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-Alternate Timeline Liar Game-

~DEAD CARD~

(Main Game)

This is the main game *Dead Card* for the Alternate Timeline Liar Game.

Most Important Categories For This Game:
Deception, Analysis, VCI, Logical Reasoning, Thinking, Strategy

"Some people in life are unfortunate enough to be oblivious to their own demise."

READ OVER THE RULES FULLY OR YOU MIGHT MISS SOMETHING

In this game, players will be given a card, essentially a string of text/passage that they must encode with a CIPHER that they themselves make. Two sides will go against each other, and will have to decode the other side's card, but with hints, of course. The winner will get the other side's tokens. A minimum amount of tokens will be needed to pass to the next game. When two sides play, no matter if it's a tie or not, they will exchange their cards, and each side will have to encode their new card. But there's a catch; there will be Dead Cards. A dead card means a card that will eliminate you by the time you reach the end of the game. When playing with people, avoid getting the dead card. If you do somehow obtain the dead card, pass it onto some other team as soon as possible. Does this game sound boring and easy? Don't worry, it will get way harder the further the game continues, to the point where people might complain the game has become downright impossible to win.

General Rules / Game Systems

Players will be in pairs of two. As the game starts, you and your partner will have to first create a cipher to encode your card which you will receive after the cipher set up period is over. Examples of ciphers are in this link.

Cipher rules:

- You have to DM me your cipher along with the solution as soon as you make it. Lying to me in general will result in elimination from the game.
- You cannot create it with the intent for its solution to be brute force. The cipher has to be solvable with logical reasoning and pattern recognition, or any other means as long as it's not brute force.
- When your cipher is made, you or your partner have to DM the game master(me) your cipher and its solution.
- You cannot simply layer popular ciphers onto each other. For example, you can't just layer an Affine Cipher, a Baconian Cipher, and a Caesar Cipher onto each other and call it a day. Be creative. You can still use these ciphers, just make sure you're not literally copying from the internet and just pasting it down.
- Your cipher can be anything, as long as it follows the previous rules and has a genuine solution that is theoretically possible to deduce.
- There's no limit to how difficult your cipher can be.
- There's no limit to how easy your cipher can be.
- A "cipher" is not limited to simply encryption of letters, numbers, or symbols.

After the period of creating ciphers, you will get a card. A card is a string of text, or a passage. It can be anything. You will get your card in this form.

[Partner 1] and [Partner 2], your card is:

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[The card will usually start on the second line like this. This is your card. When encoding the card, always make sure to include all the periods, spaces, symbols, numbers, letters... everything.]
When your card is given, and you've encoded it, you will start going against teams in card battles. A card battle is a battle in which you will go against another team to win tokens. Here's how a battle will go:

- First, get another team to agree to a battle. For a battle to officially commence, both partners on both teams must consent to the official battle.
- Then, both sides will send each other their *encoded* cards. Each side will try to decode the other side's card.
- Each side will give the other side around half of their cipher, so the other side has at least something to work on. What counts as "half" a cipher will be decided by me, as I will most likely be the one who gives the clue.
- Tokens will be bet by both sides. The bets do not need to match. But, both sides will give their bets, and send them to me before the game starts. I will publicly announce your bets to both teams, so lying about your bet is impossible. There is no limit to how much you can bet. As long as it's not above the amount of tokens you have or below 0, you're fine. The bets will be announced like this(most likely):
  Bets for this game:
  Team 1: [Partner 1] (x amount of tokens), [Partner 2] (x amount of tokens)
  Team 2: [Partner 1] (x amount of tokens), [Partner 2] (x amount of tokens)
- The individual bets of each person in each team will be announced. If one team wins, the tokens are split evenly no matter what you bet and what your partner bet. If there is an odd amount of tokens bet, the extra token will go to the partner who bet more. If they bet equally, the extra token will go to the partner who messaged me first about the bet. If they messaged me at the same time, then the token will go to the partner who can reason best as to who the token should go to.
- The duration of the game will be decided by both teams, as long as it's less than 17 hours and more than 1 hour. If no time is decided, then 3 hours

will be the default. If there's a tie between players on what the time should be, then it will also default to 3 hours.

- If both teams fail to decode the other's encoded card, then nobody wins. If both teams succeed in decoding, then the one who decoded first will win. If only one team decodes, then obviously the win goes to them. If both teams decode and the time is tied, both players will give me their reasoning as to how they got their answer. Whoever has the best answer, they win.
- When you've successfully decoded, then send me your answer. You don't need to attach any reasoning as to how you got the answer, as any method of attaining the answer or decoding your opponent's card is allowed. The time in which you send me your answer must be *in* the timeframe the players set. If the game duration was set to 6 hours, both sides must give me answers *within* that 6 hours, not before nor after.
- After both sides play, no matter who wins, loses, or ties, your cards will be *exchanged.* You will get the card that you were deducing, and that will become your new card. The only way to avoid getting your opponent's card is to forfeit the match, in which both partners must agree to do so. Even if one partner doesn't agree, the match cannot be forfeited unless both partners want it to be. The forfeited team automatically loses the match and their betted tokens go to the other team. This is essentially a loss, with the only difference being that cards will not be exchanged.
- After the game is over, each team can change their ciphers if they like. This is called a cipher change and usually only occurs right after the game.
- Any loopholes found that another person considers cheating will be addressed with me. I will decide if it's unfair or not.

Your cards will change with time, of course. If all cards in the game have been decoded, then everyone will get new cards. Even then, card changes can be announced. When a card change is announced, everyone's cards will change. To win, each individual person must have 10 tokens. Every individual person will get 5 tokens at the start. Token transfers are allowed, simply tell me who you'd

like to transfer tokens to. Whoever gets the tokens will not be informed of who gave them tokens unless the giver wants me to share that information.

So then, what are Dead Cards? Dead cards are cards that kill you if you possess them. At random, a Card Check can occur at any point in the game, however many times needed. If it turns out you have a dead card, you and your partner are immediately eliminated. You won't know if you have a dead card or not. I will give a hint for you to find the dead card: *They're unsimilar from regular cards.* Dead Cards will be exchanged through the games. If you happen to unfortunately get a Dead Card, play a game and get rid of it as soon as possible. Even if you lose all tokens, it is better than getting eliminated instantly.

There can be numerous dead cards in the games, or no dead cards at all. Every card change, new dead cards will be distributed to random people. Make sure to understand how the dead cards work and try your best to spot them.

CIPHER CALAMITY

A Cipher Calamity is a special event in the game. During this event, *all* ciphers will become useless. Cipher Calamities usually last 24 hours. During this period, when games are initiated, ciphers will be useless. All ciphers will be leaked to the public. What triggers a cipher calamity is a special condition you have to figure out yourself.

But… during the cipher calamity, a dead card sacrifice voting can occur. During this event, all players can vote on two teams who will get *guaranteed* dead cards next round. Each individual player will vote on two teams. Using both votes on the same team is not allowed. You're allowed to vote on your own team. The way to activate a dead card sacrifice voting is if at least one person from *every* team agrees that it should begin. If you fail to vote during a sacrifice voting, it will be assumed that you voted for your own team.

-CONTRACTS-

Contracting is a system that is being added to this game. You might be familiar with contracts from split poker. It works the same way here.

A contract can be made among any number of players. They're basically like legally binding documents; what is inside of a contract must be followed. You can make contracts for alliances, for trust, for anything. An example would be a contract between players which stops them from going against each other. This means that the two teams will be unable to go against each other according to the contract. A contract can be broken if everyone agrees so, unless that fact itself is modified in the contract. When making contracts, both partners in the team will have to sign the contract if it's related to a condition which affects how the team functions or exists. But if it's a contract that only affects the individual person, then only that person has to sign it.

There is no limit to what a contract can be, as long as it doesn't break the rules of the game. If any confusions or complications occur, message me.

Unfortunately, any previous contracts you had do not pass onto this game.

And that's about it! Enjoy. May the smartest win. The king, signing off.

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Prisoner.

If you are the prisoner, then you are doomed.
It is a role in the game which restricts the actions you can take.

You're unable to create official contracts.
You start off with no tokens.
If you get the dead card, everyone is notified of it.
You get no partner. You are your own team, you alone.
You cannot vote in a calamity.
If a team wishes to play against you, you cannot deny it.
During a game, you will get no clues at your opponents' cipher.
No matter what you bet, you will give up all tokens if you lose.
There is one way to remove your prisoner status. Find it yourself.

I have selected you as the prisoner for a reason. I know that you're the only one capable enough to pass with it.

Best of luck.