Fingerllage
(the fingerman village)

- A variation of the famous game werewolf
- Task based
- 9 players per game, their roles won't be displayed, each team has to gain 15 points/ eliminate the opposite team to win the game.
- Players can chat during discussion time and vote to kill 1 player **during the day**.
- **During the night** players have to carry out their task.
- Roles:
    - **Village:**
    - Mayor- needs to pick a player every night to see whether that person is a villager, if yes, the mayor will pass a 'message' to the villager (1 vote) (3 points per task) (unlimited times every game)
    - Policeman- needs to catch the prisoner by choosing one player every night (1 vote) (3 points) (once per game)
    - Guard- who protects the mayor from attacks during the night, will die after defending for the 2nd time (1 vote)
    - Priest- can talk to the dead during the night(1 vote)
    - Detective- can check a player during the night to see whether they are good or bad (1 vote)
    - Villager- cannot say anything during the discussion time unless one imposter died (2 vote)
    - **Enemies:**
    - Imposter 1- vote to kill a player every night (1 vote) (3 points per kill)
    - Imposter 2- vote to kill a player every night (1 vote) (3 points per kill)
    - Prisoner- choose a player every day so their roles will be displayed instead in case the detective checks the prisoner during the night (1 vote)