

2d3

Matrixed madness

Mechanics

- This setup uses a daystart
- Mafia chat is only open at night
- Cops are guaranteed to be sane
- Cops get results in the form of "Anti-Town", "Town", or "No Result"
- Neapolitans get results in the form of "True", "False", or "No Result" - "True" if their target is a Town Vanilla
- Trackers get results in the form of who their target visited, "nobody", or "No Result"
- Doctors prevent one night kill
- The Mafia Roleblocker and Mafia Rolecop is allowed to submit both the factional nightkill and their respective roleblocker/rolecop action
- There is no receipt of system messages from roleblocking, jailing or protections
- The order of execution of actions is as follows: commute → jail → roleblock - actions that come first are not affected by the subsequent one

Setup Determination

	A	B	C
	Mafia Roleblocker	Mafia Rolecop	Mafia Goon
1	Town Cop, Town Neapolitan	Town Cop, Town Tracker	Town Cop, Town Vanilla
2	Town Jailkeeper, Town Doctor	Town Jailkeeper, Town Tracker	Town Jailkeeper, Town Vanilla
3	Town Doctor, Town Cop	Town Doctor, Town Neapolitan	Town Doctor, Town Tracker

The moderator selects one row and one column at random to provide for two town roles and one scum role. The remaining slots are filled with 1 Mafia Goon and 5 Town Vanillas.

In total, nine setups are possible:

- A1:** Mafia Goon, Mafia Roleblocker vs. Town Cop, Town Neapolitan, 5x Town Vanilla
- A2:** Mafia Goon, Mafia Roleblocker vs. Town Jailkeeper, Town Doctor, 5x Town Vanilla
- A3:** Mafia Goon, Mafia Roleblocker vs. Town Doctor, Town Cop, 5x Town Vanilla
- B1:** Mafia Goon, Mafia Rolecop vs. Town Cop, Town Tracker, 5x Town Vanilla
- B2:** Mafia Goon, Mafia Rolecop vs. Town Jailkeeper, Town Tracker, 5x Town Vanilla
- B3:** Mafia Goon, Mafia Rolecop vs. Town Doctor, Town Neapolitan, 5x Town Vanilla
- C1:** Mafia Goon, Mafia Goon vs. Town Cop, 6x Town Vanilla
- C2:** Mafia Goon, Mafia Goon vs. Town Jailkeeper, 6x Town Vanilla
- C3:** Mafia Goon, Mafia Goon vs. Town Doctor, Town Tracker, 5x Town Vanilla

Role PMs

The following DMs are handed out to players when the game starts.

Town Vanilla

Welcome to 2d3. You are a Town Vanilla.

Abilities:

- You have no abilities other than your vote.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Tracker

Welcome to 2d3. You are a Town Tracker.

Abilities:

- Track: Each night phase, you may target another player in the game to see who they visit that night, showing up as "nobody", or "No Result".

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Cop

Welcome to 2d3. You are a Town Cop.

Abilities:

- Investigate: Once, at night, you may target one player in the game to investigate them. You will receive a result of "Town", "Anti-town", or "No Result".

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Jailkeeper

Welcome to 2d3. You are a Town Jailkeeper.

Abilities:

- Jail: Each night phase, you may target one player in the game to jail them. All actions to and from them other than your own will fail for that night. You may not target yourself.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Doctor

Welcome to 2d3. You are a Town Doctor.

Abilities:

- Heal: Each night phase, you may target one player in the game to heal them. They will be protected from a single kill. You may not target yourself.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Rolecop

Welcome to 2d3. You are a Town Rolecop.

Abilities:

- Check: Each night phase, you may target one player in the game to check them. You will receive a result of which power role they are, or "No Result".

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Neapolitan

Welcome to 2d3. You are a Town Neapolitan.

Abilities:

- Investigate: Each night phase, you may target one player in the game to investigate them. You will receive a result of whether or not they are a Town Vanilla in the form of "True", "False", or "No Result".

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Mafia Goon

Welcome to 2d3. You are a Mafia Goon.

Abilities:

- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.

Win condition:

- You win when the Mafia obtain a majority with all threats eliminated.

Mafia Roleblocker

Welcome to 2d3. You are a Mafia Roleblocker.

Abilities:

- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.
- Roleblock: Each night phase, you may target another player in the game to attempt to block them from performing any night actions.

Win condition:

- You win when the Mafia obtain a majority with all threats eliminated.

Mafia Rolecop

Welcome to 2d3. You are a Mafia Rolecop.

Abilities:

- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.
- Check: Each night phase, you may target one player in the game to check them. You will receive a result of which power role they are, or "No Result".

Win condition:

- You win when the Mafia obtain a majority with all threats eliminated.

Acknowledgements

The LCN 2d3 setup is based off the original 2d3 setup by Cabd and Newbie Discussion Group on Mafiascum, with slight modifications to the mechanics.