

Project 2 - Untitled

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Ruleset - Card Variant 1

For a group 6+ players

Setup

One person is selected (or better, volunteers) as the moderator to run the game. The moderator publicly selects which player in the group is the detective, and then asks everyone to close their eyes. Once everyone has done so, the moderator taps on the shoulder of the person they've privately selected to be "the criminal", which may be either a citizen or the detective. Now the game can begin!

The moderator announces that it is day and that players may open their eyes. There has been a death in the community (oh noes), and a detective is there to investigate.

Play

During the day, the citizens and detective may discuss if they want to accuse someone of being the criminal, and vote on each decision. If a majority accuse a single player, that player is arrested. At the end of the day, the detective may also accuse someone of being the criminal, and arrest them without a vote. Arrested players reveal their status, and are taken out of the game. Afterwards the night starts.

During the night, all players close their eyes. The moderator then asks the criminal to open their eyes, and select a target to kill. The detective can only be targeted when there are no other citizens to target. The moderator then tells the criminal to close their eyes, and asks the rest of the players to open their eyes. They then announce the morning has arrived, along with who has been killed.

Play proceeds until the criminal has killed all other players, or the citizens or the detective accuse the criminal.

Variant 1: Expanded Player Pool. If there are many players, make multiple killers. For each additional killer, add a detective. When there is more than one detective:

- Detectives may only be targeted by the killer when they outnumber citizens (i.e. if there are 3 detectives, they can be targeted when there are only 2 citizens remaining)
- Each detective may make arrest per turn. Decide wisely...

Variant 2: Witnesses. After the criminal murders someone, two witnesses are selected. The moderator taps on the shoulder of each witness, and points out another player to them. The target should be the criminal, while the second should be a random other player. Witnesses are free to relate this information the following day, but may be incorrect.

Variant 3: Militarized Police Presence. Players killed by the criminal (and maybe removed by citizen-vote) return during the day as a detective. Can the community survive the manhunt?

Ruleset - Card Variant 2

Trait Cards

- Morning Person / Nite Owl
- Laid Back / Busy
- Energetic / Tired
- Friendly / Paranoid
- Introverted / Extroverted
- Coffee / Tea
- Serious / Silly
- Careful / Reckless

Variations:

- 5 traits vs 3 traits
- All character traits to start, narrow down from there
- Exclusionary Evidence

Contents:

- Deck of character cards (would have 5+ traits)
- Deck of evidence cards (1 for each trait)
- Envelope with two pockets for use during play, 1 for evidence, 1 for false evidence