

Trouble in Terrorist Town

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Winning Conditions

Game continues until time runs out, or all members of one team have been eliminated.

Traitors: Must eliminate more than half of all innocents. Game continues until time runs out. One traitor must be left alive.

Innocents: Must eliminate all traitors OR have half or more (rounded up) alive at time end.

If innocents call a false positive on all traitors being eliminated e.g. a miscount, the traitors win.

If everyone is dead by some chance, traitors win.

Setup

Take a selection of the cards. $\frac{1}{3}$ Red and $\frac{2}{3}$ Blue.

OPTIONAL: Replace red or blue cards with added roles

Shuffle the cards, stand in a circle, and pass them out.

NARRATOR: Everyone close their eyes and extend their hand in front of them.

Traitors (those with the red cards) open your eyes, wave your hands, and look at each other.

(Wait for 10 seconds)

Everyone close your eyes and return their hands to your side.

Everyone open your eyes.

Rounds

After the choosing of roles is done, the round begins. The timer sets the alarm for 7 minutes and the game begins.

The first 30 seconds no combat is allowed everyone goes and explores and finds something to start doing. When the timer gets past 30, the timekeeper yells "Start!" Everyone echoes this yell so everyone knows the game has begun.

Each round plays out until the timer runs out or one of the other win conditions is reached.

- If the timer runs out, the timer yells "Time!" and everyone echoes the statement. at this point no more actions can be taken.
- If only members of the same team are left (confirmed by exploring and looking at cards), one person left alive yells "Game!" And again it is echoed throughout.

After the round ends everyone meets in the area where cards were distributed and honestly says who they were and if they died or not.

Rules

In order to kill, traitors must “slice” with their hands somewhere appropriate on an innocents body, like they are using a knife. Physical contact must be made to kill the innocent.

When an innocent suspects a traitor, he or she must raise both hands into a gun in front of them, point at the traitor, and say “Bang! Person’s Name (if known and needed to be clear)” If it seems like the traitor is out of site before “Bang!” is said, you must be honest and say “Missed.” Line of site must be kept throughout the whole action. You cannot wait for the person to come into site with your hands in a gun, or “snipe” them from a higher vantage point. You must be at the same level as the accused with only a 2 feet in altitude difference (to the best of your judgement). Example: Aubrey is an innocent hanging out in the tree house. She sees Matt kill Marc (another innocent). As Matt is walking away towards the trains she must exit the treehouse in order to kill Matt.

If the suspected traitor is innocent, he or she shows his blue card and the false accuser dies. The innocent who was accused keeps playing.

When someone dies, they lay on their back, keeping their card face down on their stomach.

In order to determine who is good or not, any person may bend over and flip the players card over. But, they must return it to the face down position. While this is beneficial, if the bomber is in play there may be a risk.

No lying about your character!!

Hands cannot be kept in the “gun” position. It can be used by both traitors and innocents as a warning, but only for ~5 seconds.

This game is about ACTING. You are a person in this community. Don’t go off and constantly act suspicious. Play a game, build something, goof off. We have the whole museum to use. Be a baker, shop owner, miner pilot etc. Have fun but keep an eye out for the traitors.

No verbal communication about the game is allowed. This Includes:

- Your suspicions regarding others’ identities
- Being creepy and acting suspicious to cause trouble
- Showing your card or revealing your role to others.
- Proclamations of Innocence/Traitoriness
- After death: telling innocents who are still alive who the traitor was that killed you
- Any communication once you’re dead besides speaking with the detective

Allowed:

- Small amounts of in character acting talking. e.g. Selling food, complaining about work, etc.
- Quiet death sounds.
- Counting for the detective, bangs, booms.

Roles

Innocent: A normal person just going about his everyday life and figuring out who is a traitor around him.

Traitor: A person who is no longer a part of the community. His goal is to destroy it from the inside.

Bomber: A traitor who has a bomb that may only be used once per game. At any moment they can yell "BOOM" and raise his/her arms parallel to the floor; everyone in the game must freeze when "Boom" is yelled so distance can be fairly assessed. Everyone who hears "Boom" must yell "Freeze!" Everyone in game echoes "Freeze!" Everyone who is within double arm's length (Your outstretched arms can touch their outstretched arms without leaning) falls down dead, including the bomber and all fellow traitors in range. Once the deaths are determined via the arm test, the bomber yells "Unfreeze", echoed by all players, and everyone is unfrozen at that point. If the bomber exploded while alive, after death s/he keeps his/her card face up. However if not, it is kept face down and it is "live." If someone flips the card over to discover the bomber, they are silently blown up and the bomber's card remains flipped up. The bomb only explodes the first person to flip the card over.

Doctor: An innocent who can revive one person per game. The Doctor has to flip over cards to see the identity of dead people, and risks being blown up like everyone else. The doctor revives the first innocent whose card they reveal. The saved player comes back into the game, and the doctor continues as a normal innocent. If a terrorist's card is turned over, the doctor flips the card back over and continues playing the game.

Detective: An innocent. When s/he comes across a dead person, s/he may kneel on the ground. If s/he wishes to gain information, s/he may not flip the person's card over until s/he has finished the following process. S/he must place one hand on the dead person's arm and tell the person to start counting out loud to 7. Once 7 is reached, the dead person may whisper the name of the person who killed them. If the identity of the killer is not known, they may give any descriptors. There is always a risk that the person knows nothing, or is a traitor. If the detective removes their hand from the dead person's arm (either to shoot or run away), the counting stops and must start again at zero once s/he places his/her hand on the dead person again. S/he is immune to the after-death bomb.