innocent team has over the traitor team in terms of numbers. If there are more than seven players, the additional players will be added to the innocent team until the traitors have less than 25% of the total players.

Role Chart

- Innocent
- Phantom
- Detective
- Traitor
- Assassin
- Jester

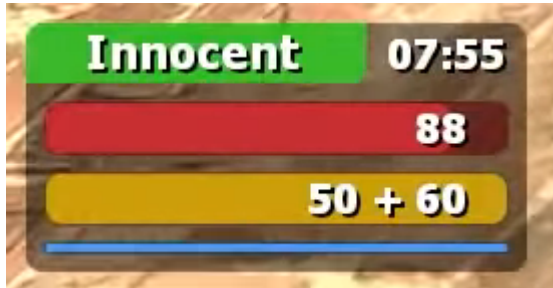


The role chart shows an example of the role distribution in a game with seven players in total, where each team receives one unique role. Note the smaller majority of the innocent team when the Jester is in play.

Gameplay Basics

The Interface

The HUD, which is short for “Heads-Up Display”, shows the player’s role, health, ammunition, and stamina. This data is shown in the bottom left corner of the screen.



Role

The top left corner shows the role’s name and colour. This player is Innocent, and therefore belongs to the innocent team.

Round Timer

The number in the top right shows the time remaining in the round before it ends in a default victory for the innocents. Note that the timer will increase for any successful traitor kill, but innocents can only see the default time set by the server.

Health

Below the role indicator is the health bar, which shows the current number of hit points the player has. Lost hit points are shown by a dark red background. If the player’s health reaches zero, they die and do not respawn until the next round. Lost health will not regenerate, and can only be restored with certain items available only to the traitors and the Detective. Losing health does not bring any negative effects upon the player however, as long as it remains above zero.

Ammunition

The bar below the health bar shows the amount of ammunition in the held gun. The value on the left of the plus sign is the ammunition that is currently loaded, with spare ammunition shown on the right.

Stamina

The thin bar at the bottom shows the player’s stamina, which is used for sprinting.

Sprinting

The player can run faster for a short period by holding the sprint key. Sprinting drains stamina, which is represented by the blue bar on the player's interface. If the player runs out of stamina or releases the sprint key, their speed returns to normal and the bar immediately begins to refill. Sprinting is best reserved for long jumps or quickly covering distance in combat.

Double Jump

The player can jump in mid-air to climb higher or to avoid fall damage. Fall damage is calculated from the point the double jump is activated, making any fall survivable as long as it is used close to the ground. Double jump can not be triggered if the player fell from a broken Fortnite platform.

Rules

The game has very few formal rules. Most rules are made up by the players to make the game more interesting, and will only be enforced by the other players or the admin.

Ghosting

A player may only use voice chat as long as they are alive. Revealing their death or other information about the round while in spectator mode is considered ghosting. This is implemented to not give the remaining players an unfair advantage, which also means that chatting about other things is accepted as long as it remains offtopic.

Exceptions

- **“Blergh”** - Ben has the unique ability to perform a “blergh” noise in the millisecond before his death.
- **Ghostly voice** - Exceptions might be made if the players need advice from the ghosts, but it is traditionally delivered in a ghostly voice.
- **I am Democracy** - If a Swapper dies to a randomat democracy vote, they become Democracy and can therefore decide who gets voted on, even after death.

Karma

Karma is a score that tracks the player's performance. A player can gain karma by killing an opponent on the opposite team, or lose it by killing players on their own team. Karma will modify the player's damage dealt, giving the player a small penalty if their score is too low. If the player's karma is low enough, they may even be temporarily banned from the server.

RDM

Innocent players should only kill another player when they have reason to believe that they are a traitor. Killing without suspicion is commonly referred to as “RDM”, which stands for Rythian Doing Murders according to Zoey. To all other players, it means Random Death Match, implying that the player is killing randomly without adhering to the game rules.

Exceptions

- **Barrel justice** - Shooting an exploding barrel near another player is not RDM, as it is the barrel doing the damage.
- **Pushing** - Pushing a player off a height with the crowbar is not RDM if they die to gravity.
- **Remote switch** - A player with a Remote Sticky Bomb planted on them may be called upon to do traitorous deeds if they want to survive. Doing so will not be considered RDM as they are forced to act by the traitor.
- **Possession** - If a player steps on a demonic possession circle and becomes possessed, they can not be held accountable for their trigger. Aiming the reticle at another player and being forced to shoot is therefore not RDM, as it is not the player pulling the trigger.
- **Golden Deagle** - The Golden Deagle has its own punishment mechanic, making any successful kill a calculated hit.
- **Free Kill Gun** - The Railgun is a weapon that was considered so underpowered that it was impossible to kill anyone with it. It therefore became known as the “Free Kill Gun”, allowing anyone holding it to shoot whoever they wanted. In return, anyone is free to shoot the person holding it, regardless of whether they have shot anyone yet. Shooting or even killing another player with the Free Kill Gun is not considered RDM.
- **Successful RDM** - RDM does not apply if the innocents randomly kill a traitor, as it is instead considered good intuition.

Current Meta and House Rules

In addition to the standard rules of GMod TTT, the Yogscast has created their own meta of house rules. Included are also certain factors and common behaviors that are important to be aware of.

Forever Traitor

Zylus and Tom have a special pact that they can invoke at any time. If both players agree to “forever traitor”, they are in agreement not to kill the other player under any circumstances. This is not a guarantee of both players being innocent, as it could just as well mean that both of them are traitors. It may also expose one of them as the Glitch.

Cooking the Red Matter Bomb

The Red Matter Bomb is technically a grenade, making it possible to cook it for a shorter delay by holding the mouse button down for a few seconds before releasing it. This is not allowed, as it makes it extremely difficult to avoid.

Announcing Iron Man

If the Detective wishes to purchase the Iron Man item from the buy menu, then they must clearly announce it and change to the Iron Man skin before purchasing the item. This is implemented to give the traitors a chance to kill the Detective before they acquire the absurdly powerful item.

The Tom Effect

Any player whose name is Tom receives a permanent bonus to their skill level. This can be observed by their uncanny ability to persuade people to trust them while also being able to kill quickly in ways that leave other people confused. Tom can always be trusted.

Bees Win

If all players die, the round will end in a “bees win”. This is a reference to a previous Yogscast TTT video where the round failed to end after the two remaining players died simultaneously. Only the bees remained, thus it became a bees win. A bees win is considered a loss for everyone, except Rythian. Rythian is bees.

Ben-Plays

Ben will almost always fail in hilarious and unexpected ways. This is especially true for resurrections, where he will often die within seconds of being resurrected. Do not forget to give him a weapon.

The M-Word

The word “Maclunkey” is considered extremely offensive and a sign of immediate aggression. Any player caught saying it is eligible to be shot on sight regardless of team or role. To avoid this, simply refer to it as the M-word.

Cat With a Bat

The bat is considered a normal weapon for Zoey, despite only being accessible to traitors and detectives. She will regularly be given one by traitors and detectives alike.

Gameplay Guide

Due to the wide array of weapons, roles, and interactions in between, the game can be daunting to learn. This section intends to remedy this by explaining how to identify other players’ roles and how to counteract them.

Choosing a Weapon

The weapon selection can be limited on certain maps, so it is important to know how to make the most use of what is available.

- **Ammunition** - Most guns will spawn with limited ammunition. Pay attention to what types of ammunition are available and try to gather enough for at least one full reload.
- **Reload often** - Do not enter a gunfight without enough bullets to finish it.
- **Keep a secondary weapon** - Pistols and other secondary weapons are significantly weaker than most primary weapons, but may be the difference between life and death when the primary weapon runs out of ammunition. Switching to a pistol is almost always faster than reloading.
- **Play to your strengths** - Use a weapon you are comfortable with and remain in areas where it is useful. Examples include Zylus' sniper positions and Duncan's double barrel shotgun in close quarters.

Identifying Traitors

The innocents can identify traitors by looking for suspicious behavior. Note that jesters and swappers will often try to emulate the behavior of a traitor to appear suspicious, hoping that a trigger-happy player will kill them. Below are the most common suspicious behaviors in no particular order.

- **Killing without suspicion** - Only traitors would ideally kill another player without reason, but exceptions may apply.
- **Pointing blame** - A traitor may attempt to sow confusion by declaring an innocent or a jester as suspicious. Similarly, the traitors will often be the most eager to kill innocent players who are deemed suspicious.
- **Using equipment from the buy menu** - Only the Traitor and the Detective has access to buy menus. The Detective is clearly marked and visible for everyone, making it obvious whether the player using special items is a Traitor. Note that the Traitor can give items to jesters to create confusion.
- **Refusing to enter a traitor tester** - Innocents are expected to use the traitor tester if the map has one, as they will quickly reveal the roles of those who enter. Unless the tester has a hidden traitor button to fake the results, most traitors will avoid entering them.
- **Not shooting back** - A traitor may refuse to shoot back and instead plead their innocence. They do so since they know that the other person is innocent, whereas an innocent would assume the attacker to be a traitor.
- **Standing still or moving without turning** - Using the buy menu removes the mouse control from the player camera, making them unable to turn while the menu is open. Additionally, the menu obscures part of their screen, making them less likely to notice

other players. Most players will move around with the keyboard controls to make it look like they are still active while looking through the menu.

- **Not responding** - A traitor may stay silent and hide in order to fool the other players into thinking that they have died, as this may cause them to make a faulty traitor deduction about one of the remaining innocents.
- **Being too trusting** - A traitor does not ordinarily need to fear being killed without reason, meaning that they do not take the same precautions as an innocent. For example, a traitor is more likely to leave their back turned to another player while alone with them.

Identifying Jesters

Jesters can be hard to identify due to their similarity to traitors. Listed below is a number of tells that will reveal the jesters if noticed.

- **No fall damage** - If a player falls from a height without taking damage, they are likely a jester. Exceptions to this apply if the player performs a well-timed double jump before landing.
- **No damage from area-of-effect weapons** - A player can be easily identified as a jester if they are near an explosion or standing in a damaging area-of-effect without taking damage.
- **No damage dealt** - If the player is shooting another player without dealing damage, they are likely a jester. Exceptions include traitors with a jester emulator or a holstered Maclunkey Gun.

Confirming Innocents

Since the innocent's role is hidden from everyone but themselves, and it is in the interest of the traitors to appear as innocents, they must be proven innocent before they can be trusted.

- **Traitor tester** - A traitor tester can reveal the role of a player. Note that traitor testers sometimes have a hidden button for the traitors to fake the result.
- **Confirmed traitor kill** - A player who is confirmed to have killed a traitor is most likely innocent. Note that traitors sometimes kill other revealed traitors to gain the trust of the innocents.
- **Surviving the Golden Deagle** - The Golden Deagle will instantly kill traitors, making any survivor a guaranteed innocent.
- **Resurrected Phantom** - A Phantom will always resurrect as an innocent when the haunted player dies.
- **Confirmed swap** - The swapper's role will be identical to its killer, meaning that if a confirmed innocent kills a swapper, the swapper will be a confirmed innocent.

Jester Tactics

Jesters and swappers need to die in order to win, and can only rely on the innocent to do so since only they are unaware of the jester's role. A common tactic is therefore to pretend to be a traitor in order to bait an innocent into killing them. This can be achieved by following the list of suspicious behaviors outlined above, but care needs to be taken not to be too obvious or risk being exposed. An exposed jester will rarely be killed intentionally and must instead rely on stray bullets to win.

Traitor Testers

Jesters can sometimes utilize traitor testers to win, depending on how they are programmed. If the tester shows any non-innocent as red, enter it. If the tester shows any non-traitor as green, avoid it. Either scenario will be considered suspicious.

Traitor Association

The jesters must not call out the traitors, as it would confirm the jester as an innocent and ruin their chances of being killed. By protecting the traitors and lingering around their victims, it may be possible to divert attention from them to you. It also increases the chance that the jester will be linked to a confirmed traitor if they have previously been seen together.

Traitors can also utilize swappers to cause confusion by giving them obvious traitor weapons. Since they can not explicitly state that they are a traitor without exposing themselves, pay attention to nods and hints that the player is a traitor when left alone with them.

Important items

Due to the abundance of special equipment available and the lack of use for most, only the most notable items will be explained below.

Randomat

The Randomat can be bought by the Detective and be activated for a random effect. These effects include spawning items, spawning enemies, changing the gravity, changing the gamerule, swapping roles, swapping items, and even more random effects.

Fortnite Build Tool

The Fortnite Build Tool is available to both the Traitor and the Detective, and allows them to build horizontal or diagonal platforms to traverse the map or to create obstacles. Building a platform consumes resources, which can be seen on the player's HUD when the item is equipped. More resources can be acquired by using the crowbar on a surface with the desired material. Detectives can easily get more resources by buying a health station, which will give resources when smashed with a crowbar.

Red Matter Bomb

The Red Matter Bomb (RMB) is a grenade available to the Traitor that will create a vacuum after a short delay, pulling all nearby players towards it and dealing heavy damage to any player caught in it. The RMB will play a loud alarm sound when thrown to warn any nearby players, giving them a chance to find a safe spot.

Players can survive by blocking the path with a wall or other obstacle. The vacuum effect will still affect them, but they will be safe from damage. Players can be immune to the pull if something else takes precedence, for example by standing on a ladder. It should be noted that gravity is not strong enough to counteract the RMB's pull.

Golden Deagle

The Golden Deagle is a pistol available to the Detective that can instantly kill a traitor, but will kill the user instead if the target is innocent. The Detective may choose to give this item to another player. Traitors and jesters who are given the Golden Deagle should intentionally miss when using it.

C4

The C4 is a placeable explosive that can be purchased by the Traitor and planted anywhere within the player's reach. It must be activated and given a timer, from 45 seconds to 10 minutes. After doing so, the bomb will begin to count down and beep with regular intervals.

The C4 can be identified by its unique appearance, as well as its distinct beeping noise. The frequency depends on the C4's timer, with shorter intervals on shorter timers. Traitors should aim to place the bomb in inaccessible or difficult to reach areas near the innocents. The C4 is visible on all traitors' GUI, which makes it easier for teammates to avoid the blast.

The C4 can be defused by approaching it and interacting with it. On the interface is six wires of different colours. Cutting the correct wire will stop the timer, while cutting the wrong wire will instantly explode the C4.

The correct wire is random, and the number of correct wires depend on how long the timer was set to, with shorter fuses giving more correct wires. For example, a C4 set to the minimum time of 45 seconds can be defused by five out of the six wires. Innocents can also learn the correct wire by killing the traitor that placed it and inspecting their body, which will tell the player which wire to cut.

Radar

The radar is a tool available to the Traitor that will show each player's exact location, but only when it updates. The delay between updates means that the indicators will often be imprecise if the targets are moving. Innocents can use this to their advantage to lure the traitors in by always being on the move and predicting where the traitors will go. Traitors can

use the radar to accurately decide the best place for area-of-effect weapons such as the C4, or in order to locate innocents in hiding.

Harpoon

The harpoon is a weapon available to the Traitor that will instantly kill any player it touches. Only one harpoon is given, so it must be used with care. It is also easy to identify by the innocents due to its distinct appearance, making it important not to reveal it until it is ready to be used. The harpoon is nearly silent and can be efficiently used to quickly kill isolated players without chance for retaliation or being revealed.

PhD Flopper

The PhD Flopper is an item available to the Detective which makes them immune to explosion damage as well as fall damage. The Detective will also create an explosion at their feet and deal heavy damage to anyone nearby when they fall from any height where they would normally take fall damage.

Barnacle

The barnacle is a nearly invisible traitor item put on the ceiling, which will trap any player in reach beneath it and damage them over time. Ironically, any player caught in it is likely to be a traitor and rescuing them may be considered suspicious.

Conclusion

TTT has a nearly endless potential for player interaction with custom roles, weapons, skins, and more. By learning the possible interactions between them, it becomes easier to counteract opponents and create new innovative ways to win. Do not interpret this as an expectation for incredibly complex gameplay however, as it is often the simple things that make the difference.

“Do not enter a gunfight without enough bullets to finish it.”

Having a good aim is important, but not necessary. Any innocent player can turn the round to their favor by simply being watchful and successfully identifying other player's roles. Traitors can win in other ways, for example by excelling at the art of persuasion.

“Tom can always be trusted.”

It is also important to know other player's habits. If someone always buys the C4 as the Traitor, and there's a C4 on the map, you know who to look for. Similarly, players with obvious habits can also be imitated by others to make them a target in such a scenario. Use the wide variety of items to your advantage and leave others guessing.

Last note, and most important of all, do not forget to kill Lewis during his intro.

Personal Note

The intention of this handbook is to help new players and viewers alike to understand the game and appreciate its potential. Information and inspiration was gathered from multiple sources, mainly the Yogscast TTT playlist, the GMod TTT wiki, and fan-made guides.

I intend to keep this guide up to date in the future and add sections where necessary. Some changes may be made to improve readability or to add information that was previously missing. If you want to keep the guide in its current state, add a copy to your google drive or download it as a pdf. I will not grant anyone the ability to change or comment this document, but feel free to [contact me](#) if you have constructive feedback.