Hunger Mafia
Additional Mechanics and Rules

Players, Districts and Roles:

- There are 28 players, known as "Tributes", each assigned to one of 14 different districts.
- One player has randomly been chosen to be the "Head Career" (aka "Godfather")
  - Before the game begins, the Godfather will choose 5 other Tributes to join the "Careers" (aka "Mafia")
  - The Careers may communicate with each other during Night Phases via a group chat.
- Other Tributes may not communicate privately with each other; however, they may leave a note intended for their district partner.
  - To leave a note, PM the Game Moderator during the night phase with the contents.
  - The length of the note may not exceed 100 characters (including spaces).
  - The note will be delivered to the recipient the following morning.
  - A note may not be left on consecutive nights.
  - If a player is killed the night of leaving the note, it will instead be delivered to the killer.
- There are NO other roles in this game.
  - Instead, additional abilities may be acquired via the use of Items.

Attributes:

- Each player has 4 attributes scores (aka "Stats"): Strength, Defence, Agility and Luck, that will affect their night-time interactions.
- Theses scores have been allocated randomly, with preferences based on selections made during signups.
  - (Highest preference does not guarantee best score, just that score is more likely to be higher).
- The total sum of each player's stats is roughly equal.
- Each player's attribute with the highest score has been deemed their "Primary Attribute", and is visible to all in the player list.
- A player's attribute scores are considered part of their "Role", and thus may not be publicly revealed.

Actions:

- Each night, a player may choose to perform one of the following three basic actions: Attack, Guard or Hide.
  - If a player chooses to Attack, they must specify a target player, whom they will engage in Combat with.

- o If a player chooses to Guard, they will gain a temporary increase to their Defence score for that night.
- o If a player chooses to Hide, they will gain a significant temporary increase to their Agility score for that night.
- Each basic action has a 3-night cooldown (ie, if used on Night 1, cannot be used again until Night 5).
- Alternatively, if a player holds an item, they may choose to use it *instead* of performing a basic action.
- Each night, one of the remaining Careers may perform a Kill action instead of using an item or performing a basic action.
  - o A Kill is the same as an Attack action, however the career will gain a significant temporary increase to their Strength score for that night.
- Actions are performed in order of the following priorities (lower number indicates higher priority):
  - o 0: Item usage, 1: Hide, 2: Guard, 3: Attack/Kill
- Within each priority class, players with higher Agility scores will perform their action first.
  - o In the case of a tie, actions will be resolved in the order they were submitted.

Rolls (not Roles):
- The outcome of many actions will be determined by a "Roll".
- Rolls involve generating a random number from [0,1), and comparing it against a threshold.
  - o If the random number exceeded the threshold, the roll is said to be successful.
- The threshold will be determined programmatically, based on various attribute scores.
  - o (ie, the better your stats, the lower the threshold will be and the more likely you will be to have a successful roll).
  - o Different stats will be utilised in different scenarios.
- Some rolls may be influenced by stats from two different players.
  - o In this case, the roll may be biased towards one party.
- A player's luck stat may influence the outcome of any roll.

Combat:
- Each combat occurs between two players, one on the offence and one on the defence.
- Generally, the player instigating the combat will be the on the offence.
- Combat occurs in up to three stages, Location, Attack and Counterattack.
  - o During the Location Stage, a roll is performed to determine whether the target can be found.
  - o During the Attack Stage, a roll is performed to determine if defending player is killed.
  - o During the Counter Attack stage, if the defensive player survived the previous stage, a roll is performed to determine if the offensive player is killed via counterattack
- There is no limit to the number of combats a player may be involved in during a night phase.

Items:

- There are several different items that may be collected by players throughout the game.
- These items fall into two main categories, Passive and Active.
  - Passive items apply a permanent modifier to a player's stats.
  - Active items provide additional abilities or a temporary stat buff that may be used during the Night phase.
    - Each Active item has a limited number of uses.
    - Active items have no cooldown (so they may be used on consecutive nights)
- Items may be awarded to any player via "Sponsors" during any game night.
  - These Sponsor items will become available based on a pre-determined schedule.
  - Each item will be randomly allocated to a living player, based on distribution weighted by the players Luck score.
- If a player is killed during combat, their killer will be given the option to raid a single item from them.
  - Any remaining items, or items held by lynched players, may be redistributed later in the game.
- Many items will be available to the Tributes before the game starts (ie. Night 0), via the Cornucopia.
- Other methods of obtaining items may be made available later in the game.

Cornucopia:

- Before the first game day, players may opt to visit the Cornucopia, which contains a large stash of valuable items.
- Items from the Cornucopia will be randomly allocated to players who opt to visit it based on a weighted distribution of their Luck AND Agility scores.
  - If fewer players opt to visit the Cornucopia than there are items are available, some Tributes may receive multiple items.
- Visiting the Cornucopia is inherently risky. A small number of combats may break out between players who opt to visit the Cornucopia, based on the total number of visitors.
  - Players with lower combined Luck + Agility scores are more likely to have to engage in combat.
  - The first (Location) stage is bypassed during Cornucopia combat, and the player with the greater agility score will be placed on the offensive side.
  - As with Night combats, the victor may opt to raid up to one item.