

Town of Salem Rulebook & Gameplay

By: Mykaela Anne & Milo

Town of Salem VRChat Edition is a fan-made adaptation of the original social deduction game, redesigned for the immersive world of VRChat. The game preserves the mechanics of bluffing, deduction, and strategic roleplay while adding the extra layer of realism that comes with seeing full-body avatars and hearing players' voices. Much like the PC version, every player is assigned a secret role and must work together—or against each other—to achieve their win conditions.

The rules are designed to keep the experience fair and fun. Players should not sabotage their team or reveal information that goes against their role's win condition. Spamming, harassment, or cheating of any kind is not allowed. Speaking in codes, exclusionary languages, or using multiple accounts is considered cheating, as is leaving mid-round or going AFK. These guidelines are meant to ensure that everyone has a smooth experience and can enjoy the game in VR without disruption.

Gameplay follows a repeating day-and-night cycle. At night, players carry out their role-specific actions in secret, while during the day, everyone debates, accuses, and votes on who they believe is guilty. The host in VRChat controls the flow of the game by starting rounds, announcing transitions between day and night, and keeping track of the players who are alive or eliminated. Votes are cast to decide on lynchings, and the immersive VRChat environment makes these moments particularly intense, since players can use voice inflection and body language to bluff, persuade, or defend themselves.

The heart of Town of Salem lies in its variety of roles. Town roles are designed to protect the village and eliminate threats. These include investigative characters like the Investigator, Sheriff, or Lookout, protective roles such as the Doctor or Bodyguard, killing roles like the Jailor, Veteran, or Vigilante, and support roles such as the Mayor, Medium, or Retributionist. Mafia roles work together secretly to eliminate the Town, including deception specialists like the Disguiser and Forger, killing roles like the Godfather and Mafioso, and support roles such as the Consigliere or Blackmailer. Neutral roles come with their own independent win conditions—some are benign, like the Survivor or Guardian Angel, while others are chaotic or dangerous, such as the Jester, Executioner, Arsonist, Werewolf, Serial Killer, or Juggernaut. If players are using the Coven expansion, the evil faction expands to include powerful magical roles like the Coven Leader, Hex Master, Medusa, and Poisoner.

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Each of these roles has unique abilities and attributes that determine how they interact during the night and day cycles. A complete breakdown of the official roles, their goals, and abilities can be found on the Town of Salem Wiki. This resource is widely used for quick reference by both players and hosts.

In VRChat, the host has an especially important role to play. They set up the role list, ensure the game is balanced, and manage transitions between phases. The host also helps newcomers by explaining the rules or clarifying mechanics, since the VRChat version relies heavily on players following the honor system. Role assignments are often displayed on in-world boards or menus, ensuring secrecy and fairness. A good host keeps the flow of discussion lively during the day and enforces silence during the night, while resolving disputes clearly when confusion arises.

To help players, the game community uses many common abbreviations and terms such as “Maf” for Mafia, “NK” for Neutral Killing, or “Invest” for Investigative roles. New players are encouraged to pay attention to body language and vocal tone as much as words, since VRChat adds a unique psychological layer to the classic Town of Salem experience. Successful players use both deduction and bluffing, while good hosts ensure that every match feels balanced and engaging.

Overall, Town of Salem VRChat Edition offers an immersive, community-driven take on the classic social deduction game. By combining voice, gestures, and avatars with the strategic depth of the original, it creates a unique experience where every round feels intense, unpredictable, and fun.