

The Resistance

Davide Cremona

- Spies vs Rebels
- Team selection + Mission outcome vote.
- Voting System: simple Borda's Rule

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It's a Roleplay Game:

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Rebels:

- Does not know if a player is a rebel or a spy.
- They have a level of trustness for each other player.
- Increase trust in playerX if his mission is successful, decrease if not.
- The increase/decrease of trust in playerX is made wrt the number of success/fail for a mission.
- If the number of fail votes is equal to the number of team members, they spot the spies.



Spies:

- Know the roles of other players.
- Also they have a level of trustness for each other player.
- Increase level of trust only to other spies for every mission outcome.
- Decrease level of trust only to rebels if mission fail.
- Decide to vote fail or success wrt the number of victories/losses, and a “stupidity” factor.

Gameplay

- GameMaster spawns players, assigns roles.
- New round start.
- Every player says his preference for the new team.
- GameMaster compute the new team and inform players.
- The team “goes” in mission: votes for mission fail or success.
- GameMaster compute outcome, inform players, check game end conditions
- If end conditions are not satisfied, GameMaster ends the round.