

DEAD DOC

This is the dead doc. Talk about being dead and stuff.

Oh snap. OrangeP47 is getting killed this time, and he's currently aligned with the mafia. Oh snap oh snap oh snap. This will be a fun day to watch.

KAM

Orange

Isaac The Madd

Nodlied

Verti60

Alstar

Killing You

FRAYDO

Bedangevoe

Great job mafia :P

I guess they would have thought that taking me out would have caused maximum chaos, as I already kind of caused chaos. Now, it is them who will be chaos'd upon.

So do you want spoilers or nah?

I'm up for it.

Alright, so basics: Nodlied and TheIrishMan are TP team, and Mojoman/Isaac are scum. Ask your questions.

That's hilarious. So literally if it was anyone but Kam yesterday we'd have hit gold.

Mm, only if it was a majority vote. TP can't be lynched in event of a tie; it's part of their role as the Left and Right Hands of RNGesus. They both chose similar roles so I had to merge them somehow. Nodlied chose RNG as a concept and TIM chose RNGesus.

So we had a 3 way tie with the TP sitting on both sides, I just really can't believe it, that's amazing.

If you'd tied between TIM and Nodlied, then their RNG tiebreaker immunity would be nullified and one of them would die. Anyway, their goal is to add RNG to each player's abilities. They each target one player a night, and if a player "resists", then they can kill them. Only a select few players are able to "resist" though. So far none have been found.

So did they RNG people?

Voe was targeted by Nodlied, and FRAYDO was targeted by Irish. Irish was roleblocked by Killing You though.

I just wish there was a way to make Verti stop being so smug, because again, he's just right for the wrong reasons.

Verti60 is me. He chose me as a role for this game. I assume the smugness is partially in-character.

Ha. I almost considered picking another person for my role, but figured it'd limit my creative freedom too much. Does Cat 5 know his vote is worth 2x? I imagine he's the sort to keep that close to his chest even if he does know.

Yeah, he got the note in his PM. He hasn't even told Voe yet, and they're currently in a mason doc.

If scum win I still win, right? Cause that team sounds like they're sitting pretty right now.

Correct. I'm still wondering if I should have clarified that though you were aligned with the mafia, that you were not a part of the scumteam. I think that would make the game too easy for town though.

I think it's fine. I was mostly concerned even with saying goodbye and then realizing I made it look like I knew what happened (which I do) which in and of itself could have helped people figure stuff out, but I can play it off as you just told me :v

Does Cat 5 think I was a Zelda character?

Mhm i should've gone with my gut feeling and not put any stops in my creativity in making my char. I actually had a special char in mind that would cause every target of any action to be randomized with the goal to actually get yourself killed. Also kam here.

Boy you really wanted to make my life hell, didn't you? XD

Oh yeah, I'm not alone. BTW Kam, you're the first to know the secret: I'm both mafia, AND town

He's capitalism, of course. He started off town aligned, and each night he had a 50% chance to flip alignment to mafia, and vice versa. He wouldn't have gotten to access scumdoc though.

And he happened to get targeted by mafia. btw on my phone rn.

Correct.

So what were your abilities Orange?

When town, I can visit someone and double their vote, did that to Cat 5, when mafia, I can visit someone and negate their vote. I visited Cat 5 *before* I flipped mafia.

Eh, i could do "monkey see" and "monkey do".

Monkey see borrows the night actions of someone and roleblocks em at the same time. With monkey do i pick the target.

BTW, my unvote was purely because I no longer thought Irish was scum, didn't mean to get you lynched. Look at the earlier spoiler up there for why it's so ironic though.

Yh i got fucked by god and satan pretty much at the same time. I'm still surprised people voted me for such weak arguments though. I could've saved myself by voting however i stand to my promise even if it kills me.

Also Jeod i could' had sworn nodlieds unvote was on time

What's funny is that Verti seems fixated on my early posts, but overlooks where I said I was going to vote Nodlied.

Tunnelvision. Also Verti picked Jeod as a role? Wonder what he could even do as him. Also looks like i'm one of those people who could have 'resisted' the rng

Yeah I went back to look at my action and it has the 'can be altered' thing too.

Nodlied's post read 6:00PM for me when I moused over the link to it. That is hammer time, so too late. He even checked it himself.

Oh, thought votes still counted till 1 min past hammer nvm.

Well looks like its gonna get quite crowded over here with Night 2

Well a few people already claimed to have the cannot be altered thing in public so if either Nodlied or TIM caught onto that they are dead.

That's a really good point. It's looking bad for Nodlied, but because there's a second of his kind out there, all this discussion might be town's undoing!

Nodlied is arguing with me about his action description. I clarified for him at the start of his doc, but he didn't get the point I guess.

"I did provide that clarification. Each player starts with 0 rng in their actions. You, as the positive aspect of rngesus, add rng to actions to the point of 75% (the higher end of the spectrum), as opposed to Irish, who adds rng to actions to the point of 25% (the lower end of the spectrum). If every player began with a base of 50% rng, then your goal of adding rng to each player would be null and void."

Deeeeerp.

Also, I am already thinking of what I want to be for CYOR III, and I have ideas that should make you pull your hair out with complexness again, just like Nodlied. Though thankfully, not a concept. ^i have a few in mind too though picking one of them is gonna be the difficult.

Wait so which is it now, do those few people start with 50% rng now or na? Tbh Jeod, if we cant be revived you might as well just give us the Role Doc.

Alright, I'll set up my Google Sheets. One sec.

<https://docs.google.com/spreadsheets/d/1mNGgMwEzVAUcDFRKTzYv52MDZuMkdbEdjSyuHONH558/edit?usp=sharing>

Btw checking in with the Frostmourn ability, Nodlied would still die as the mechanism got started as he was killable.

Also Lich King OP

Also the Cactus thing, he should kill people visiting him >.>

Lich King ain't OP, he's balanced with town. Normally with this amount of players there should be 3 mafia. His ability is also why I had his inherited ability affect his ally.

3 mafia aint working as there are 4 third parties though. So 2 TP, 2 Neutral, 2 maf lol.

They could all joint which would be 6 vs 7towns

I limited the kills per night and there are more town than any. And ah, but they won't. Because they don't know of eachother.

Hm still, the amount of Neutrals is quite high i expected a ratio along the lines of 2tp 2 maf and the rest town or maybe 3 maf, 1 tp and rest town.

That's why this setup isn't repeatable. :v

Eh i figured though the roles are pretty bad imho. 0 investigative roles and the Lich King cant be killed during the day time too once Voe shoots his last bullet, which is also rng now.

For the frostmourn, it might had been a better idea to have it only absorb a passive ability instead of an active one.

It would be a biiig mess if he frostmourned Chop and received his ##fairy ability.

Now what's funny is, if i was alive during Night 1, i planned to use mimic on Nodlied and have him target himself with his ability.

That happens when everyone requests omgsuperpower roles. In the future I'll probably put more focus on flavor than on role ability. Also, Mojoman can be roleblocked easily.

From what i see only by verti though and that is also as long as he didnt use his ability twice already.

So what would have happened if Mojo had received ##fairy from frostmourning Chop?

It would only have revived Isaac if he was already dead, and Isaac is lynchable, so it would have been a useless ability.

So verti is lying about always buffing hmmm, how smug.

Isaac, did you kill me, if so, this is karma :v

He did target you but you're aligned with the mafia, so this hurts you. #harbinger

Look at this, W3d is on a roll. 2 Mafias died even before Day 3

Btw thanks for the feedback kam, I took a look at the rolesheet and you're right, Nodlied should be dying to frostmourn. So he'll be joining us when Day 3 starts.

I should be honorary townie Jeod, because I gave Cat 5 that power to nail Isaac :v

The second time in a row. Golly.

Maybe for CYOR III I should actually design something town aligned for a change instead of my chaos BS.

Btw Jeod, don't forget that incase Chop dies to not let him into the Doc as he can revive himself.

As the ex-archagent of derse and the leader of the midnight crew, I can say this game is all sorts of chaotic, but no one seems to suspect mojo.

Also screw you orange. :P

I was just minding my own business and then you come in and night kill me!

You doubled Cat 5's vote!

I was town at the time!

That doesn't matter!

You shouldn't have jumped on so scum-waggon on Irish in the first place because that's what *really* started all this. We'd have gotten him lynched with ease without that.

You mean like Cat 5 just did.

Cat 5's gambit paid off though and he didn't do it in a scummy way.

Just, because it paid off doesn't mean it isn't scummy.

I'd very much love to see an argument for Cat 5 being scum made at this point now though. Cat 5 always provides analysis too though, and you just kind of popped in. I remember reading a past mafia where you did that too and that made me have a flashback.

I'm always bad with deadlines. :P

Well, let this be a learning experience then ;)

Mojo still has a slight chance, but I wonder how long he has until he is suspected.

He'll need to take out the Cat 5 or Voe type players that are absolutely towny by this point. And thanks to your night kill, I'm latched to your win condition now :p

I'm the only one who didn't request a massively powerful role?

Some of them aren't so strong. Mine's not that big a deal except I apparently critically hit who I gave it to for this effect :P

Now if I had requested a certain other Jack Noir...

Well, one steals the black queen's ring and becomes OP, the other gets some sort craziness from the big bad. http://mspaintadventures.wikia.com/wiki/Jack_Noir

I vaguely remember that from when it was big. I think I'm going to stick with concepts/inanimate objects though.

Yeah, it's done now, but there is over eight thousand pages now.

Apparently the exiles were supposed to rebuild civilization on the world ravaged by the game, but only Spades Slick did that.

I never really followed, but my sister was into the memes.

Memes, lets admit memes are the best.

There some very toxic and cancerous parts of the fandom, and some rather neat parts.

Then again this is the internet and and these are fandoms it's come to be expected.

Yeah, I've never really done any fandom things for *anything* because the internet has a way of ruining things. But on the other hand my field of education is politics.... So.....

Though lately my focus has been on education and tax policy, which while nobody likes to talk about it, at least isn't very vitriol filled.

Weirdly enough the characters that exist to make fun of certain groups are loved by those groups.

I wonder what the next themed mafia game is, do we have anything on the agenda?

Your Cuban Missile Crisis?

It won't be ready. I have to at the very least wrap up another GM commitment of mine first which is what's really keeping me from working on it. Then the next problem is actually making it different enough from Nodlied's game. It gave me so much inspiration I'm basically starting from square one, using his game, rather than keep what I had originally, but I don't want to like just be a blatant copy of him obviously.

Actually, scratch that, I lied. I had a big burst of inspiration in the shower, and now the setup is mostly done. The only downside is it's 12 players minimum, which is kind of scraping all we have here.

I'm sure you might get 14 players

I've tweaked it now so 11 is the min, with 13 being optimal, but more still work. Still subject to small tweaks.

So jeod here is an important question now. Did you ever state whether or not frostmourn is a silent kill or not?(if flavor text indicates cause of death?)

Only for Nodlied. Public won't know.

Hm ok as day actions usually always reveal unless noted as silenced. (Flavor text: during the morning you found an nodlied frozen in form of a statue)

I haven't included flavor in death announcements for a while. I feel it makes discovering the mafia too easy.

BTW Jeod, while we're on about minor game design things, do masons, or as we use them here, neighborizers, usually give the target the option to accept or decline?

You are pretty much forced into it though you don't have to write in the doc

I'm confident in my setup, to a degree, but there's still some technical things I need to learn, like how to set up docs right.

That's the easiest thing to do when using Google docs though, just make a new Page and give it a title. You can do settings under change in the top right.

Is it enough to trust players not to share the link or should I do the Verti way and actually add people by email though?

The safest way is to add people via their email address. :v That's how I did it. Also, hello people. I'm actually quite amazed at the night result and I'm having a giggle here as I suspect that Verti has been killed to put some blame onto me for an easy lynch. :D

Nodlied I assume?

That is correct! :v Although one could have noticed by the text and highlight colours corresponding with my flag on my avatar.

First you steal my avatar now you are getting close to my color too :P

:v Well, the actual Austrian Empire has fallen long ago. But that doesn't mean it cannot rise again. I'm but a natural successor to your flag. (Also, I've claimed gold a long, long time ago.)

My name is *literally* Orange.

I will just make up for it by stealing your World Tension mechanic :P

How about not pushing my text even further down.

He talked about verti in third person so yeah.

You can trust the people with private links, i wouldnt bother with their emails. Way easier to fuck up with that by entering the wrong email.

Also, I'm going to claim moral victory due to all the shenanigans. :v

Oh by all means “steal” the WT mechanic. It’s there for people to use. As I explained before my game even started, it was experimental to see if I could combine the old mafia mechanics with an entirely new objective and mechanics set. IMO, it worked and gave all parties several possible paths to completing their objectives, making the game feel a bit more open. However, I would advise to change the actual modifiers in the WT chart. At least, that is if you want to keep the workings of what actually affects it and how a secret like I did.

Yeah, the last real hurdle I’m facing is balancing the numbers of how WT moves. Everything else came to me in a burst of inspiration, but I need to find a way to make it so WT 100 is something that can happen in a reasonable number of games but also not reaching WT 100 is almost equally as likely.

When I was developing my game, I went with some “obvious” increase and decrease modifiers (such as hostile attacks during the day, kills and locking up scum) as well as some not-so obvious to really hard to find out modifiers such as the fact that some roles could raise tension and even more so if they succeeded, the fact that the first time finding evidence and putting it into the truth box could affect tension, and, of course, the silly -1% per day-night cycle.

Also, run some tests on the chart before the game starts. My original chart had a maximum of +42% a day, which was obviously too much. I think the more or less max I had before the game actually started was around +28%.

Yeah, my first draft was about those same numbers. The thing is I also have actions that *decrease* world tension, and the problem is kind of balancing out those with the actions that can in turn raise world tension.

Now here might be an idea if you want to prevent the % to skyrocket too quickly. You can bind the % increase by the current amount of players too. You could have World Tension not be affected as much the more people are alive though have the multiplier increase the less people there are.

I kinda sorta have something like that already. Not necessarily how many people total, but that there are some people more vital to world tension than others.

Na but its another way to slowdown the increase of WT if its going waaay too fast. For instance if everyone is alive, add a 0.5 multiplier at the end each % addition and increase the multiplier the more people die so the increase actually ramps up in a more unique way instead of just steps.

I got what you meant, I’m just not sure if it’ll take care of the specific problem I’m having. It’s kind of hard to say what the problem is without ruining anything, but basically there are a lot of ‘one shot’ actions, and it’s more like the tension shoots up really quickly at first, but then has trouble getting over the last ‘hump’ so to speak.

I think that you’ll figure it out. If it doesn’t happen tonight, it’ll happen tomorrow. Try to a few things, run a few tests and see if the average game will take as long as you want it to last. :v

Yeah, I already have a test file where I’ve assigned forum peoples to different roles for testing purposes :v I just want to get next in line to host now, now that it seems I actually have something to show for it, and I don’t trust the scum this game to last much longer :v

Ehehehehehehehehehehe. :v Guess they've been out of luck since the beginning!

They killed me literally the second I switched from town aligned to scum aligned :p

So they're still doing terrible. :v (Too bad I got frozen though, basically the only thing I could do anything against, well... beyond a lynch or nightkill that is.) Still. I laugh at the fact that I wasted two of Voe's shots and managed to win two RNG fests. What are the odds?

Yeah, Voe's probably pretty salty about not getting to use his gun.

Thing is, the moment I saw that I had the bulletproof passive, I just knew that I had to set a potential Voe shot up just so that I could laugh in his face. :v And apparently, adding a "Fuck you Voe!" to my standard voting post was all that was necessary for the comedy to commence. Only downside was the idiotic case that came from that that more or less wasted both of my days. :v

What gets me too is Verti's case against you was about how I "defended" you, but before I died I literally said I was doing a 180 and would have voted for you if I'd had like 2 more minutes.

Pretty much all of Verti's "let's go lynch Nodlied!" cases were based on really questionable arguments. And they were pretty much all wrong. The only thing that gave him the right to go after me was the fact that he was the neutral party. If he could just come up with some better arguments, it would have gone his way. :v

Also, the only things I've lied about: 1. I'm neutral, 2. I designed my role just to pester Voe, 3. I didn't have any buddies. Everything else was actually true. :v

GG nod. Funny we both got killed. What was your goal?

My goal was to only have people in the game whose RNG was affected by us.

I wonder if mafia's pick to nightkill Verti was wise...

They probably thought I would be important town. Also, what ever happened to my night kill BP... I wonder.

Shit.

???

Sorry man, this is bad GMing. I've had a busy week and a busy day today, what with birthday stuff, dealing with [redacted] stuff, and mafia stuff. I forgot all about your BP. D:

Day after we discussed it on steam :p Your memory is even worse than mine. LOL

Yeah, this has definitely not been my GM.

So you're not the only one that didn't get the full thing as required I see? :v

You're just setting the bar low for when I try and GM :v

That bar was already set when I decided that my Nomination Mafia needed to turn into a pile of elephant piss mid-game. And it was going so well with my masterplan.

I demand an autowin, and 7 million \$ as reparations for caused trauma. Cat5 will be my lawyer :p

>>Did you mean "lawyer"? :v Also, you can't out win my wins.

You would be dead, I would live.

And? I've won more than enough this game to make it worth it. :v

I played only 3 games on w3d, but so far all of them won (and mostly due to my actions). However I find myself lucky too :p

I was more talking about the shenanigans I pulled this game and how I managed to get away with certain doom multiple times. :v (Even when I shouldn't have or when I actually thought that I was done for.)

You were pretty good dodging bullets. Nice matrix moves :D

Also I decided to let you go, and you stabbed me in the back during the night :(

No I didn't? I kept myself to my word and didn't use any action. As for the "I'mma go after ya tomorrow!" part, that had more to do with the shallow arguments. :v I couldn't believe that there would have been an actual town/good party that would have kept swarming people with those same old arguments.

I meant the night post.

You guys saw my luck on D1 where i got sandwiched in a 3 way tie between 2 third parties (both fucking gods of RNG) which auto win a lynch tie >.>

Also let's write our names on top, i'm already forgetting who is who.

I can't claim that we weren't actually hoping for a potential tie there. :v I even offered to vote for myself in the thread to make it happen. xD

Btw for those who said I was distracting from Isaac. I was actually distracting from Mojo and Irish (and I find out both are the bad ones left :D).

^who are you again?

Verti and Isaac use the same color.

I didn't want a short town win because I had to use my ability on half of players. The ability was called "Bullshit player".

I'm gonna give Verti a win for this game since if I'd been a good GM he'd probably have won. :v

And it was a pretty interesting role too, though. Too bad I died, I was expecting it to happen anyway with so many OP roles. Man MOJO is like the most OP scum I've seen btw.

^Ik right?

Btw Jeod what action caused Verti's death?

Isaac's King ace thing goes through bp i assume?

The standard nightkill, which is why he asked about the BP and why I said I derped. No, his ##king action wouldn't go over BP. I'd have added a descriptor for it. In regular mafia, the mafia that can overpower BP is known as a "strongman".

I know why is why i'm asking as his Nightkill severely differs from Mojo's nightkill. Mojos is more vanilla than Isaacs.

Isaac has been dead before the night even started. :v

I know it was a general question only though.

Let me check here...Voe has another shot on his gun (given by Verti), Irish has RNG...well. That's the only combination that can kill Mojoman. I'm gonna have to fix that.

I thought I could only improve night actions?

Correct^

But voe missed his 2nd shot..how. It amplifies the power that's it.

Jeod i already told you that Mojo was OP especially since he can additionally steal powers from other people and then even be lynchproof.

That's more my own error. Verti should have lived, and then his ##flip off action could also dayblock, nullifying Mojo's passives allowing for a lynch as well. ##RNG will accomplish the same goal, and give Mojo a 25% chance of surviving a lynch, but it's slim that it'll head that route.

I actually just found quite a hilarious combination that could've happened. If Mojo had the chance to frostmourn Orange and steal his passive ##alignment ability, that would've been amazing.

Oh yes. Imagine if Mojo turned town, was killed, and then that ability used on Isaac <-Passives don't carry over to scum mates >.>. <-See what I'm dealing with here? I might as well be drunk. Suddenly both scum end up town, TPs die, and only OrangeP47 loses as mafia :v

Note for Jeod: As a Penalty you will have to have a Co-Mod for a few games until there arent any more screw ups.

Well, next CYOR I do, if a GM ends up not playing I'll gladly request they co-mod or check my rolesheet for balance.

I will never forgive Isaac :v

I will never forgive you either for sandwiching me between 2 third parties.

I will never forget about all the giggles I've gotten out of this game. :v

I didn't vote FOR you :p

No but you unvoted with the reason duh and got me killed >.>

Also, Jeod. I'll give you an easier time next time you host one of these games.

Also Jeod best thing you could do rn to even balance the game right now for taking out Verti is to roll a number for every person alive(or at least confirmed town) and give them the choice to take over verti's bullshit ability.

Was considering that, only for his ##flip off ability.

Yeah

Give it voe since he cant shoot anymore anyways lols Ok sure.

Give Voe another shot that will miss no matter what which will then reveal a laughter in the background.



Yes.

Give voo a gun which will kill FRAYDO no matter what.

Me rn: <https://youtu.be/b-4sXhxAP0U?t=1m37s>

I'm Rick, the players are Morty.

You need to detox twice. And then attend the summer GM school. And then detox some more.

Btw under the colour tab how do i add a custom colour at the bottom so that i could easily just switch to it? The first square is purple.

Click the text 'Custom' and add the hex value.

It doesn't save it permanently though.

Well, you did it somehow.

Guess i had to make it a littl darker as the one i picked existed already w.e

Ah, gotcha.

>KY got Alstar's pm

Are you sure you're not tired? =/

I really should not have been GMing yesterday. I got Alstar's flashbang action and Mojoman's rng action to KY around the same time. Somehow I ended up merging the two, since the flashbang success PM and the rng actions altered PM are within a single PM to KY.

That really sucks. I hope that the mistakes won't tarnish your reputation as an otherwise fine GM. (Plus I like the games. :v)

It's the first time it's happened, so I'm not worried about it. I'll probably adjust the way I organize things. For instance, at the moment I use a word doc to write my Night Results, and players who don't get a PM aren't on the list. Alstar hadn't sent in an action at the time I last modified it, so he wasn't on the list. I'm not sure why I looked at Alstar and thought 'KY', but...eh, maybe I shouldn't be GMing when there's mod stuff going on. I've had better clarity while helping with that [redacted] thing the past two days. Might be a distracting element.

Could be. Also, if you're afraid it will happen again, feel free to ask us to oversee it. :v

I'll take you up on that if Einstein ends up actually using me for test purposes.

Also, if you haven't checked up on the moderation station or know what bug I'm talking about, you definitely should.

I'm aware. But I don't think I can be of any help. :v

I was right about Irish. He even admitted he never suspected me as neutral :P
So yea scum and TP derps on every move in this game, which will make this game probably one of the most unique ones. The only thing which can save scum overall is Mojo's Opness.

Jeod you need one of these



Heh. I kind of want to see what will happen though. Will Voe make good use of his new ability or will he spasm out again and hit the first person to even look into his direction?

He'll afk for the rest of the game probably.

Do you guys mind keeping track of the CVC? I've been under the weather today, might be related to the mistakes I made yesterday too.

My prediction is that this game is going to drag along til day 5 or 6 until Mafia wins

Yea the good luck town had is vanishing. And nobody even picks up on "Mojo is definitely not town" thing.

Main problem with his role is that he is lynchproof + no investigative roles.

Btw, what purpose does Cat5's role serve again? I couldnt find any.

Exactly. So even when it comes down to that, town will be like “wtf we do now’. And that’s where Mojo will win most likely over helpless town.

Also bonus points for Irish who’s actually trying harder now. He might get himself to the last day as well.

Still, if Mojo keeps sucking up roles the game might end up being a major trainwreck again in the end :D (how many he can?) Even if it’s one more he’ll wait until everyone claims so he can cherry pick. If he’s patient enough.

Na the thing is that his ability steal is a one time ability.

So just to keep track, N1 Isaac killed Orange and N2 Mojo “killed” Verti right?

“Yea the good luck town had is vanishing.” Well yeah, I died. :v

Hehehe

Also I love cat5s logic. “Vert said orange was bussed so it must have been vert who has done it.” I would never claim a bus driver and I don’t think anyone would do unless there was a good reason. And I have already claimed my action anyway.

Cat5 has been an oddball this game. He specifically chose his role to counter scum, has said so, and yet he’s failed to consider different roles scum might choose. I’m stunned that he hasn’t gone after Mojoman yet.

I’m actually wondering the same. Even if they don’t believe that Mojo is scum, his abilities seem support Third Party rather than town. And considering some of those arguments were used to charge me for the better part of the second day... :v

People are asking for Voe to explain himself. Little do they know that he’s playing EU IV with Liten and doesn’t pay attention.

Voe’s behaviour isn’t all that surprising. Cat5 seems to fail on logic though, as me and nodlied did cause a lot of distraction as well.

Of course nobody is expecting Mojo to be a scum, even I said “you are too op to be neither town or scum”. I wonder when they will actually start worrying about him.

Man I just can’t wait to see reactions from Choppy, cat5 and KY after Mojo flips scum (probably after the game ends since voe will probably not come to the rescue in time). Also Irish expressed something along those lines “man if there’s another helipad in the game..” :p But this time town doesn’t have a secondary win objective to come around unlynchable scum.

Can Irish actually kill mojo or is that impossible now?

Choppy seems to sober up a bit too :p

In my CMCM simulation, I randomly gave “Voe” the most important town role. My simulation maybe should account for his inactivity :v

Hmm, maybe. Voe is a wildcard after all. He can go either way on all charts during each of the day phases.

Voe is not just a wild card, he’s the main dish of entertainment. You have to give him a role that could control the play - voe seems to perform the best when he “thinks” that he’s in control. He’s also less inactive.

Also half the time he won't read the full PM or understand who to fight with.

That's why Voe is such an amusing player to have in a game. :v Him having a bizarre or strong role is basically what happens when you check the "Ahistorical" box. :v

He'd be amusing as an SK, because there's no way anyone can possibly muck up that role. It's better to assign him scum role than SK. At least he's trying more when in a team.

Zzz

Hello there, thanks Nodlied for link.

Mr. Riot trooper I presume? I guess, you have "flashed" for the last time. (•_•) / (•_•)>¬¬¬ / (¬¬¬)

The one from MO most likely. :v

Plz dont. Im still hitting the wall with my face over how stubborn Cat5 with his thinking can be. "Hurr durr roleblocker = scum" my ass, while VERTi60 have Shock Trooper as one of vanilla APB mafia roles.

Well they had a point that town seemed to have too many trap roles, fraydo also declaring a passive roleblocker didn't help your case. Also so many BPs as well
The only way you could win your case was to point out too many TPs in game (you already had a clue when Nodlied flipped).

Then again it's a 50/50 (since scum could benefit from blocking TP too) and your voting and targeting pattern was also indicating scum play.

As for Shock Trooper, I don't have that yet but it will be in next char role chart. We only had shock trooper once in game as custom role.

I just hope that my death will at least give them some lead on Mojoman. ChopBam did agree with me at least on that part. Can Voe shoot? Or does town have ANYTHIGN that can deal with Mojo?

Well I wasn't suppose to die in the first place, and my day action could also role block people (as well give them the dank meme gimmick :p).

Since Jeod derped, his band aid was to give my ability to voe. Also I did target voe last night to amplify his ability anyway.

Voe only had two shots. Not sure if that improved or not but my original ability could only affect night abilities.

Oh, so i assume that if Voe somehow survives next night then he can roleblock Mojo to get safe lynch on him.

Maybe it could work. Unless he decides to go full retard on cat5 instead :p

That would be (actually) pretty funny and it would remind me the final phase of Dead Space 3 :D (where voe and cat5 also going after each other caused Necromorphs to win).

Another derp could be if voe just went inactive whole time and only showed up late.

Not sure if Mojo is expecting anything though. He could go after voe this time. Looking at the role sheet, voe doesn't have any BP so he's pretty much toast, unless KY can save him.

Also alstar you could have been the one to stop Mojo during this night.

And i probably would. I already got major suspicion, especially after he step up with entire "Alstar is not mafia" thing. And i figured him out publicly some posts later. Imo he was really looking for some town points. I just hope that Voe and Cat5 wont jump to each other throats during next day - but i suspect that Voe will die.

Depends on what mojo,irish and KY will do. But Mojo won't attack fraydo and cat5 for obvious reasons. So he'll probably pick between KY, TIM and voe. No sure if chop is a valid target for him but after his last night post it could be a bad idea to go after chop.

Do we finally know how Orange died anyway?

It's in the beginning of the doc. Isaac killed him.

More specifically, I was not masoned with the other scum, because I had the ability to flip between town and scum. D1 I was town, but only became scum literally the second before they killed me. They had no idea.

You sure know how to cause chaos.

I also was the one to give Cat 5 two votes, being instrumental in how Isaac was nailed....

And it's funny too because cat5 will remain figuring out who actually did it. :p And he won't find out until the end most likely.

If I'd lived as scum, my ability would have become taking away someone's vote, rather than doubling it.

Did you request this? Seems like a pretty chaotic role but I don't see it to be very demanded one.

I wanted to be a concept. My first idea was the stock market, with bear and bull cycles bringing good and bad fortune to people. Jeod changed my name to capitalism :P

Well Jeod also changed mine. If I was Donald Trump, I would probably caused the biggest chaos though. Also my variation of Jeod (Jeod's flip flop) was basically a lot more RNG based and would also caused all kinds of stuff (including the bussing as well, that's why I was thinking he actually got the bus driver in the game anyway).

Please tell me you did request a wall-in or fortify ability for your Trump role as one time nk immunity :v

Hehehehe. There were more ideas though. One of them was MAGA, other was "Everyone will win, believe me" action. Not sure what would make it in but it would be a hell of a role. Also I wanted to play with DT/POTUS memes only.

That was the worst deal in history of deals.jpeg

The funny thing is, and I don't think this is much of a spoiler, but in my game, one of you actually WILL play as the POTUS.

While I like CYOR, I'm actually looking forward to the next "normal" game of mafia. We've had crazyness out the wazoo lately and it'd be nice for a 'calmer' game.

You two should have joined the APB chat mafia. It was pretty basic, I only selected basic roles. And one quest one. I saw you both online that friday but no one replied :p

I was able to briefly check in but not dedicate a solid hour to things unfortunately.

I think i was busy playing MO like i usually do in my free time as i have nothing else to do with my life.

Too bad MO doesn't work on my system. Not sure if Win10 related or I just derped somewhere. Or my version of RA wasn't compatible. They should make it a complete standalone thing.

Who has the next slot GMing btw? I think we can probably fit one more game in before I'm fully "ready" to give it a go.

There's KY with his DC mafia and you with your Missile Crisis. I can host APB mafias anytime, they are fully automated. Just need to add extra unit/flavor each time.

I won't have time to do a complex mafia in close future though.

Sounds like we'll be fine then. Maybe I'm just salty about being removed from this one early and want some more time as a player first, heh.

Actually in your case it's like two in a row now. Early demise :p

I might refresh some of my old mafia games from BHP if there is a high demand for flavor mafia.

This game was a fluke, and last game really would have benefited (and by that I mean, our mafia team would have benefited) from having hindsight. In hindsight we actually wanted to be investigated early, before we turned hostile, but that's a bit counter intuitive, and we unfortunately had a situation where CK was in jail right when our powers unlocked.

And on the other note, I've never got to experience these dead space mafias, maybe they could make a comeback :v

Dead Space Mafias kinda evolved over the time. I still have some videos of it, so you can follow it. Lemme fetch some docs and vids.

[DS1 Mafia Docs \(Nov 2011\):](#)

Dead Space Mafia Intro video:
<https://vimeo.com/31283620>

USG Kellion Crew Doc (Mason Town)

https://docs.google.com/document/d/1XSGXoK9u_89jJ2VuOO-HLbVdDs_7e3b32un8DLKxZKE

Unitology Doc (TP)

<https://docs.google.com/document/d/1aZQb1uJl9kN9W7hvkzjCHGMeDlygP1JzsE0LMiTIFro>

Necro Doc a.k.a. Hive Mind (scum)

https://docs.google.com/document/d/1kfPpI9yd_G_BgPNs7r7g00fmq2KZuqjZQXcWi4VMHFU

Dead Space D4 video:

<https://vimeo.com/32125365>

Dead Space D5 video - OUTRO:

<https://vimeo.com/46934003>

Dead Space 1 Characters Sheet:

<https://imgur.com/a/vQ0Yi>

Dead Space 1 Necromorphs:

<https://imgur.com/a/zSOSx>

Dead Space 1 Player actions:

<https://imgur.com/a/RNzLk>

Dead Space 1 Weapons:

<https://imgur.com/a/7ms9q>

DS2 "Aftermath" Mafia Docs (Feb 2012)

Intro video:

<https://www.youtube.com/watch?v=g0wEiWn281w>

O'Bannon Doc (Mason Town/TP Faction)

https://docs.google.com/document/d/1R-lztsvgeoBkXeApn9YvMKxixF-71XEZ1J_WEITvAws/

Interrogations Night 3 Doc

https://docs.google.com/document/d/1-R8XFH6isWbFwBiWzIMFwVlbqSv1zvX_404e30gYuc8/

Interrogations Night 4 Doc

<https://docs.google.com/document/d/1uGOD5J2cktWie7DmG4Nloy7t1T4l8zIK8hzrbbbbrmM/edit>

Interrogations Night 5 Doc https://docs.google.com/document/d/1KD0FAk-5iMv-Rt5h_UuLFY1o8Cer0J8PE-6_k7ui-2A

Interrogations Night 6 Doc
https://docs.google.com/document/d/1-R8XFH6isWbFwBiWzIMFwVlbqSv1zvX_404e30gYuc8

Necro Doc (scum)
https://docs.google.com/document/d/1fLY3_TQU6xkqlmjDkkCcInGymV0AU3wic436dV88ffU/

DS2 Day 1:
<https://vimeo.com/35111026>

DS2 Night 1:
<https://vimeo.com/35243668>

DS2 Day 2:
<https://vimeo.com/35346471>

DS2 Night 2:
<https://vimeo.com/35454060>

DS2 Day 3:
<https://vimeo.com/35495266>

DS2 Night 3:
<https://vimeo.com/35661560>

DS2 Day 4:
<https://vimeo.com/35672401>

DS2 Night 4:
<https://vimeo.com/35836339>

DS2 Day 5:
<https://vimeo.com/35839444>

DS2 Night 5:
<https://vimeo.com/35853020>

DS2 Day 6:
<https://vimeo.com/35915166>

DS2 Night 6:
<https://vimeo.com/35982520>

DS2 Day 7:
<https://vimeo.com/36053901>

DS2 Night 7:

<https://vimeo.com/36123573>

DS2 Day 8:

<https://vimeo.com/36189536>

DS2 Day 9 - OUTRO:

<https://vimeo.com/36239910>

DS2 Characters Sheet:

<https://imgur.com/a/TYSVS>

DS2 Player Actions:

<https://imgur.com/a/l7D0Z>

DS2 Necromorphs:

<https://imgur.com/a/u51AV>

DS2 Items & Weapons (Store):

<https://imgur.com/a/Npof2>

Dead Space 3 Mafia RPG (Dec 2012)

DS3 Intro Trailer:

<https://vimeo.com/52588553>

DS3 Day 1 Introduction:

https://www.youtube.com/watch?v=lvnN0G0_P30

DS3 Bench (Crafting doc):

https://docs.google.com/document/d/1TztE_tTp1OzOIZPCJ_qSDylbria013c2b70YvG9KI30/

DS3 Spaced Doc (Dead Doc):

https://docs.google.com/document/d/19_p8Fx3eWppk5Nu8UWBILXn_OeRCy-GSiu1k313dRQY

DS3 Temporary Dead Doc:

<https://docs.google.com/document/d/1yxEluKTsR-bOKm5lovwmwfgSKBmUZ12Ryf4m2GLzOrsw>

DS3 Interrogation Doc:

https://docs.google.com/document/d/1dz-bWu_prJMnPAhkM197i1j3GFip2DnzRuF_D-I1I6E

DS3 Retaliation Character Doc:

https://docs.google.com/document/d/1RhZKt1ibL51YZoaoNWTcARfYe6dm8GfjYDQVI_XaKxQ

DS3 Voe Character Doc:

https://docs.google.com/document/d/10sSWRKXCwIGN3EFxptv8k4_li9b6zYm2F3TMjb2v4sM/

DS3 iLikeToSnipe Character Doc:

https://docs.google.com/document/d/1miLOvjRaZmNROyT3mO0zV-bhuMPKNQgj5KryGo_I-pY

DS3 Category 5 Character Doc:

<https://docs.google.com/document/d/1mRfD7xfVIF82hDnAEbFV-i9dKSY-WY1taltq8RZpZtg>

DS3 Chaos Knight Character Doc:

<https://docs.google.com/document/d/1TsWGzozc89U-CKD0guINDkWmPvo2YNa2Cb8ggAcrNBQ>

DS3 Pluk Character Doc:

<https://docs.google.com/document/d/1wippqbPuY4Igv4nWDzw9d9vVPoLx1JPLX0q7pCINodQ>

DS3 GeneralCamo Character Doc:

<https://docs.google.com/document/d/1gupU1h6KcUGgaeUC3MXK8fBIsT0NIH6ZNhdba9QesLo>

DS3 Kamuixmod Character Doc:

https://docs.google.com/document/d/1_cOmg04shpbRVvH3uAJErGUJoMsJhDSzjrKFQMY4j6l

DS3 Catalyst Character Doc:

<https://docs.google.com/document/d/1GaDb4jzp9PzUtK6im6avg-2i2uLLcfiart-gKnHr6XE>

DS3 Garrus Character Doc:

<https://docs.google.com/document/d/1UuLp0JcuQsO9lkuTJxDEGAuUHs50DKf2OrnyeUwPvdA>

DS3 Nodlied Character Doc:

<https://docs.google.com/document/d/1wASS9jp9Hplf1ngVkk6879tLZ53RyTGZ88YQxgACXSk>

DS3 triattack Character Doc:

<https://docs.google.com/document/d/1ZaRZS-l-RjHvGKs4lYvOCwt8XCe5-6CmGngTD3l1x9w>

DS3 M1Garand8 Character Doc:

https://docs.google.com/document/d/1cRj3Wsef_5vV4dbyq-RIIRXQmn4c1x0c03dASsG_cVQ

DS3 Day 2:

<https://www.youtube.com/watch?v=GSBcMNfaqcw>

DS3 Day 2 Spacing:

<https://www.youtube.com/watch?v=BFtpi9bi1zM>

DS3 Day 3:

<https://www.youtube.com/watch?v=0BylNeTil4E>

DS3 Day 3 Spacing 2:

<https://www.youtube.com/watch?v=giD6SRJnxGc>

DS3 Emergency Evac:

<https://www.youtube.com/watch?v=U6PV2lvP8FY>

DS3 Day 4:

<https://www.youtube.com/watch?v=JMu8cyTS3ec>

DS3 Day 5:

https://www.youtube.com/watch?v=8jt_p61-MLw

DS3 Day 6:

<https://www.youtube.com/watch?v=IKzxDHHyHTA>

DS3 Day 7:

<https://www.youtube.com/watch?v=p3obl68c9e8>

DS3 Day 8 Convergence Event:

<https://www.youtube.com/watch?v=St8q6NgbhJA>

DS3 Voe vs iLTS possible standoff:

<https://www.youtube.com/watch?v=bLmctG7lSos>

DS3 Ending:

<https://www.youtube.com/watch?v=LF5cwxsRx-w>

DS3 CVCs & Convergence Tracker:

<https://imgur.com/a/n1lj4>

DS3 Characters:

<https://imgur.com/a/YKsu1>

DS3 Necromorphs:

<https://imgur.com/a/OsCsb>

DS3 Weapons:

<https://imgur.com/a/KQu2p>

DS3 Equipment:

<https://imgur.com/a/7pv0C>

DS3 Player Stats and Actions before Convergence Event:

<https://imgur.com/a/md9xa>

Btw most of the players think they were the most chaotic ones as well as point of reference to many situations. And usually were memed such as “She told me to say...” gimmick, Necros always win, never trust iLTS, all the voe derping, cat5 raging/not listening to voe, noddied always being on good side/etc. **Loyal even in death! :v**

First DS was basically ordinary Mafia, with the “Necromorph mechanic” introduced to mafia. Such as, when you die, you will most likely return as scum zombie player :p

It also introduced a vote where you could choose between investigation and spacing.

Next it introduced weapons, items and locations and kind of role evolving. It also introduced more non traditional factions, where each faction was basically flavored and tasked by a job. That also kind of introduced outside communication as many comm docs were introduced, basically calls as voe had in this game.

The last stages of the game were pretty much RPG level - crafting items, collecting, fighting skirmishes, fighting against bosses, completing a story, etc.

Those all sound terribly hard to balance. Not at all. There weren't many imbalances just major town derps. Most likely in DS2 where one player could make it fully through the game or when two players caused a chaos. There were also some pretty amazing RNG situations too (mostly regarding killing).

DS3 was still the best IMO. :v It had the best balance of easy and complex mechanics, RPG and mafia elements as well as the best length.

DS3 was a bitch to moderate. Esp. the final phase. Every action had to be resolved immediately as it was necessary for other players to follow up.

Sounds like that last APB with scum jumping the gun, literally, and our ineffective fight.

Yea there was one Necromorph that just refused to die :P (all and all there was a special weapon anyway that could kill it without RNG).

Wat... There was something else than continuously spacing it or burning it with a fully loaded Sun gun? (That almost succeeded if it wasn't for those meddling survivor wankers that thought that we were going to kill them.) Also, as much as it was a bitch to moderate, I still consider that the good parties almost secured victory if it wasn't for the stupidity by Retaliation and iLTS. :v (It all went downhill from there.) And even then, if I actually thought of moving to the marker chamber together with Tri instead of accepting our death next to the door (and if I didn't have a party downstairs), we could still have won in the chamber. Good

There we go. Also i think i was the only one actually trying at the end of Ds3 with these Minigames after everyone just quit

Don't you mean DS4? Anyway, bed time. :v

Yea it was in DS4. And yea Kam was the most successful minigame winner :D As well most successful when it comes to completing objectives and getting all the weapons/items. But failed to become the leader of the scum team.

Nodlied and triattack in DS3:



The HODOR marines :D

This made me want some kind of Dead Space mod for Stellaris.

I am so jealous of these.

Best part of my life when it comes to GMing :p (although it was pretty rough - especially with DS3 and DS4 which were heavily doc based, lots of editing as well adjusting the story to make video work, and complex mechanics that required on the go fast resolution scripts, DS4 was entirely scripted).

I've posted the first 2 mafias material. I'll fetch the 3rd. Probably save on the forum for later review.

Yeah that's quite the infodump.

All DS Mafia games were very story driven. Sometimes the major plot was changed due to player actions. But it all fit so I could release one game after another with the basically continuous story

from previous game. Although in DS3 the Convergence Event happened, so we kinda did a story restart for DS4 :p

Too bad those things don't lend themselves to doing repeats. Though time permitting is always a factor too.

Also DS Aftermath was a masterpiece of its own. Other games were based on the DS 3d person shooter game itself, only the DS2 Aftermath was based on a movie which happened between the first two games.

I've only played the games, though I've always found the universe of the setting to be quite the interesting thing.

It has a life of its own, just like Alien series. I also read some of the books and comics related to DS. Don't have much time to follow more stuff but it's very rich.

Alien would be a good setting for a Mafia as well.

Flavor wise yes but mechanic wise/story wise not as much. DS was more deep space horror and had a lot of interesting characters and settings, as well as the infamous necromorph mechanics. Maybe Alien vs Predator 3 based game or something could work, or the Alien Isolation based.

I was thinking Alien Isolation, or just in general having WY be dicks about something.

Maybe something original but basing of Alien universe.

I might tackle it if CMCM is a hit. Small steps.

I'll post the rest of DS3 but I won't post DS4 since I don't want to flood the doc - there's probably the most material regarding that. I'll post the rest on forum someday.

Yeah, this will keep me busy for some time overlooking things.
DS3 done.

Isn't it like really late over there, you should get some rest.

I have insomnia. I don't sleep usually, just few hours in the morning. Because of that I have memory issues, but otherwise I'm fine. I sleep during weekends. This is also why I can GM non stop sometimes.

They make pills for that these days :v but yeah, I know how it goes, I used to have pretty bad insomnia too. It's been being corrected by a combo of other medications though.

I can sleep the whole day if I want to. But I must be *really* tired for it.
Pills are bad. They can make some really bad days sometimes :p

Well, there's multiple kinds, gotta shop around ;) But yeah, the normal sleep schedule is actually the *side effect* of what I'm on right now, maybe a bit too much sleep, but I'm not complaining compared to historically only getting about 5 hours a day. Just making up for years of lost time I guess.

I am not a typical case though I suppose, my life is pretty much an episode of Dr. House, except without all the fatalness.

:(Feels bad. Hopefully you can find some sort of happiness otherwise in your life. Usually there are goods and bads on both sides.

I'm currently optimistic. The bigger challenge is dealing with the American healthcare system than what's actually wrong with me. If I was in another country this probably would have been sorted by now, well, a European country at least.

In some places here a healthcare system means a (certain) death penalty :p
There's usually a lot of corruption in the whole system and little care for real patients. Usually the insurance is good for small cases but fails in case of the big ones. Hospitals, beds, waiting time and staff numbers are the worst part. Rich people just go to private clinics or abroad.

The thing is, the American system isn't actually any better on those issues, AND it costs an arm and a leg, literally, heh. I'd feel better with the wait time if I wasn't also being charged so much. I need roughly 80k-100k worth of surgery all in all, and I'm pretty sure I could at least not be on the hook for that, because my wait times already exceed what people say of Europe.

I've read that the worst part in American system is also the inexperienced staff usually derping a lot. We have usually good medical staff but very small in numbers in order to cover everything, since most of the meds just go abroad for better pay/career.

Yeah, I've had some staff derps here. The first doctor I went to for my legs literally said he had no idea what was wrong, and his recommendation was "wear shoes with thicker soles", despite me telling him exactly what was wrong, because I'd had previous treatment as a child. Thankfully I managed to wrestle a referral out of him to a hospital about an hour away, and the guy there was very knowledgeable and was able to provide a treatment plan.

Well I'm curious what will happen next after the Obama fail. Maybe something will get better from it (people usually tend to learn from mistakes).
Btw what was actually wrong with your legs again?

Obamacare is actually doing decently. It's the only reason I was able to get into the doctor again after 10 years, or else I'd have been denied for pre-existing conditions. The main thing that's wrong with me is my Achilles Tendons are too short. In the process of treatment for some other stuff, we discovered that it was likely caused by a tumor on my pituitary, so now I have that to deal with as well.

I'm asking because my daughter also has some muscle issues in the legs, too short as well. She can run and walk normally but she has very bad stamina. And the muscles burns a lot more. I don't know how it will develop but she has overall developing issues.

Does she walk on her toes? Like can't put the heel down all the way?

She has also flat feet so she was exercising a lot - so we think that's fine. It's usually a problem when walking/running. Even for a short period of time. Cramps.

Yeah I have a lot of the same symptoms. I can't really walk farther than a block or two at a time, and it's a real inconvenience, which is why I hope surgery helps me. It might be a different root cause though. I basically can't work in the service industry or any job that isn't a desk job, which is pretty limiting, and I figure I better get this taken care of now when I am still young enough to heal and rebound from it then trying to wait to old age and just wipe out my savings anyway.

KY right now:



Then again if Mojo kills KY, KY will become a useful idiot and voe can do his thing...

KY is dead and ChopBam tracked Irishman. This is gonna get ugly.

Can I post that meme after KY flips? :D

He'll see it here, and I think you've done more than enough deadposting. :D

I'm not dead! :D I reserve the right to shitpost at least :p
I want to meme everyone who dies now.

Did Irish killed KY or was it MOJO? Nvm it was most likely mojo.

Btw Orange do you still neef some time before hosting your Cuban mafia game? I could try hosting one of my own fun setups. It's been a while.

One more mafia before mine is probably fine.

You mean a "setup" which turns into trainwreck, or isn't balanced at all, or where players are trapped to fight bosses in never ending ugenix card game? :D



I think it's time for another APB mafia, personally.

I would like to play some chat versions more though. I can always host forum version but the chat one yields more adrenaline, and it's usually a simple setup too.

Anyway I like CYOR but it just needs better balance polish :D

This November I would like to host a flavor mafia if it's free.

CYOR is just as much responsibility on the players as it is the GM. I've explained it a bit more in the end-game post.

Why do you think that? I also have a CYOR option in APB mafia, but I always balance the shit out of the custom roles :p (unless I want to be creative with troll ones).

That's different. Players have a limit in roles they can choose from as they'll always be C&C-styled and thus expectations for role are within the scope of the character/building.

Not really when you look at some roles :p Chrono vortex, staplerfahrer, some tiberian sun monsters, etc. And don't even ask what somebody requested and I had to decline it, or moved it for different setup...

I'll have to start declining roles if this trend keeps up, but in CYOR setups I don't want to make a habit of declining too many roles.

Could be more discerning when people present 3 ideas.

Usually in previous CYORs people only suggested a flavor, not entire OP role.

That's the issue here. Most of the players requested OP roles.

Also I have a little tutorial in APB mafia how to create a role, so it's not OP. Perhaps you can come up with a key that will tell players what are the limits.

I'm definitely going to make a key for my future CYORs based on this experiment of a game.

Anyway by introducing the key, you will most likely end up creating unnecessary meta arguments as well (kinda like when you post a role sheet). But I think it's fine. You can state that there might be some exceptions (or something).

I've been suggesting mechanics too :v

Almost all of you chose roles that would have specific powers or would be built specifically to counter other roles. Isaac The Madd was the only one to not request such a thing. I knew this would be a problem from the start, but instead of modifying a bunch of things and thus receiving complaints about how the roles weren't really what were requested, I figured I would let things go as they are to show by example. This is the sort of game that happens when everyone:

- Wants a superpowered town role
- Wants their role to counter a specific other role
- Wants to be a complex concept (RNG)

In the future CYOR games I host, I hope you guys will take into account that for a game to be properly fun and balanced, you need to have limits. At the core of mafia, it's the way you put puzzle pieces together that counts. If the puzzle pieces themselves (actions) are too big, it's going to be too easy and boring—and that's pretty much what you have here. In fact, the only real balancing I did was give Mojoman his lynchproof and killproof abilities since every other role was massively OP, and even that would paint a target on his back since there was no way to verify his alignment.

At least CYOR I was a success, so we do know it's possible :v

Of course it's possible, and I'll admit that I could have done more as a GM to balance this one. However, my role as a GM can't omit your role as a player in CYOR.

Well, I did *my* part to not be OP :v I still think everyone is having a good time regardless.

My role was also rebalanced by Jeod :p

I had to simplify some of them yeah. I'm mainly laughing at Cat5 having a 'useless' role that he whipped up specifically to counter a nonexistent scum role. :p

I tried to keep my role requests rather simple. I'm somewhat embarrassed that I wasn't as creative as everyone else :P

What was your role in previous CYOR KY?

Previously I was sans, a doctor/roleblocker with an alignment based ability that I didn't know the result of. And I didn't request my abilities last time, as I had envisioned an alignment cop-esque role. All of my role requests this time were specific, and based somewhat on classic roles, so to speak. Except for one, but no spoilers as it's intended to be used in the future.

Well sans is a bit genuine character but still "kinda" creative when it comes to mafia. Then again there were a lot of sans based characters on the mafia universe forums.

I remember basing Sans on the Nurse role.

All according to plan...

Tell us more. Before I decide to meme you super retard :p

Fuck it. I'm sorry. I'm, a fucking stupid ass retard piece of shit.

Shut up, Morty. :v :V

<https://youtu.be/F0J7iXlajg?t=1m26s> <- For KY, that line just reminded me of this
KY really has a morty attitude :D Needs a detox.

I'm sorry I keep ruining mafia games. I wish I could stop, but I guess I just can't.

Hey pal back off. I ruined this game first.

Nah, it's fine. Nobody has been on their A-game this game.

KY: As I said above, you can still be a useless idiot, but that all hinges on voe to make the right move. That's the only way you can really stop Mojo at this point. Btw you are not ruining anything until it's ruined. And we will have to see if your sacrifice will help town or not. Anyway personally I'm not on anyone's side at this point. But I think town was just pure lucky until the point Mojo's OPness will really snowball town down. There's also the Irish factor as TP.

Jeod explains below:

Mojoman is only lynchproof, not bulletproof. Voe has the opportunity to shoot him or flip him off to win. Irish has the opportunity to add RNG to the lynchproof ability. So two ways town can still win. But, ChopBam tracked Irish to Cat5, so TP is probably dead today.

BTW in that case, if town decides to hammer him, will you end the day sooner? Usually it won't matter much if the day is cut on such straightforward situations.

If I somehow win this game that would be amazing :P You lucky piece of.. :D Orange.

Especially with all my actions having been town sided, still win with the scum :v

I'll enforce early hammers with an announcement post the next day, but I will ask if players want it sooner today.

Jeod, voe does not have another shot. Its for night actions not day. I guess Jeod did rebalanced my action too since I wasn't suppose to be ded in the first place. Btw I did amplify my action.

Verti bullshitted Voe before he died. He does have another shot.

Read his ability fk it i'm getting on my pc my phone is annoying me brb.

Verti bullshitted himself. That's why he was able to modify day actions. (wasn't told btw :p)

"Good news, your action was amplified! Now, if a player you target has more than one night action, one will be amplified and the other will be nullified!"

Huh. It was supposed to be night still. Eh whatever. How does one amplify a masonry anyway?

Well he could only use it every second night. So amplifying would probably make it use it every night. That's what I was guessing.

That was the same night where you died when you were supposed to live, so yeah that further proves my complete lack of memory/reading ability that day. Although I do remember intending to alter Voe's day action, so the mistake here is my wording in the PM.

So you are going to have to have a Co-Mod until you have confidence in actually not making any mistakes anymore >.>

Make masonry confirm town for the sender?

Too OP I think. But town didn't have a cop...

Jeod you need to start using trackers. With some precautions too. Basically fail proofs when resolving actions. You always see the actions done vs each other.

I have no idea how you do it, but my best method is Excel spreadsheets.

In Excel it's easy, I'll upload some trackers to show you. The easiest thing is to have the night actions for each night under one column for each player in rows, so you can see all actions and targets. You can setup some fail proofs when adding more columns for each night. Or do it complicated way as noddied with a checklist in google doc/excel.

I know it's hard when doing CYOR too, but that's how it should be done to avoid fuck ups.

So did you see how Voe could not have gotten another shot?

Also @Verti the Setup i have isn't a CYOR but a flavored one. Its Flavor is Casino.

Black Jack game? :p Or the poker one you dreamed about.

More or less centered around Casinos in General. Did i ever host the poker one? I don't remember You had a concept for the poker one, not sure if it derped or never started, or people refused to sign up after Ugenix fiasco.

^ That was yeeeeeaaars ago and tbh looking back at most of the Roles i created back then i'm rather surprised about the amount of Creativity i had for roles.

#

Btw jeod you made another mistake, look at Voe's post

"Well I guess me not sending a night action wasn't required to receive all night actions, unless the Vertigo thing i have inherited means I lost all others. " xD

No in that one Voe didn't read his PM. He can't use masonry until N4 due to the bullshit.

Didn't it buff his Mason like permanently? lol

It should.

No, Verti's amplified bullshit ability buffs one action and diminishes another. In this case, it buffed Voe's gun by giving him an extra bullet but diminished his masonry by pushing it back one night.

##bullshit <player> - Call bullshit on a player. Their night action, if they took one, has a 50% chance to be amplified and a 50% chance to be nullified. This action can be blocked.

Eh i think you got something wrong. Day action is nowhere mentioned though.

Read above:

“That was the same night where you died when you were supposed to live, so yeah that further proves my complete lack of memory/reading ability that day. Although I do remember intending to alter Voe’s day action, so the mistake here is my wording in the PM.”

I thought the Role Doc you provided is up to date with all changes.

You mean the google sheets thing I linked? Not anymore. I keep a Microsoft Office copy on my drive that I consistently update. It’s easier to work with than sheets.

Yes

This is what I have now after amplifying:

Night Actions:

##bullshit <player> - Call bullshit on a player. Their night action, if they took one, has a 50% chance to be amplified and a 50% chance to be nullified. This action can be blocked.

Upgrade: Now, if a player you target has more than one night action, one will be amplified and the other will be nullified!

It should be still night action related. So that’s why I was asking players how many actions they have (for night).

No it shouldn’t since there were many players with one night and one day action. Stop being the GM here. :P Your worse than nodlied and voe when it comes to explaining the role action :p It always said night actions, never before you mentioned it could also do day actions. In fact, I think I’ve asked you about it also to confirm.

So Verti, would you like infinitely buff your Ability until it eventually just kills?

No it was always limited to once per player.

Although I do remember intending to alter Voe’s day action, so the mistake here is my wording in the PM.

Remove the word ‘night’ from your upgrade wording and you have the intended effect.

That’s a bit late to do now :p

Slightly off topic, but should I wait to change my avatar or no, since I got it from dead doc?

Are you putting Verti’s meme?

Yeah, probably going to keep it that way. I deserve no less.

You’re fine :p I mean, in ranked order, Isaac killing me is more of a derp :p

I mean, obviously not. Game was derped before you did anything, and we still don’t know if it will help town or not. Most likely it will anyway. Depends on others, not on you anymore.

Btw KY you are talking like you screwed something up, but you didn’t right?

Obviously I did.

I didnt see anything, what could it be?

KY has a habit of blaming himself for trivial matters.

Yeah, this is just who I am in general. You have no idea how truly bad it gets, though. Remember the kerfuffle at the end of Death Note? I was literally punching myself in the jaw because of what I thought I did.

In death note you could have used the car to get away. In fact I was punching my face when you just threw it like that :D But anyway the whole time I think you and Orange did great (show).

Yeah I refused to use the car because I was throwing the game purposefully. I really thought I had ruined the game for everyone. The real fun part was trying to explain the bruise to everyone around me. I blamed it on a door.

Well at least that enabled cat5 could have that tank squish final action which was also lol.

Don't get too down, my CMC game requires *a lot* of players, so I'll expect you there :P

Well he did announced to the world that he is possessing SUPER CLASSIFIED INFORMATION THAT WOULD CHANGE THE WOOOOOOOOOOOOORLD. That kind of stuff. What was actually that KY?

Cat5's unusually calm reaction to Alstar flipping town, as opposed to when I flipped town last game.

I don't think he even cares anymore.

Yeah he was like "Oh well, shit happened, doesnt matter, lets move on to my glorious flawless suspicion seeking yet again"

Also inb4 Voe shoots and misses again.

WTB drafts for fullmetal alchemist brotherhood mafia.

Ugh i think i would skip that. Told myself to watch it 5 years ago, still telling myself to this day that i'll do it.

Same.

Same.

I had a few anime flavored mafias like DragonballZ (btw here's the trailer:

<https://www.youtube.com/watch?v=73wZITXthoI> for that game), but only few people were actually interested in that. We need more anime freaks first to join games like that. But we have only few weeps.

If I started drafting it I'd take my time and ensure everything is perfect. It's my favorite anime. I don't dare disrespect it by being a bad GM.

Screw your filthy heretical chinese cartoons.

Nodlied for Scar. "Screw your heretics alchemy!"

Give Nodlied the role of the dog :P

Nodlied, ye closed minded bastard. :P No, give him Shou Tucker :P

Yeah, that's how my Gotham mafia is going. I'm constantly tweaking and overhauling the damn thing to get it right.

So anyone want me to host a Casino flavored Mafia game or na after the current game?

Go for it, I have no plans to host another mafia for a good month or two.

Yeah, I can use the extra time to balance this silly World Tension mechanic. I actually just had kind of a revelation that might help, but yeah, Rome wasn't built in a day.

Also speaking of WT, the formula i introduced you i might actually use it for one of my games in the future too. It seems quite interesting actually.

Oh come to think of it, did anyone watch Boku no Hero Academia?

The way I'm thinking now, which isn't much of a spoiler, is introducing another mechanic kind of, that I already had planned. "World Leaders". World Leaders are vital for keeping tension low, but if they get removed, world tension can get out of control fast...

Dibs on Stalin. Wasn't he alive during Cuba Crisis? I might be mixing up a few things lol.

Stalin died in 1953. We have Khrushchev now. Khrushchev is the guy that banged his shoe on the podium at the UN, and also the guy with the famous "We will bury you" quote, which is very much misunderstood historically.

I will be providing wiki links for further reading in every role PM.

Learning History while trying to cause a Crisis.

And thus a young human with desire to conquer the world was born.
So, your bets on how will today events go?

Voe will shoot the wrong person.

Btw we should just skip ahead and make the "North Korean Crisis"
And i can finally play as Trump :V
That doesn't have as fun an acronym as CMCM though.

So we trying to fortune tell by playing Mafia.

And never read his PM :P

Also, Jeod, without spoilers what was it that made you decide to give me Superman?

Town had no doctor.

Fair enough.

Also, would be amazing if someone tried to Host a Boku no Hero Academia Mafia Game.
Find the weebz for it first.

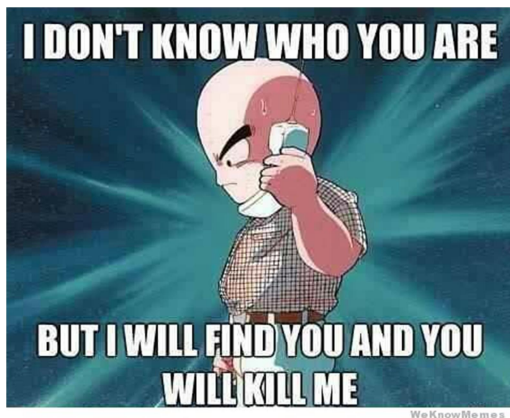
Best would be a CK2 flavored mafia :v

I still think the DBZ would be best as it has a big universe and it would be perfect CYOR to pick from all the villains and heroes. Plus it's always more fun.

We'd have 3 days of just charging up our actions, then a recap episode. Too slow moving ;) :V

But at least we could summon the dragon to save FRAYDLIN from dying :D

Who would unfortunately die from collateral damage.



True dat.

I actually had a wild guess that he might be part of maffia since he was still alive by day 3. Then he revealed himself via action.

Verti I'm half-tempted to request Egon Spengler next round just to mute ghostposters like yourself:P

I'm not a ghost. :p I was never suppose to be ded. Also be glad I didn't post that meme of you yet :D

Why not?

Also does choppy suffer from multiple personalities?

Or is there an angel and devil involved when creating that schizophrenic table of his? (did fixed 1st :p)

More schizophrenic posts :D

Which zelda character had multiple personalities?

Link

You mean his imaginary fairy friend? Or multiple masks/timelines/ages/voices?

Mojo tries hard to look like he cares about town :D

He had me fooled. I suspected him solely on abilities.

It was obvious he wasn't town. But scum? Damn bro. Helipad on steroids scum. Even if town assumed there's just TP left, they should have looked at Mojo's direction. No matter what they think, it's the Mojo now that is standing out as most probable "last" target.

Tbh i'm amazed how people can even accuse Cat5 of being scum at this point. It's like everyone loses their memories of the last day and just goes on playing.

Even I said (as neutral) that cat5, voe and chop are the holy town trinity of this game. I guess voe triggered the thing by voting cat5 and choppy became schizophrenic.

I wonder how cactus tastes like. Probably like aloe.

Fun fact: If you're ever stuck in the desert, cacti can provide a reliable source of water. Or you can just dig a hole and find some wet sand. If there is none you just put all the plants you can find in that hole to extract water. But it's harder to extract unless you have the tools to get the moisture out (usually done by a cloth, a cup and sun).

Also funny how nobody expects nod dying by mojos day action. I mean frostmourn is a fmg sword not a magic wand.

To be fair, not everyone will expect an action to have a delayed, secondary effect.

True, delayed actions are confusing. Still it would be like if you had a superman punch and used it during the day on someone.

As I said before, this isn't a Zack Snyder movie. :P

Hehe.

Oh and Irish... well played. RCing cop when there's sure nobody to counter. Wonder if he can get caught though as he got tracked by chop.

Oh shit I just realized I forgot to mention my other ability this whole time. :P I can see who visited someone.

"Jeod built some misleading bullshittery"

Yep he did alright.

Irish made a major slip. He claims to have visited Cat5 N2, but Choppy tracked him to the same place N3. Why would he revisit Cat5 if he got a "Town" result from that first visit?

Welp. Either he is saving it or doesn't realize n2/n3 difference.

Someone's bound to catch it sooner or later, unless town decides to just blatantly ignore that.

Also, in lieu of my earlier outburst, it seems that my plan is working. All of the important town players are still alive (Choppy as tracker, Cat5 as master examiner/lawyer, Voe as shoot to kill), and since I was revealed as town after being suspected as hostile TP, Mojo is jumping to conclusions to gain townie points, and slipping in the process. It also got Irish to make a bold claim that can also be picked apart.

So, yeah. All in all, I was intentionally offering myself as a sacrificial lamb, taking the hit so that town can do their jobs. Now town just needs to wise up and finish the job.

If they werent that stubborn i'd be probably laying solid vote on mojoman after i went for roleblock on him.

I'm making the roles for the Casino game rn.

Ooh, sounds intriguing.

Mhm, i'm taking a few ideas from my past games as tbh i'm amazed how creative i was back then.

Well, this'll be a new experience.

Well since it's Casino themed there wont be anything super natural or anything like that.

I see, I was more referring to playing under a GM I haven't played under before.

You sure? I could've sworn i've seen you back on BHP

I never played Mafia back in those days. My first ever Mafia was the second game on W3D Hub.

Wow, this is one oddball defense. Arguing that he's been of no use to town and admitting to screw ups to cover his slips. And yet somehow, it has a chance of working.

And here's the wrench in the works of my plan: Cat5 is really not doing himself any favors. And looking at FRAYDO. *facepalm* If my sacrifice turns out to be worthless, it's on town for going full potato.

Oh, finally. Take a chill pill and reevaluate.

How many roles cat5 thinks I have? A bus driver, double vote giver, night action amplifier?! Looks like according to him I was also responsible for his breakfast today too.

Damnit town. The evidence as to who is probably scum is right in front of you. Said scum himself doesn't appear to care too much either with his silly "potential realities". He's too smug about being cast aside as "probably town".

Which side you're on nod? ;D

Third party. :v But I'm rooting for town. TIM and I even agreed to play the game working with town.
So yeah, I'm kind off rooting for town.

Well who needs to die so that TIM can win? Who has un-rng-able actions left?
Ok so after checking role sheet, FRAYDO needs to die and TIM has to make everyone else rng (I guess all others besides voe?)
Either way also hard to do unless Mojo helps him kill some town.

So I'm off again for two days. :v But eh, I don't have anything to do ingame.

Well cya later then.

I wonder if Orange and Mojo accidentally made the game too crazy to understand. Orange flipping Mafia when he was really town and Mojo's Frostmourn killing Nodlied overnight in addition to roleblocking. It seems like those two things are what's throwing town off the most.

I think it would be too easy if I'd done the reveal-on-death like CYOR I. This is a decent game despite the mistakes.

Oh, I'm not saying it's bad in any way. It's just that nobody expects a false alignment on death or a delayed secondary reaction. If it weren't for those two factors, the current situation would be nothing but Town refusing to pull their heads out of their own asses (though, to be fair, that is also part of the problem.) Overall, I like these CYORs and the unpredictable nature that comes with them. It may be just a case of players going a bit overboard with certain abilities.

Precisely. In CYOR I, I took two months to craft it all together after most of the roles were submitted. This one I did in like 5 days. CYORs need more planning.

You did a pretty decent job. Honestly, if I were to suggest one change, Nodlied should've died at the end of the day or something like that.

That would've immediately tied it to the only day action used on him that worked. That's why I chose to have him die at daystart instead.

Ah, fair enough. Is there anyone besides Voe that can kill him?

Especially now that Voe has decided that the brain is an unnecessary frivolity.

Nodlied should have at least some flavor in his death. I bet town would still thought it was a night action though.

They're looking at a Mafia and an SK. Nobody's even trying to question why N2 was the only night to have 2 NKs.

There goes voe "to the rescue" :D
I guess your sacrifice was in vain after all, KY

I stand by my sacrifice. It's on town for being as stupid as they are... unless the shot bounces off of Choppy's shield and somehow hits Mojoman.

Shield is only 25%. Also you are making better conclusions here than any of the town atm, so you might have been a more useful town when alive :p

Yeah I didn't expect town to be this stupid. Although... Choppy does have that one-time revive ability. They may be able to save themselves if that happens.

Sometimes you make a better observation than anyone else, just look at APB III or other games where you guessed scum as first. Your problem is usually when you are trying to jump on wrong conclusions or slipping some bad information, or generally attacking when there's no need to.

Yea this is a major derp on town part, basically the holy town trinity just tore itself apart. Partially due to paranoia but mostly because Voe skips important parts and just skims through the thread. Then votes cat5 and shoots chop, flips cat5 again.

You of all people should know better than to expect Voe to actually read :P

I've made him read the very complex rules of DS4 RPG, and that was a f-ing manual :D
All it needs is motivation I guess. When the town's luck run dry (nodlied made a good observation when the "good luck died"), the game kinda became stale. Confusing and no leads, and everyone is looking for wrong conclusions, mostly due to what you have already pointed out, such as delayed kill and Orange's alignment flip but also because the actions of dead people are not revealed and mostly because of that cat5 is jumping on wrong conclusions (such as me being a 3 role in 1).

What a mess we have here :v

You feel lucky?

Winning the game by sitting it out the entire time :v

Well I'm kinda in same position.

The moral of this story is only let Voe play as vanilla townie I guess.

He wouldn't post at all.

Besides, it's more funny this way. I mean what a wild card :D

Voe for mafia mvp!

All this pizza talk is making me hungry.

Lololol. Fraydo! Of course he has to die. Screw 25%. It's 250% that FRAYDO DIES.

Also lucky lucky TP, the one who can't be rnged dies.

Voe fucked up again. How? He helped both TP and scum win the game! He's town. That's irrelevant (from dead space 3 perspective where Voe attacked town as the chief of town).

So who's left to be RNG'd? And is there any possibility of Mojo being offed at this point?

Mojo can still be offed by Voe flipping him off. Also, Irish only needs to cast RNG on ChopBam and Mojoman now. If either of them die, and Irish has casted rng on the other, then Irish wins.

Checking the role sheet, only Fraydo wasn't able to be rnged.

Mojo will kill Voe most likely over the night. TIM may as well rng Mojo and then it will be left on who dies in next NK. Does TIM have to survive?

Funny thing is, I was about to deadpost as John Constantine sending Verti back to the dead doc, but they deserve the shitposting at this point.

Also welcome, mister Cactus.

Voe today: <https://imgflip.com/i/1vqsqt>

This is getting hilarious every minute! A TP confirms town members while town kills themselves.

Choppy incredulous at the whole situation is hilarious too. That's what I'm getting at. :V

Prediction: Voe gets lynched due to his own stupid decisions. One townie goes down overnight, and Irish uses RNG on Mojo. If that townie is Choppy, then GG TP win. If not, very likely to be GG Mafia win. And it's all due to town's performance D4.

Probably. Most likely. Voe's dead either way.

I wonder if I could save town if I was left in game. But most likely not :p

There goes Mojo for an easy lynch.

LOL I just realized - Fraydo had to be double confirmed by GM & RNG, just to make sure :p

I hereby nominate all the townies for Retard Award 2017 with a special distinction for Voe being the Permanently Brain Dead Badge.

Wtf, here i thought mafia is about logic anf deduction, na fk that. Doesn't apply in CYORs. Or when Voe is playing :p

Even though everyone was bitching at me d1 though...

Also is TIM even able to off Mojo? Thought he had night immunity too.....

Immune to NKs, IIRC.

Well thats what TIM is doing No, he just needs to add RNG to Mojo's actions.

I just wonder if both TP and scum could win.

If Irish RNGs Mojoman tonight, and Mojoman kills ChopBam, then Irish can be the sole winner by lynching Mojoman and causing RNG to allow the lynch.

Hehehe. That would be fantastic. I think TIM deserves the win, he was the only player in game who tried, well at least by the end.

I gave town a great advantage and then they just threw it away. :v

Tbh if i was Mojo, at this point i wouldnt even think that i deserved a mafia win as i'm literally just watching town do my job

Oh my god "Voe done fucked up" in the CVC XD

:V That's gonna cause more fucks (not) given.

Are there early hammers now? :v

I would enable it now. Ok next day. But even now it's fine.

It literally does not feel rewarding to win as mafia if town derps this hard.

It's balanced - a super luck for town in the beginning, now there's a big bill to pay back.

What's wrong with early hammers now? :U

At this stage nothing really. The game would be better of to go faster phases since it's almost done and tactics for early hammering someone won't matter anymore.

So the suffering ends much faster for us. This is hard to swallow.

Enforcing an early hammer at this stage could lead to players assuming Voe is the scum who fucked up and swiftly hammer him. Waiting until the next day gives town a chance to think things through (and also gives Cat5 a chance to post dank memes).

I think the last one is the most important reason :p

HAHAHA

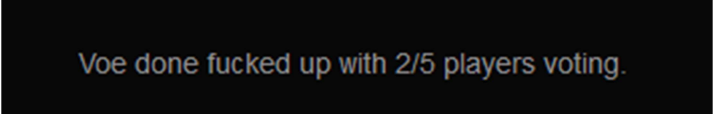
HAHAHAHAHAHAHA

HAHAHAHAHAHAHAHAHAHAHAHAHAHAHAHA OH MY GOD THIS CANT BE HAPPENING
NOT ONLY THEY THROW THE GAME, BUT FRAYDO GOT RNG KILLED ONCE AGAIN
HOLY ARCEUS THIS IS THE NEXT LEVEL MAFIA

Well we have seen it before. Esp. Fraydo dying to rng and voe derping as town's most valuable player.

The only thing different is all the extremes happening at once.

Funny thing is if ChopBam's mirror shield had failed, his fairy would revive him during the night.



Voe done fucked up with 2/5 players voting.

#JeodWins

I already did! *smugface*

Holy shit my brain hurts. Took me an hour each to create roles and balance them.

. . .

I don't even have an anime expression appropriate enough to express my complete and utter disgust.

Hi, FRAYDO here.

Welcome to the party! Has anybody noticed that I've kept an Easter egg in all Cvc updates since Voe's shot? :v

The "Voe done fucked up" or something else?

That's the one. Change your text color you're too close to black and we already have 2 blues. Aw jeez.

Better?

Ah, just read the spoiler. Son of a b*tch.

Killing_You left Town an awful plan. Left us on a cliffhanger, dies with nothing for us to go off. Knowing the spoiler, ChopBam needs to get back on track with Irish, but Voe's shenanigans are certainly not helping. I feel silly going after Category, and yet if I lived just a bit longer I probably would have went back to my Irish suspicion.

Man, and I figured I had the best chance of living here. I was effectively NK-proof and as a 100% confirmed Town there was no possibility whatsoever of being lynched, and I only really had to worry about Voe shooting again. AND OF COURSE THE STRAY BULLET COMES MY WAY.

Honestly, I would have been completely fine with a complete miss. I still would have held the belief that Voe is Town and defended him. Even the bullet being reflected back to him and killing him would have been fine we would have then went back to our earlier Mojoman crusade. AHHHHHH~

Voe and ChopBam. ChopBam and Voe.

As much as I went after Category this day, he is effectively the only hope in bringing this back together and getting Town back on track.

How does Irish have Category's name?

Also

"Voe was targeted by Nodlied, and FRAYDO was targeted by Irish. Irish was roleblocked by Killing You though."

Wasn't Alstar the one who roleblocked Irish N1? Is this a case of your PMs having been mixed up? [It must be. I saved Voe from nothing N1 :v](#)

Sigh.

I really wish Voe took some time out to read the previous pages and not just take a wild potshot. I'm even more distraught that his first two shots failed and yet this third one worked.

Literally anyone else could have died and it would have helped the investigation immensely.

- Category could have died and I would have been off of that train of thought for the better
- Mojoman could have died and that was our scum there
- TheIrishman could have died and that was our TP there
- Voe could have died and Town would surely have been back to Mojoman
- ChopBam could have died and well, I guess that would still be a sh*tstorm.

Ah, I wish Voe never got more ammo. But I understand that without that, Mojoman could not be killed.

This recent turn of events depresses me, but man was this game fun!

Yeah I can't wait for the next CYOR. I've got tons of ideas written down and I can't wait to put them to good use. And even if I didn't, it's always fun to see what kind of crazy stuff others come up with.

Ho. Lee. Shit. Cat5, whenever you see this (via death or game end) I NEED that meme as a template. So much potential in that. You know, because Voe's a dumbass. :P

Most excellent. Category is embracing the smug anime shitposting I have so championed across these forums. It brings a tear to my eye to witness this :')

Somebody needs to draw you as a smug anime character with a condescending look on your face. Preferably not as a female, because that crosses into Boku No Pico territory and we generally don't go there.



(Took me long enough to figure out why I couldn't place an image. I just needed to be logged in :v)

Oh holy pancakes that is perfect.

Just as Kane lives in death, I shitpost in death.



I hope Category gets things in order here. He truly is the best Town player.

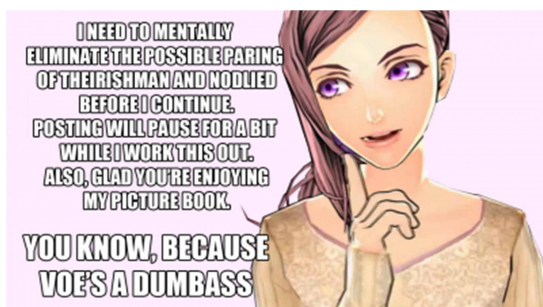
I'm impressed with Mojoman's development here. I recall the first W3D Hub APB mafia, and seeing his performance there to where we are now, he's doing rather well. It could be because of his rather OP role and the nature of this game, but props to him for coming this far.

I have a feeling that "you know, because voe's a dumbass" will catch on as meme for the future to come. Hmm, what if I also combine the DS2-3 meme "she told me to say" with this...

She told me to say... you know, because voe's a dumbass.

Man Nodlied's gonna crack up when he comes back to this :V

It's also good that my original dank meme target ended up being the same one, you know, because voe's a dumbass. :p



No no no cat5, don't eliminate *THAT thought*. :D

I don't think the BP comments will save TIM from a NK, I mean, I did the same, I didn't even lie, yet, I still died. You know, because Jeod's a dumbass :p And Mojo doesn't give a fuck.

Im just

Trying to not laugh like a some stupid maniac while reading Cat5 memeing mafia thread.

If i knew that my death would bring such shitstorm upon this world id ##suicide long time ago XD WURF IT. Maybe town wont win but im satisfied by those shitposts.

THE THROW IS REAL.

CYOR I had items and this one didn't. CYOR III, someone better have a [Meeseeks Box](#).

I'M MR MEESEEKS!!! LOOK AT ME!!!

It's time for a meeseeks song!

<https://www.youtube.com/watch?v=eKBbUdfvwrU>

I love the internet.

Looks like Mojo is killing Chop tonight. So TIM needs to rng Mojo for a common win.

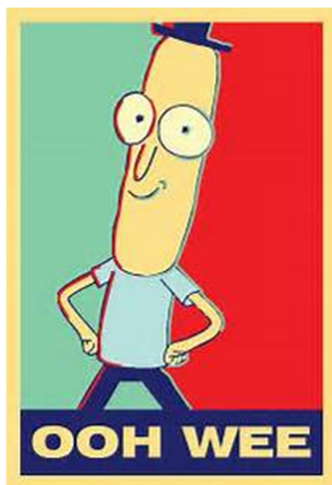
In that case everyone wins except for town :p ...you know, because town is dubmass. XD

Voe, I'm sorry to say, but your hope is sorely misplaced. And you're part of why. Because you're a dumbass. You know... Voe expects a sudden revelation from heavens or something. Game is pretty much set now.

Oh come one, i so expected "##Vote yes, you know, because voe's dumbass" meme

Cat5 is a bitch. Could have voted yes before leaving to work :p

Without him in game there won't be much progress anyhow. Irish and Mojo won't do anything to change the situation and chop is hard set on voe.



Hammer time! Thanks to chop! And let's all welcome our best town MVP :D Without him the game wouldn't be as "dank" :D

I just realized: Town may stand a chance. If Irish RNG's Mojo, and Choppy gets NK'd, then Choppy should come back due to the fairy thing. Correct?

Mojo can be lynched by RNG, yes. Choppy would return. Spoilers: Irish did RNG Mojo. He'll be 25% lynchproof tomorrow. :V

So town just needs to pull their heads out of their asses tomorrow and hit Mojo. They hit anyone else, they lose.

I wonder if mojo and irish make an unholy alliance on the last day. Or if Irish sides with cat5,

Nothing that happens from this point onward changes the fact that almost everyone was either stupid town or anti-town.

Still come on, for me it was obvious that it was scum after this entire "im sure alstar is town thing" while he should have just go with the flow.

You were a victim of circumstance, mostly. You did a decent job this game, sorry that I and others pushed the lynch so hard.

Chill, i was like "lol wtf Cat5" when he rolled out with his "roleblocker = scum because i need to be rb to die".

No one had a clue what was going on, which is honestly amazing for scum and TP.

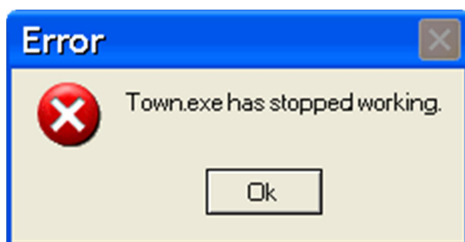
Oh man. Getting some night actions. This is going to be a shocker.

Oh shyte. What's happening?

Chop is not getting killed? I mean if I was a scum and there was a tracker around claiming he would track me (for the last night)... Can't get more obvious. Unless Mojo is fine with the LP ability and doesn't suspect Irish.

Come on, Chop, send me your night action...

Cheers @ choppy



:^)

Well stop running it on Windows Xp and maybe it might actually function.

Sneak peek:

You successfully kill TheIrishMan!

Your actions were altered!

(Day Passive) Undead Protection – Now has a 25% success rate

(Night Passive) Undead Protection – Now has a 25% success rate



WAIT WHAT XD

KILL 25% CHANCE?

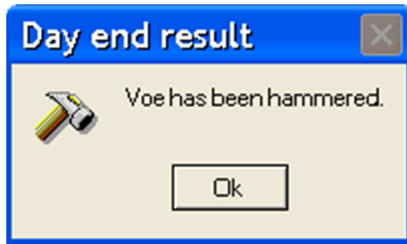
Town has more luck than brains. :D

Also I thought mafia action cannot be altered?! wtf.

Gotta love RNG. Isaac's couldn't be altered. Mojo's could be. Because Mojo is lynchproof and killproof.

Still, a nightkill is a nightkill. Mafia action. Everything else is fine.

Whine whine whine. Fine, I'll remove that one. Aw jeez. Ok b/c it would not make sense being a mafia then :p



Hey im not complaining about that 25% kill chance, it was actually a LUL decision.

The only way Irish can win now is if ChopBam gets lynched or killed.

Have all actions now.

Oh this is going to get interesting. If Choppy follows Mojo, it's GG.

Wait, so who is dying finally?

Irish, apparently.

So he can still win when dead?

Everyone alive is RNG'd except for ChopBam. So Choppy has to die for Irish to win. And Nod. :p

This is going to get interesting. If Choppy and Cat5 don't both vote Mojo (which is unlikely), Mojo will have an easy time winning.

Time for choppy to get super paranoid about cat5.

Although I think the game will be decided by that 25% RNG. Stupid Mojo believed Irish's cop claim :/

Hah. Mojo must not have read his PM yet. He still thinks he's lynchproof 100%. Or he's just gonna gamble.

HOLY SHIT HAHAAAAAAAAAAAAAAAAAAAAHA!!! XD THIS IS GOING TO BE ONE HELL OF A FINAL DAY!!!

Hue hue hue

Well unless they lynch cat5, we will have to wait for him to return anyway.

AW YEAH. THIS IS GLORIOUS! :D Irish, you're the hero of the reich!

That would be AMAZING if they pulled it off. But still, either Mojo is lynched and loses, or town is lynched and Mafia wins.

Also, the theme that has been going through my head ever since the shot, because, you know, RNG, lolactions and Voe being a dumbass.

<https://youtu.be/goeOUTRy2es?t=6m40s>

:v

You should give that vid I linked in the daypost a listen. You may not like anime, but you can't deny the music those Japanese people make is amazing.

Because, Voe's a dumbass. You know...

I outlived all of you idiots so suck on this :v I live in death. Suck on that. :p

Oh wow, dead doc is lit. Hello friends. And Voe. :v

Also special easter egg at the end of Page 40 of this dead doc :v

So is chopbam town in the end?

Yes.

Good writing with the ricochet ability killing other people upon being shot.

It's a *mirror-shield* FRAYDO, what did you expect? (fixed)

Also lol. ChopBam still thinks that threatening me with a lynch to sway me away from shooting him is possibly a good idea.

"But seeing how Fraydo died, I don't know if you guys have that great of a chance"
Mojoman you smug bastard. I'm proud of you.

Mirror shield? Or Anti-FRAYDO shield?

Still claiming win for RNG shenanigans. Even if we did not directly cause it. The RNG was beautiful this game.

Fraydo all RNG is out to get you.

And it's all thanks to iLikeToSnipe :v

Not really. His investigation results in the July crisis were really good and didn't even kill him. :v

By the way, I would 100% have allowed an action request where if you're shot you can use another player to shield you. Only once though.

"Voe whips out his trusty pistol and fires at ChopBam! But ChopBam grabs (the first thing he can reach first, I mean..) FRAYDO (don't ask me how) and shields himself! FRAYDO is dead!"

iLikeToCurseFRAYDOWithRNGandNeverPlayAnotherRoundofMafiaAgain

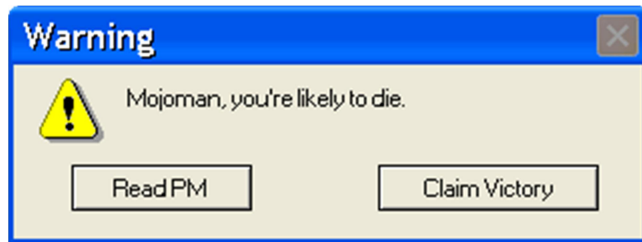
Lottery tickets. Buy them. Write "mafia" at the back of them.

What is even happening, i leave to do some random stupid error messages and i see chaos.

Legend has it that when iLikeToSnipe returns to play mafia, the RNG curse on FRAYDO will be lifted... **Sooooo sending that to iLTS.**

I did try to call him :p

Also, CK wasn't playing, so FRAYDO got all the RNG bad luck for both of them.



Voe is the very definition of trigger happy. Next time give him a knife instead.

What's the point when everyone is kill immune and guns don't have a 100% hit rate? None of my 3 shots went through so yeah. Kinda totally useless role. **That last one did go through. Through FRAYDO, that is! XD** Except i didn't want to shoot fraydo :v I wanted to OMGUS ChopBam so he learns his place :v **Shut yer mouth and enjoy the pun :v**

You're just mad I didn't give you a silo to find. **HE LITERALLY WAS THE SILO IN LAST APB MAFIA :d**

That's true :v

Listening to the rhapsody and reading this is just pure gold.

If town wins, I'll march into the thread claiming victory and see how long it takes for ChopBam and Cat5 to explode.

Don't think you'll be able to outclain the RNG team as what has been displayed, by deliberate intend, night actions and dumbass town behaviour has been simply amazing. The rolls have been great.

Please do. Also im just reading the thread with that playing
<https://www.youtube.com/watch?v=Fr93X8856Vg>

Whelp, this is ending way quicker than i expected it to be. Also voe, pick a darker shade of red. He already has the "dank" red :D

Also would've been nice if the mirror shield actually just repelled the bullet back to where it came from logically.

One question: How the glacier flaying fuck did Voe get Verti's abilities?

Jeod miscalculated so Voe got one of Verti's abilities as he died tho he wasn't supposed to I wasn't suppose to die, hence voe inherit them. It was to counter mojo's LP in the first place.

Seems like Irish also could. Not sure if town would follow my crusade on Mojo though. Voe would probably shoot me instead :D

Worst townie to have been given your ability though. :v Well he was suppose to “redeem” himself

:p

I regret nothing. Same here :V PERFECTION

So @Jeod since it's down to luck whether or not Mojo survives, better make a

livestream on twitch where you roll his 1d4 on random.org

We wanna see live how this game ends :P

I'd so join that. I could stream that myself.

Lol, if he survives the roll, that'd be absolutely hilarious. And it'd technically also mean that the RNG guys have won. :v

There's a site which keeps records of the roll.

Watching it live is much more fun though.

Sure, give me that site. Because I already rolled and I don't know how to do a livestream.

You can use shadowplay if you have an nvidia graphics card or you could entrust it to me to do it.

I got this.