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-Alternate Timeline Liar Game-

~RESTRICTION~

(Main Game)

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

Most Important Categories For This Game:
Logical Reasoning, Pattern Recognition, Deception, Analysis, Adversary Capacity, Psychology, EQ.

"The concept of randomness is simply a human being's inability to process and understand the deterministic properties of this universe."

In this game, players must find who the Joker is. Every round, a Joker will be picked. How exactly will you find the Joker? Well, you will try to find their Restriction. A restriction, or a Joker's Weakness, is something that limits what they can do or perform. For example, a restriction could be "the joker is unable to use the letter R while they communicate". Another could be "the joker is unable to use periods in their sentences". Find the patterns of things that might seem unusual, and out them as the Joker.
Does this game sound too simple? Don't worry... the end goal of this game along with the restrictions will grow more complex as time moves on, and eventually(hopefully) this will become one of the hardest mental challenges you'll face in your whole life.

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

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

In this game, there will be two main roles. The Joker and the regular players. The players must find who the joker is through finding their Restriction.

The Restriction doesn't have to be solely related to communication, as it can be anything. The players' goal is to figure out the restriction through irregular patterns in the Joker's behavior. The restriction is "random".

Once the players have suspected someone of being the Joker, then they will have only *one* try of guessing the Joker correctly. If incorrect, then the Joker will win that round. The process of guessing will be a vote system, where the most voted person will be chosen as the guess for who the Joker is.

Each round lasts *twelve* hours. Or around half a day. Players will have these 12 hours to figure out who the Joker is. Due to time zones, I, the game master, will obviously not be active 24/7. But I will be active a lot. So, participants will have those 12 hours to find the Joker. The round doesn't have to last exactly 12 hours, as it'll most likely end when the participants have chosen their guess for the Joker. So it *can* end sooner. But, the round will only last 12 hours at *maximum.*

When giving out roles, Joker or Participant, you will get a message like this:

ReverseFlash928, you are a participant.

A message like this means that you're a participant. After you get this message, simply reply with "got it" or "okay" or any other affirmative statement that shows you're aware of your role now. But what if you're the Joker? You will get a message like this:

ReverseFlash928, you are a participant.
((Joker))

As you can see, if you're the Joker, you will get a second message with ((Joker)) around it. This system is in the game due to the screenshotting loophole, where

everyone could simply share screenshots of their roles, and figure out who the Joker is just like that. To avoid this, I've made this method. Simply reply with an affirmative statement, and the ((Joker)) message will be deleted, thus making your DM's look normal. This is to ensure that the Joker role can be given to someone, and they can still show a screenshot that makes it look like you're a regular participant. You'll have to remember that you even got the Joker message though, but I'm sure most of you have a memory above a toddler.

Remember, the affirmative statement for acknowledging your role is mandatory, as it's necessary for the game to continue. The order in which the Joker is picked is "random".

When a round ends, the participants win if they guess the Joker right. But, the Joker wins if the participants guess wrong. At this stage, points will start to be distributed.

When someone loses, they get points. For example, if the participants lose, they gain a certain amount of points. If the Joker loses, they also gain a certain amount of points. Points are like tallies in this game, and the more points you have, the more times you have lost. Generally, points should be looked at as a negative thing, and should be avoided as they mean you've been losing. The amount of points each person will gain every round is "random".

Eventually, after the final round of this game, the losers and winners will be decided. In this game, try your best to work together.

The amount of rounds it takes for the game to end will also be a "secret".

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The location in which you all will discuss in is a group chat which will be created by me. That is the place where you will share your reasoning, the Joker along with the participants will play the game, and everything will occur. You don't need to do any hard work in this part, but just make sure that you follow these rules in that discussion group chat:

- Relevant conversations related to the game only; nothing off topic.
- Don't spam anything.
- When a conversation or debate between two or more people is occurring, then please wait until they are done. (Unless you have a question or something.)
- Try your best to talk in that group chat and not in DM's, as your reasoning should be seen by everyone.

Basically just follow basic human etiquette in that group chat.

Aaand that's about it! If you have any questions, DM me.
May the smartest win.
