

I. Misleading Information

PLAYER 1 (Morgana)



I'm aligned with the good side, hoping to join the Quest Team.

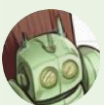
PLAYER 5 (Loyal Servant of Arthur)



(Deceived by Player 1's words)
I trust Player 1 and agree they should be on the Quest Team.

II. Formulation Contemplation

PLAYER 6 (Merlin)



What roles do others play?
As Merlin, I know Player 1 is evil, I should be careful.

PLAYER 6 (Merlin)



Despite Player 1's evil, we can let them join the Quest Team.

Evil roles try to **deceive** good roles

vs.

Good roles **counteract** evil roles



First-Order Perspective Transition

Second-Order Perspective Transition

IV. Communication

PLAYER 6 (Merlin)



I know Player 1's evil and must subtly exclude him from the Quest Team.

PLAYER 6 (Merlin)



Player 1 is a bit suspicious, particularly after the previous failed Quest.

III. Refinement Contemplation

PLAYER 6 (Merlin)



What could the other players think of my prior speaking?

PLAYER 6 (Merlin)



Revise: Hinting Player 1's role exposes me. Safer: "Player 1 seems suspicious."