HOT POTATOES

Premise and common win conditions

Welcome, you reading this document confirms your participation into the game, now without further ado ill delve into the premise and rules, by using a mock game for reference.

For every 10 players, there is a single hot potato, the quantity of hot potatoes cannot change at all during the game, creating a fixed situation that someone will die everyday, with death being irreversible as well.
The basic goal for any participant whether from any side is to survive till the end or fulfill some win condition in the end, if they have a role or not.

Potatoes

Each player has a potato, it might be hot or cold, depending on it they will be informed by the GM, if the player has a hot potato, they must trade it with someone else to survive or they will explode when the next day starts.

The number of hot potatoes will not change as there is a fixed pace of the game, after each day, the owners of the hot potatoes change randomly, so if you were not in the first round you may be one in the second round and so on.

Two potatoes can be exchanged by mutual consent or by force as well, a hot potato can be disguised as a cold one as well and vice versa.

—

Different items

Shining potato :-

Can disguise a hot potato as a cold potato and a cold potato as a hot one or can be used for bluffs, for example you bluff that this is a cold potato, and it is indeed a cold potato but you also said that i have used the shining potato on it, hence the bluff.

It is a one time use potato, and its effect gets reset with each round and it cannot be used on anything other than hot/cold potatoes. To use it you need to approach " shining finger "

The potato of revelation :-

It can serve two tasks, reveal whether the potato in your hand is hot or cold or to check on what potato some other person has, in both cases, it reveals the actual potato the person holds.

It is also a one time use potato, disappearing after each use, it can only be used by the potato detective.

The golden potato :-

It is the game's currency, each player starts with 5 of these and they lose this if they die and cannot be accessed by anyone else.

Can be traded with the potato mafia for various different potatoes or information on who has which role.

Various roles :-

Potato Mafia :-

A role given to a non playing non-player, who is active and can undergo transactions with other players be it in information or other items. They can determine the price of various items.
This participant does not have a win condition and can just enjoy the chaos unfolding from the side.

Shining Finger :-

The only role that can apply a shining potato on top of a hot or cold potato, in addition to surviving they must also use the shining potato at a minimum of 5 times, this is their win condition.
There can only be one shining finger per 10 people and the role cannot be inherited.

Potato detective :-

The only role that can use the potato of revelation, in addition to surviving, they must also check at least 5 potatoes, this is their win condition.
There can be only 1 potato detective per 10 people and the role cannot be inherited.

Factions :-

You and a group of people, come together and form a faction, purpose being to make the members of their faction win if they are able to destroy the other ones. They can form banks and collectivise to use their money and information and more.

If you are part of a faction then you win condition changes that if you are able to survive till the end with your faction members and all other factions disbanded or are destroyed you win.

There cannot be more than 5 players per faction.

Daily games :-

Imma hosts games if participants can bring to me their respective docs.
If you win the daily games then you get a potato exchange card in which you can exchange your potato with another person, with prior information of their potato but they don’t have info on yours, checking and not trading will cause you to lose your exchange card.

Potato password (passtato)

Each player has a specific passtato which is something unique to them, each player must share a passtato to at least 2 people everyday and these two people must be unique. This rule is made in benefit to

the hot potato owners as if they have the correct passtato they can forcefully exchange their potatoes.

But if they guess wrongly, they cannot ever forcefully exchange with that person ever again for the rest of the game.

Tradetato

Each player can trade with each other, blind trades in fact or known trades, each player must do a compulsory single trade everyday to qualify the round and other trades are optional.

Now these trades also benefit as blind trades allow one to gain 1 golden potato with each trade, the benefit can be availed 3 times each day, informed trades do not give such benefits.
