Join Screen

Number of Resistance Members & Government Spies

Number of players:	5	6	7	8	9	10
Resistance	3	4	4	5	6	6
Spies	2	2	3	3	3	4

Room Code

[   ]

Name

[   ]

[Join]

Server randomizes
players and shows
roles.
Knights will see

Player 1

You are a:

KNIGHT

(insert appropriate image)

[Let's Go]

Spies will see

Player 4
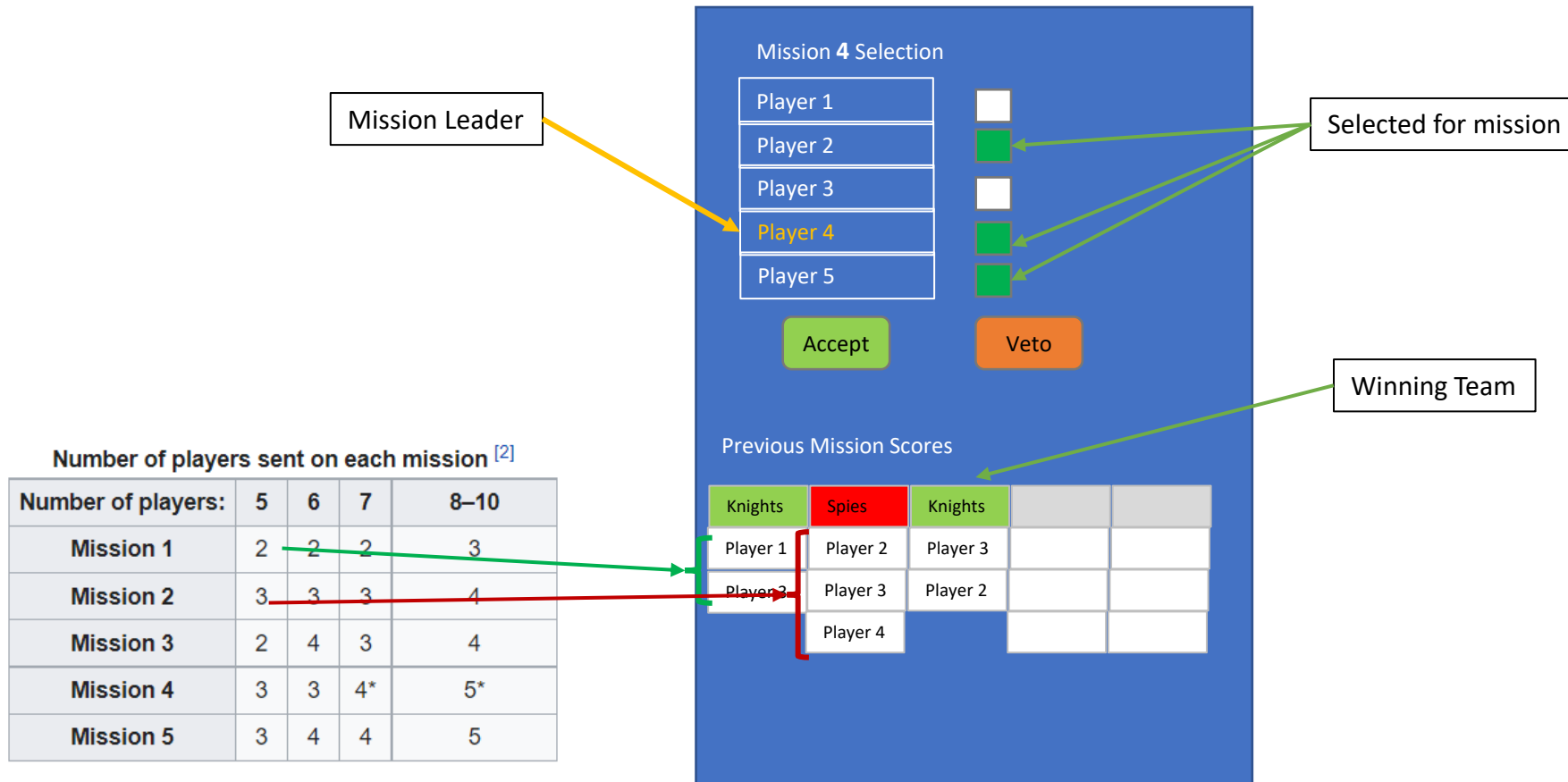
You and Player 2 are:

SPIES

(insert appropriate)

[Let's Go]

Once players have acknowledged their roles they will see:
Not sure of the programming mechanics but the idea is that all players can see who the leader is and who has been selected for the mission as well as who was on the previous rounds and who won. (Scoreboard)

Based on this info they can either accept the mission or veto the mission. If the majority accept, the game moves on. Majority veto and the mission leader moves to the next player and the process is the same. i.e selection will clear and new leader will select.

If everyone veto's through all players, spies automatically win.

Mission Leader

Selected for mission

Winning Team

Mission **4** Selection

| Player 1 |
| Player 2 |
| Player 3 |
| Player 4 |
| Player 5 |

Accept   Veto

Previous Mission Scores

Knights	Spies	Knights		
Player 1	Player 2	Player 3		
Player 3	Player 3	Player 2		
	Player 4			

Number of players sent on each mission [2]

Number of players:	5	6	7	8–10
Mission 1	2	2	2	3
Mission 2	3	3	3	4
Mission 3	2	4	3	4
Mission 4	3	3	4*	5*
Mission 5	3	4	4	5

Mission Voting. Only the players selected for the mission will have buttons to vote.
Knights will only have a pass button and spies will have a pass and fail button.

One fail vote (or 2 if 7-10 people are playing) Means the Spies win the mission else Knights win.
Mission control moves to next player. (Previous Screen) and scoreboard gets updated.

The game ends and Winning Screen is shown when 3 missions are won by either the Knights or the Spies or if all players are vetoed.

Mission **4** Voting

Player 1	⬜
Player 2	🟩
Player 3	⬜
Player 4	🟩
Player 5	🟩

Pass   **Fail**

Previous Mission Scores

Knights	Spies	Knights		
Player 1	Player 2	Player 3		
Player 3	Player 3	Player 2		
	Player 4			

Knights/Spies Win!

Insert appropriate celebratory image

Play Again

Previous Mission Scores

Knights	Spies	Knights	Knights	
Player 1	Player 2	Player 3	Player 4	
Player 3	Player 3	Player 2	Player 3	
	Player 4		Player 5	