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Bachelor Party wedding game

1 Synopsis:

The Bride wants the perfect wedding and she has a few simple rules. No one gets hammered or sleeps with anyone. Little did she know a bunch of nefarious actors were invited to her wedding and are after the Groom. If she so much as hears the Groom had a fun night before the wedding the wedding is off. You the players must either crash the wedding or protect the integrity of the wedding.

2 How to play:

2.1 The structure of a turn

Each turn consists of a "day" phase and a "night" phase.

2.1.1 Day Phase

During the day phase all the roles may vote to kick one or more players out of the wedding (i.e., out of the game), and discuss events in the game so far. A player may choose to use any abilities they possess that are activated during daytime.

1. The groom may reveal themselves.
 - IF the groom reveals themselves, they may, once per day, starting on the following day, role call another player and get their true role. The first night after revealing themselves, they are immune to the stripper. (The groom is so popular the bridezilla would notice right away.)
2. The bridezilla may reveal themselves.
 - Their vote counts as double after this.
3. Twice per game, the bridezilla may check if the groom is still on the good side. (Check for make up on their collar or someone else's perfume on them.)

2.1.2 Night Phase

During the Night Phase players may take several actions.

1. A player may choose to "have a drink" with another player. If they player does this, they must inform the gamemaster. Once a player does this, they may privately (other players don't know) communicate with that player. The other player cannot refuse.
2. A player may choose to use any abilities they possess that are activated during nighttime.
 - (a) The crazy uncle, if they choose to use their ability, must choose to have a drink with the player in question. After receiving two drinks from the Crazy Uncle they become a Crazy Uncle. The gamemaster will inform the transformed player of this. The affected player is not informed after one drink. They may choose to have a drink with someone without exercising their ability.
 - (b) The stripper, if they choose to use their ability, must choose to have a drink with the player in question. The effect is that the player they have a drink with becomes evil and then wins with the evil side. They may choose to have a drink with someone without exercising their ability.
 - (c) The Nosy Aunt exercises her ability passively. The gamemaster will privately inform this player at the end of the night who had drinks with whom. They will not provide any other information as part of the passive ability.
 - (d) The bridezilla may choose to monopolize all of someone's time. This person may not exercise any ability, no player may exercise their ability against that player, and that player may not have a drink with any other player.

2.2 Victory Conditions

1. Good wins if all evil roles are voted out.
 2. Evil wins if all evil roles are voted out.
1. Set Up
 - (a) Gamemaster, Bridezilla, Groom, and at least one Stripper role must be assigned.

- (b) The rest can be randomly taken.
- (c) Gamemaster sets up the board.
- (d) Players receive their role from the gamemaster anonymously.
- (e) At the end of each night, the gamemaster
 - will privately inform players of any abilities that were exercised against them and the result thereof.
 - will privately inform the Nosy Aunt of who had drinks with whom.
- (f) If the Groom exercises their ability, the gamemaster will confirm that the information they receive is correct.
- (g) If the day and night cycles are timed, the gamemaster will keep time.
- (h) In the event that a player is kicked out of the wedding, they may leave behind notes for the gamemaster to reveal to other players.

2.3 Roles

1. Neutral roles:

- Gamemaster: Handles all the calculations of what every role did the night before and who is kicked out of the wedding the next day. Moderates the day events as well.
- Wedding Crasher: Wins if he gets kicked out of the wedding during the day.
- Wedding Attendant: Wins with the groom and bridezilla. Writes part of their RSVP letter every night.

2.4 Good roles

- Bridezilla: Can reveal herself and gain double vote in day voting. Can monopolize any player's time, preventing them from exercising any roles at night or having drinks with anyone. Twice per game, may check if the groom is still good.
- Groom: Can reveal himself and gain double vote in day voting.
- Nosy Aunt: can tell who has drinks with whom.

2.5 Evil Roles

- Stripper: Ability: Can visit a person a night to remove them from the wedding.
- Crazy Uncle: Ability: Can visit a person a night and give them a spiked drink. Becomes a crazy uncle after 2 drinks. Gamemaster tracks the number of drinks privately.