📜 Betrayal Nexus — Official Game Rules

🎲 Overview:

Betrayal Nexus is a psychological survival game about building and breaking alliances.
Players form temporary bonds to survive each round while navigating random events designed to strain loyalty. Ultimately, only the most cunning — or lucky — will leave with the most **Trust Tokens**.

🎮 Game Components:

- **3 Trust Tokens** per player (to start)
- A stack of **Event Cards**
- Voting cards or tokens (for elimination votes)

📖 Objective:

Accumulate the highest number of **Trust Tokens** after **6 rounds**.
If eliminated, you're out of the game and lose your tokens.

📊 Setup:

- Each player begins with **3 Trust Tokens**.
- Shuffle the **Event Card deck** and draw one at the start of each round.
- Players declare alliances each round, then vote to eliminate someone.

- Continue for 6 rounds or until only one player remains.

📏 Rules of Play:

📌 1️⃣ Declaring Alliances:

At the start of each round, each player secretly writes down **one name** — the person they wish to ally with.

- If **two players choose each other**, the alliance is formed.
- If a player picks someone who doesn't pick them, no alliance is made.
- Alliances are announced publicly after declarations.

Note:
A player can only form **one alliance per round**.

📌 2️⃣ Reveal an Event Card:

An **Event Card** is drawn and read aloud.
These cards introduce twists that affect the round's gameplay, alliances, and voting mechanics.

Examples of Event Cards:

- *"A random alliance this round will secretly betray itself."*
- *"Solo players gain 2 Trust Tokens this round."*
- *"One allied player must betray their partner, or lose all their tokens."*
- *"Everyone must vote publicly instead of secretly."*

📌 3️⃣ Special Solo Player Rule:

Players who remain unallied (not picked by anyone and not picking anyone who picked them) face different outcomes based on the Event Card drawn:

- Gain a bonus (e.g. extra tokens)
- Become more vulnerable (e.g. double voting weight against them)

📌 4️⃣ Voting for Elimination:

After alliances are set and the event is revealed, all players vote to eliminate one player.

Voting Rules:

- **You may not vote for your current ally.**
- If you have no ally, you may vote for anyone.
- The player with the most votes is eliminated from the game.
- In case of a tie, the tied players face a second vote.

Important:
Eliminated players lose all their Trust Tokens.

📌 5️⃣ Betrayal Option (Mid-Round Break):

Any player may choose to **break their alliance** before the voting phase by spending **2 Trust Tokens**.

Effects of Breaking an Alliance:

- The betrayer immediately gains **all Trust Tokens of their former ally**.
- The betrayed player is no longer protected by the "no vote for your ally" rule.

- The betrayer **cannot form an alliance next round** as punishment for betrayal.

You may only break one alliance per round.

📌 6️⃣ End of Round:

- Players in mutual alliances who survive the round each receive **+1 Trust Token**.
- Trust Tokens carry over to the next round.
- Eliminated players are removed from the game.

🎖️ Winning the Game:

After **6 rounds**:

- The player with the highest number of **Trust Tokens** wins.
- If multiple players remain tied at the top, whoever has betrayed the fewest times wins.

If all other players are eliminated before the final round, the surviving player automatically wins.

🌀 Why It's Mind-Bending:

- Alliances are fragile, temporary, and can be weaponized.
- Event Cards warp the rules each round, making it impossible to rely on a fixed strategy.
- Trust Tokens are both currency and shields — losing them weakens your power to betray.
- Betraying might make you rich in tokens but isolates you from potential protection next round.

- Every round is a high-stakes balance of trust, paranoia, and manipulation.

📜 Tie Scenario: Multiple Players, Same Token Count, No Betrayals

If at the end of **6 rounds**:

- **Two or more players are tied for the highest number of Trust Tokens**, **and none of them have betrayed anyone** throughout the entire game…

🔥 Final Duel Protocol: The Nexus Gauntlet

To resolve this, the surviving tied players enter a **final sudden-death phase** called **The Nexus Gauntlet**.

📖 Rules:

1. Each tied player must secretly write down one of two choices:
    - **TRUST**
    - **BETRAY**
2. Outcomes:
    - **If all choose TRUST:**
        - They all split the final prize equally (or are declared joint winners if no prize pool is involved).
        - The game ends peacefully, a rare and almost mythical outcome.
    - **If one player chooses BETRAY while others choose TRUST:**
        - The betrayer instantly wins the entire game.
        - All others are eliminated, regardless of Trust Token count.

- **If multiple players choose BETRAY:**
  - All betrayers are eliminated.
  - The remaining player(s) who chose TRUST win jointly.
  - **If all choose BETRAY**, everyone is eliminated and no one wins — a perfect betrayal apocalypse.

💡 Why This Works:

- It tests if players were genuinely loyal, or just waiting for an opening.
- It forces the ultimate final decision: stick together for a shared win, or snatch everything at the last second.
- Even without prior betrayals, a player's greed can still betray them here.

🔄 Alliance Dynamics in Betrayal Nexus

Each round is a fresh start.
At the start of every round:

- **Every player privately chooses one person to ally with**.
- Alliances are **declared anew every round** — meaning you can:
  - Stay loyal to your previous ally.
  - Abandon them for a new partner.
  - Pick someone who betrayed you earlier.
  - Gamble on a wildcard pick.
  - Or pick no one and stay solo (if allowed by event cards).

📌 Key Details:

- Alliances only last for the current round.
- **Past alliances do not carry over automatically** — even if you allied in Round 1, you must mutually choose each other again in Round 2 to remain allies.
- Alliances affect:
    - **Who you can vote for (can't vote for your current ally)**.
    - **Trust Token bonuses (both allies get +1 if they survive the round together)**.
    - **Possible betrayals (you can spend 2 tokens to break it mid-round)**.

🔪 Why It Matters Strategically

- **Shifting alliances mean you can forge new deals every round**.
- **Revenge, deception, and opportunism** become central tactics.
- You never know who'll pick whom, or whether an old ally will stay loyal.
- You can **manipulate weaker players, play double agent, or isolate threats**.

It's a constantly shifting web of trust and treachery — designed for paranoia.