

WHO'S CHEATING? – Family Feud Edition

An online, no-elimination social-dedication web game for 6–9 players. Over a set number of **Family Parties**, you'll collect **Close-knot** ❤️ or rack up **Scandal** 🌟 points. After the final party (or if Scandal hits 10), whoever leads wins—unless Michael's "Finding Abby" twist upends the result!

Players & Parties

Players	Cheaters	Keepers	Pets	Parties
6	Michael, Wind (2)	Abby, Kennedy (2)	Kiko, Knox	3
7	Michael, Wind (2)	Abby, Kennedy (2)	Kiko, Knox, Nash	3
8	Michael, Jack, Wind (3)	Abby, Kennedy, Ker (3)	Kiko, Knox	4
9	Michael, Jack, Wind (3)	Abby, Kennedy, Ker (3)	Kiko, Knox, Nash	4

- **Pets:** 2-Pet games (6 or 8): Kiko + Knox. 3-Pet games (7 or 9): Kiko, Knox + Nash.

Components

- **Role cards** (one per player)
- **Vote cards:** ✅ Approve / ❌ Reject
- **Drama cards:** each player's hand of **1 Love + 1 Hate**
- **Close-knot & Scandal** tracks (0→10)

- **Night marker** (counts nights)
 - **Skill buttons** are visible only to relevant players
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Setup

1. **Deal** each player one secret Role card.
 2. **Abby peeks**: View all Cheaters except Jack.
 3. **Cheaters peek** (except Jack): recognize one another; Jack stays hidden.
 4. **Initialize** tracks at 0; Night marker → 0.
 5. **Randomly select** the first **Election Candidate**.
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Round Flow

Repeat for **N Family Parties** (see table):

1) Night (10 sec)

- Rumors fly: **Scandal +1**.
- **Wind** may click **Molesting a Boy** (once) to instead add **Scandal +2**.
- Advance Night marker.

2) Host Election & Helpers

1. **Elect Host**: all vote / on the current Election Candidate.
 - **>50% Approve** → becomes **Host**.
 - **≤50% Approve** → pass candidate clockwise; **return to Night** for same party.

2. **Helpers:** The Host picks **2 Helpers**.

3) Family Party (Drama & Scoring)

1. **Skill-use window (10 sec):**
 - **Kennedi** may click **Protecting the Party** (once): all 3 cards count as **Love** → **Close-knot +3**.
 - **Wind** may click **Mislead** (once): after reveals flip one **Love**→**Hate** → **Scandal +1**.
 - If both are used, compare totals at that moment: the higher side's effect applies.
2. **Play Drama cards:** Host + 2 Helpers each play Love or Hate.
3. **Reveal & tally:** Love → +1 Close-knot; Hate → +1 Scandal.
4. **Michael** may click **Finding Abby** anytime this Party: name one player as Abby.
 - **Correct** → immediate Cheater victory.
 - **Wrong** → immediate Keeper victory.
5. If Parties remain, loop to **Night**; otherwise → **Endgame**.



One-Time Role Powers

(Each clickable once; button then disables.)

Role	Power	When	Effect
Abby	Keen Sight	Setup (auto)	Learns all the Cheaters except Jack
Jack	I Would Like to Hide My Card	Passive	Jack's identity remains hidden from Abby & other Cheaters
Wind	Molesting a Boy	Night	Use instead of +1 → Scandal +2

	Mislead	After the Party reveals	Flip one Love→Hate → Scandal +1
Michael	Creator's Privilege: Finding Abby	Anytime during the Party	Guess Abby; correct → Cheaters win; wrong → Keepers win
Kennedi	Protecting the Party	Before reveals	All 3 cards count as Love → Close-knot +3
Ker	The Chosen One	After Helpers picked	Swap one chosen Helper with one non-Helper

Endgame & Victory

- After all, Family Parties:
 - **Close-knot > Scandal** → **Keepers win**
 - **Scandal ≥ Close-knot** → **Cheaters win**
 - **Michael's final Finding Abby** may overturn a Keeper win if he correctly names Abby.
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Jump into your browser, click through the drama, and unmask **Who's Cheating?!**