COMMONER ★★★★☆

-Alternate Timeline Liar Game-

~DEATH NOTE~

(Revival Round)

This is the revival round game *Death Note* for the Alternate Timeline Liar Game.

Most Important Categories For This Game:
Manipulation, Deception, SQ, Logical Reasoning, Analysis/Sensory.

"Often, the one who talks too much, is the one who hides too much."

This game will include 3 main roles, a ***Kira,*** the ***Civilians***, and ***L***. There will also be some special roles, but I'll explain that later.

The goal of this game will be to track down Kira before he kills all the civilians. The person who plays Kira will be given the ability to eliminate a player at will. The person who plays L will be given an ability too, and L will be the only one able to make reports on who Kira is to me, the game master. The civilians will do whatever they can to survive. They can either help L, help Kira, or unlock their own special roles.

IF A PERSON LEAVES THE GAME AND HAS A ROLE, THE ROLE WILL BE PASSED ONTO A CIVILIAN.

READ ALL OF THE RULES!! YOU MIGHT MISS SOMETHING IMPORTANT!!

Kira's Win Conditions:

- They remain alive with 4 or less people alive as well. In this case, those 4 people, along with Kira, will win the revival round.

- L dies. In this case, Kira will win, along with 5 *randomly* chosen civilians, or Kira's *helper*. (Helper role will be explained later.)

L's Win Conditions:

- Kira is caught. In this case, *everyone* except Kira will win.
- They remain alive with 4 or less people alive as well. In this case, those 4 people, along with L, will win the revival round.

Civilian's Win Conditions:

- They remain alive with 4 or less people alive as well. In this case, those 4 people, along with the civilian, will win the revival round.
- Kira is caught. In this case, *everyone* except Kira will win.

Kira Role:

So, you've been picked as Kira. This means you'll be given a special ability, which will be the Death Note. And how do you kill with your Death Note? You need to find someone's life password. The life password is a password that they choose at the beginning of the game, and it will decide. You yourself will also have to choose a life password.

Life passwords will usually not be shared. This means that each person's password will be private, and for themselves. But, they'll have to share it eventually. I'll explain that later.

If you learn someone's life password, then you'll be able to kill them. DM me, the game master, your victim's life password and their username, and they'll be killed at your wish. Now how do you learn someone's life password? Through manipulation, persuasion, coercion, etc.

One of your main goals will be to figure out who L is and kill them. If you don't, they might catch you, and you'll be eliminated.

L role:

COMMONER ★★★★☆

So, you've been picked as L. This means your top priority is to track down and catch Kira. You're one of the only ones who can *report* Kira to me, the game master. Reporting is an act where you do two things: First, give me who you suspect Kira is. Second, give me your reasoning. You cannot brute force your way into an answer. Please let your answer be as lengthy and explained as possible. Or else, it will count as an attempt to brute force, and punishments will be given.

You also have another asset: You will be given two life passwords. That's right, two. Kira will need to figure out *both* of your life passwords to kill you. This means you'll have double the protection. You're L, after all.

Work with civilians, as catching Kira will result in every civilian and your own win. You'll have the job of the main deductions.

Civilians Role:

So you're a civilian. Your main goal is to survive, or help catch Kira. You'll be given a single life password. You won't have any special abilities or position. That is, unless you *help* Kira…

-SHINIGAMI EYES-

The Shinigami Eyes are one key part of the game. Kira can unlock this after he manages to kill 2 people. They work like Shinigami Eyes do in the anime/manga. In this game, the eyes will let you know someone's life password. You will DM me about activating the Shinigami Eyes, and I will activate them. But there is a catch.

First off, the eyes will only let you attain 1 life password per day. 1 day = 24 hours. The 24 hour clock will start the second you activate your eyes. Once they're activated, you can't deactivate.

COMMONER ★★★★☆

Next is the big catch, you'll need a *helper.*

A helper is a civilian who is willing to work with Kira. They'll know who Kira is, and they'll have their own Death Note. But keep in mind, they'll be able to report Kira to L, and give proof they're a helper through showing their own Death Note. And they could also betray Kira. Remember, they're still a *Civilian.* Kira's catch means everyone, including their helper, immediately win. There can be only 1 helper.

And finally, the life password will be *random.* It'll be a random life password from someone unknown in the game, and you'll have to narrow it down to who's it is, then only will you be able to use it.

Game Mechanics

You might think… "Why would anyone ever give their life password away? There's no reason to… right?"

But there is a reason. The reason is the Pass Condition. For the pass condition, you need to share your life password with at least 5 other people to pass into the next round. By the end of a round, which will usually be 24 hours, you will need to show proof that you've given someone your life password. This can be through screenshots as well. Don't try to fake screenshots though, as cross-checks between me and the person you've shared your password with could occur.

By the way, Kira himself will also have his own life password. That he must share with 5 other people.

COMMONER ★★★★☆

There will also be times where a Password Change might occur. Everyone who has a password will have to change it. L will have to change at least 1 of his passwords. Around 1-2 will occur in the entire game, or maybe none at all…

-SPECIAL ROLES-

There are three(?) special roles in this game.

Mello and Near:

These two roles are heavily connected, as they are essentially the same. To attain either a Mello or a Near role, you must *correctly identify a Kira's helper.* After you've done so, you will randomly get the Mello title, or the Near title. There can be only one Mello and one Near in the game.

Once you've become Mello or Near, you will become aware of L's identity. Likewise, L will become aware of who you are. From this point on, Mello and Near can help L in the investigation to find Kira. You'll also be able to report/guess who Kira is, just like L.

Mello and Near will also have a shared life password. This is separate from their normal life password. Along with their regular password, they both will share another one. So, Kira would have to find not only their personal life passwords, but also the shared life password between them. Whoever becomes Near/Mello first will decide the shared password. If they become Near/Mello at the same time, they both will discuss what their shared passwords will be.

Kira's Helper:

This role was already explained a little in the Shinigami Eyes section. There can be only 1 Kira's helper. Kira's helper is also not obligated to tell anyone who the

real Kira is. Kira is able to kill his helper as well. (He's even able to kill himself if he wishes so…)

How roles will be given out:

ReverseFlash928, you are a civilian

If you are DM'd this, you are a civilian.

ReverseFlash928, you are a civilian
((Kira))

In this case, you are Kira.

ReverseFlash928, you are a civilian
((L))

In this case, you are L.

Wonder why I have the L and Kira roles in double brackets? Well, it's to protect from screenshot proofs. If everyone just screenshots the role they got, then easily you'd be able to figure out who Kira or L is. So in this case, I'm using a *temporary message system.* Anything in double brackets, I'll delete after you've seen. All you have to do is say an affirmative message like "Okay" or "Alright" or "Got it" to acknowledge your role as L or Kira. Then, I'll delete that message and all you'll be left with is the regular *you are a civilian* message. This way, everyone's messages will look equal.

By the way, *everyone* has to give an affirmative message, Kira, L, or citizens. It's a way that I can know you've acknowledged your position in the game and are going to play.

COMMONER ★★★★☆

Welp, that's about it for this revival round game! If you have any questions, ask.
May the smartest win.
(Remember, this game will have unpredictable variables!)
