

Town of Salem VRChat Rolebook and Guidelines
(Pre-production)
By: Mykaela Anne & Milo

1. Introduction

"Town of Salem – VRChat Edition" brings the classic social-deduction gameplay into VR. Players embody avatars in VRChat, using voice and gesture abilities while playing roles drawn from the original game.

2. Core Rules & Conduct

Adapted from the official Town of Salem rules:

- No game-throwing—don't sabotage your own win condition.
- No spamming, abuse, hate speech, or harassment.
- Avoid inappropriate names.
- No cheating: no sharing info outside game, no multiple accounts, no exclusionary languages or codes.
- Don't leave mid-round or go AFK.
These maintain fair, enjoyable gameplay. townofsalem.io

3. Gameplay Overview

Setup & Hosting

- A host (usually the first one in the world or chosen via system) manages the lobby, starts rounds, and tracks day/night transitions. town-of-salem.fandom.com
- All classical game mechanics—day phase discussion, night phase actions—are preserved, with role prompts and boards appearing as VR elements (often via JSON-driven role boards).

Day & Night Cycle

- Day: discussion, accusations, voting (including VR-specific gestures or voice calls).
- Night: private role action assignments.

Chat & Movement

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- Open voice for all during day; private whispers or muted mics at night, according to role. Gestures and positional VR cues enhance bluffing and body language.

Voting & Lynching

- Players vote via UI or gesture to lynch. VR suspense is intensified by physicality and voice dynamics.

4. Role List & Descriptions

Below is a streamlined list of roles mirrored from classic Town of Salem. For in-depth details, links to official Fandom pages are included.

Town Roles (Goal: Lynch all evil)

- **Investigative:** Investigator, Sheriff, Lookout, Psychic, Spy, Tracker
- **Killing:** Jailor, Vampire Hunter, Veteran, Vigilante
- **Protective:** Bodyguard, Doctor, Crusader, Trapper
- **Support:** Mayor, Medium, Retributionist, Tavern Keeper, Transporter

This comprehensive list comes from the Town of Salem Wiki town-of-salem.fandom.com.

Mafia Roles (Goal: eliminate all opposition)

- **Deception:** Disguiser, Forger, Framer, Hypnotist, Janitor
- **Killing:** Ambusher, Godfather, Mafioso
- **Support:** Blackmailer, Bootlegger, Consigliere

Roles and categories from official Wiki town-of-salem.fandom.com.

Neutral Roles (Unique goals)

- **Benign:** Amnesiac, Guardian Angel, Survivor

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- **Chaos:** Pirate, Plaguebearer/Pestilence, Vampire
- **Evil:** Executioner, Jester, Witch
- **Killing:** Arsonist, Juggernaut, Serial Killer, Werewolf

Full breakdown referenced at town-of-salem.fandom.com.

Coven Roles (if using Coven expansion)

- Coven Leader, Hex Master, Medusa, Necromancer, Poisoner, Potion Master

See the Coven expansion via Fandom town-of-salem.fandom.com+1.

5. Role References & Links

For detailed write-ups on each role's abilities, attributes, and strategies, explore the “Roles” pages on the Town of Salem Wiki. These include mechanics, goals, and categorizations—all essential for clarity and hosting integrity. town-of-salem.fandom.com

6. Hosting Guidelines (VRChat Edition)

- **Become Host:** First joiner or via `/repick` if rules allow; VRChat worlds may handle this differently. town-of-salem.fandom.com
 - **Role List Setup:** Hosts must balance roles per game guidelines: at least one opposing role, limit unique roles, max count per faction, etc. town-of-salem.fandom.com
 - **Day/Night Management:** Host triggers transitions, announces phases, enforces silence during night.
 - **Role Boards:** Use VR UI to deliver role info privately each night.
 - **Dispute Resolution:** Address confusion or disputes with clear VR communication.
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7. Appendix

Definitions & Terms: Invest, Vig, Mafioso, Coven, NK, Chaos, etc.

Tips:

- Use voice and gesture to bluff or mislead.
- Keep discussion lively but fair.
- As host, ensure clarity and flow.
- New VR users: demo mechanics or gestures briefly before gameplay.