

Rules of Three Nights Survival

Good guys

Prophet, Magician, Madman, Bot

Bad guys

Werewolf, Werewolf

Win Conditions

- Good Guys win if after three nights, there is at least one good guy still alive.
- Bad Guys win once all good guys die

Character Description

<Werewolf> - Each night, a Werewolf can choose to kill a player. Werewolves do not know each other. If Werewolf A hits Werewolf B during the first night, Werewolf B will not die and Werewolf A will get notified. This does not hold true for the second and third night.

<Prophet> - Each night, a Prophet can check one player's identity (good or bad).

<Magician> - A Magician can swap the identities of two players at the end of the first night. This ability does not carry over to the following nights.

<Madman> - A Madman can attack a player at any point during the day. If the target is a Werewolf, the target dies. If the target is a good guy, the target will live but the Madman dies for his recklessness.

<Bot> - A Bot cannot do anything. However, if the Madman gets killed at night, the Bot will immediately turn into a Madman.

Gameplay

Players are each assigned to a character at the beginning. Then night falls.

The game consists of 3 nights and 2 days. Each night, every player sees his/her own character. Characters with special abilities choose their actions. When everyone makes their decisions, the next day arrives. Each day, players who just died in the previous night first share some final words. Then, a random player will be asked to start talking. Once a player finishes talking, he/she should say 'pass' out loud and the next player in numerical order should start talking. Once the last player finishes, he/she should type <!TNS night> in the channel to finish the day. Game ends after three nights are gone.

Notes

- Players may only talk during their own turn. Reacting/Responding to other players when they're talking is not allowed.
- Werewolves and Magicians may choose to skip their abilities at night.
- The bot is able to use the madman's skill once the madman dies at night.
- The Bot will not become a Madman if the Madman dies because of attacking a good guy.
- Magician's swap happens at the end of the first night. Players will only know their new identity once going into the second night. Also, the Prophet checks the identities before the swap takes place.