SWINDLER'S GAME, REVIVAL ROUND "THE FICTIONAL MURDER CASE"

In this game, every player is a detective attempting to solve a murder case—but the evidence is fragmented, distorted, and laced with deception. Some of you will uncover the truth. Others will fall prey to lies. Only five players will survive and return to the Swindler's Game.

Players will be randomly assigned to five different groups. Each group is responsible for determining one key aspect of the case:

1. **The Victim's Identity**
2. **The Murderer's Identity**
3. **The Cause of Death**
4. **The Crime Scene**
5. **The Motive**

Once the case is finalized, players will no longer be restricted to their groups and can freely communicate with anyone.

However, no written notes from Phase 1 are allowed. You must rely on memory, persuasion, and deception.

Each player has one special action they can use only once:

- **"Steal a Clue" – Privately ask the game host to confirm or deny one specific clue shared by another player. It's a closed answer, Yes or No, no in-between.**
- **"Silence a Suspect" – Forbid one player from revealing any clues for 6 hours. The player will still be able to use "Steal a Clue" and "Forge a Clue". The player using "Silence a suspect" must inform the victim first, and the game host simultaneously. Additionally, they will share this information to all other members of their initial starting group.**
- **"Forge a Clue" – Privately submit false information to the game host. If another player tries to confirm this info given by the player, they receive the fake version instead of the real one. This only works once and once, and the next use of**

"Steal a Clue" will be successful unless another "Forge a Clue" is used.

- **"Final Judgement" – Accuse another player of being the true murderer. If the accusation is successful, the player is eliminated and you are automatically qualified. If the player wasn't the true murderer, you are automatically disqualified.**

Players must submit their final answers to the host once they believe they have reconstructed the full case.

The first five players to submit the entire correct case (or the closest version to the truth) will win and re-enter the Swindler's Game.

The real murderer is among you, as you might have already guessed. One randomly assigned player will secretly receive a message from the host at the start of the game stating: "You are the murderer. Your goal is to prevent others from discovering the full truth."

This player can lie, manipulate, and deceive freely but must do so without exposing themselves. He will have access to all of the information of the case.

This player will know when another player submitted a wrong answer.

If this player manages to make it so that there are less than 5 contestants that manage to uncover the entire truth, this player wins his spot back into the swindler's game as well.
The murderer's identity decided by his group doesn't necessarily match the identity of the real killer.

The killer doesn't have access to the same abilities the detectives do. Instead, he possesses his own, unique ability : "Murder : Eliminate a player who submitted an incorrect answer". This ability has no cooldown, and can be used at will without any drawbacks. Only the murderer will be made aware of his role : if the game host doesn't contact you, you are a regular detective.

Logistics explanation :

Each separate group will form a reddit conversation group in dms, including the game host. They will be able to discuss which clue they want while respecting the host's restrictions. Once each group has agreed, the game starts. The individual group chats will still exist but everyone will be allowed to communicate with each other and players from other groups within dms.