

## **FoCN Alpha**

*Who survives?*

### **Mechanics**

- This setup uses a daystart
- Cops are guaranteed to be sane
- Cops get results in the form of “Anti-Town” or “Town”
- Kills are indistinguishable
- Mafia chat is only open at night

### **Lynching**

- Lynching happens during the day - in which the players may vote on who to die
- Hammer votes are on - if an option reaches majority votes during the day - the option will be immediately executed and cycles will transition
- Top-voted-lynches are enabled - the player with the most votes will die at the end of the day if no hammer is reached - if two options are tied or the no-lynch vote supersedes - it will default to a no-lynch

### **Conspiracy Channels**

- May be created at night and open only at night - up to twenty per player
- Each CC may house up to four players - the owner of the CC can add/remove players as they wish

### **You Die, You Lose**

- If a player dies in this game, they lose immediately - in order to win one has to survive to see their main win condition fulfilled

### **Setup**

<p>[Mafia] Godfather Goon x 2</p> <p>[Town] Vanilla Townie x 6 1-Shot Vigilante x 1 Cop x 1</p> <p>[Neutral] Serial Killer</p>
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## Role PMs

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

### Vanilla Townie

Welcome to FoCN Alpha. You are a Vanilla Townie.

Abilities:

- You have no abilities other than your vote.

Win condition:

- You win when all threats to the town have been eliminated and you survive to see it.

### Town Cop

Welcome to FoCN Alpha. 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 you survive to see it.

### Town 1-Shot Vigilante

Welcome to FoCN Alpha. You are a Town 1-Shot Vigilante.

Abilities:

- Kill: Once, at night, you may target another player in the game to attempt to kill them.

Win condition:

- You win when all threats to the town have been eliminated and you survive to see it.

### **Mafia Goon**

Welcome to FoCN Alpha. 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 and you survive to see it.

### **Mafia Godfather**

Welcome to FoCN Alpha. You are a Mafia Godfather.

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.
- Investigation Immune: You will appear as innocent to any alignment checks.

Win condition:

- You win when the Mafia obtain a majority with all threats eliminated and you survive to see it.

### **Serial Killer**

Welcome to FoCN Alpha. You are a Serial Killer.

Abilities:

- Kill: Each night phase, you may target another player in the game to attempt to kill them.

Win condition:

- You win when you are the last player alive.

### **Acknowledgements**

ChocoParrot and Kroppeb designed this setup.