

# CM4125 Topic 3 Lab



# Setting

- 6 players
  - 3 crewmates
  - 3 impostors
- Admin (me)
  - Assign roles
  - Keep time
  - Provide visualisations
  - “Kill” players
  - Keep track of crew’s suggestions
- The rest will be public/voters



# Rules

1. The admin will provide a “bad” visualisation to everyone
2. All players (and the public!) have ~5 minutes to see it and think about how to “improve” the visualisation
  1. Crewmates want to make it better!
  2. Impostors want to (secretly) make it worse!
3. Each player will give the admin one suggestion
4. Once all suggestions have been given to the admin, an emergency meeting is called!
5. Players have ~5 minutes to debate in public who the impostor is/are
6. After that, the public votes for someone to be sent off
  1. The person with the most votes gets “killed” (out of the game)
7. Afterwards, a new visualisation will be provided, and the process starts again.



# Consider that...

- You must be actively participating during the emergency meeting
- Play your strategy right and try to guess who is in your team
- If you feel we have reached a dead end with an example, the admin can provide a new one

