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Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. BlankMediaGames LLC or BlankMediaGames, also shortened as BMG, was a game company known for developing and publishing the video games Town of Salem, Traitors in Salem, and Town of Salem 2 Aside from the online games, BlankMediaGames has also made two card games based on their first game: "Town of Salem - The Card Game" and "Town of Salem's The Savior of Salem". History[] BlankMediaGames was founded in February 2014 by Josh Brittain and Blake Burns. A Kickstarter campaign began on February 14th, 2014 to develop Town of Salem. The company is a small team of game enthusiasts that consist of five programmers, one community manager, one quality assurance manager, and two artists (one focusing on UI and avatars, the other on backgrounds and houses). They are spread across the globe but united by their passion for gaming. In July 2024, Digital Bandidos acquired BlankMediaGames as well as the Town of Salem franchise; BlankMediaGames appears to have been dissolved since, as Digital Bandidos has taken over development of the games. Staff[] Company[] Game/Forum[] Links[] Trivia[] A white variant of the company's logo. BlankMediaGames attempted pushing out Town of Salem in 2013 by using Kickstarter. The goal was to achieve $20,000. Unfortunately, the Kickstarter project was unsuccessful with 63 backers and $1,375 pledged. It was advertised on Starcraft II Mafia's website. BlankMediaGames has released stories for Town of Salem which you can view here. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Can your friends handle life in the Town of Salem? Find out and get in-game rewards! How It Works: For each referral that upgrades their account or purchases the game on Steam, you get a reward! Reward Tiers 1. 1300 Town Points 2. 1300 Town Points + Grim Reaper Lobby Icon 3. 1300 Town Points, + Fish Pet 4. 1300 Town Points 5. 1300 Town Points + Grim Reaper Character 6+. 1300 Town Points How To Refer-A-Friend There are two ways to refer friends: 1.) When creating an account there is an optional input field to specify a friend to refer. Simply put their username in the box. For Steam users, the friend referred will immediately receive their RAF rewards as long as the referred player links their Steam account to their Town of Salem account. For other platforms, the referred user must upgrade their account. 2.) When a user creates an account and goes to play, they will see a popup asking them to pay-to-play. There is also a button on that screen that you can click to open the referral code redemption screen. The user can put in a referral code from a friend there in order to get 5 free games of Town of Salem and show they were referred by that person. Why the in-app purchase requirement for RAF validation? We do not want the RAF system to impact the quality of games by motivating people to AFK through games in order to get rewards on their account, there is no motivation for users to make alternate accounts or AFK through games to collect RAF rewards. Town of Salem 2 > General Discussions > Topic Details Only one chance to use referral codes? EDIT: Emailed the support team and they got me sorted out (their support email is: tos2@blankmediagames.zendesk.com)! While I think there should be an option in game, they are willing to work with you to get you the bonus.Original post: Bought this game for myself and for my wife. She created a name and clicked enter without entering a referral name. Is there no way that she can refer me now? I feel like it's pretty unfair if I gift the game to somebody and because they skipped a prompt there's no way for me to get the referral bonuses.Also recommended the game to 2 of my friends and only one entered my name. Referred 3 people and only got the bonus for 1... feels bad man :(Last edited by Dingus: 26 May, 2023 @ 6:35pm Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. This is a wiki database for the game Town of Salem and Town of Salem 2. This includes roles, possible strategies and other information. Please feel free to add to anything.If you are brand new to the game, you might want to take a look at Getting Started. However, if you wish to create a role idea, please make sure it follows the guidelines on this page, and visit the boards to help organize certain role ideas, such as ones for the Town, Mafia or Neutral. Remember to read these rules before posting on the wikia forums. Looking for Town of Salem 2? Click here! Town of Salem is an online game created by BlankMediaGames, which is similar to the popular game Mafia. The game is currently in Version 3.3.12. "Town of Salem is a browser-based game that challenges players on their ability to convincingly lie as well as detect when other players are lying. The game ranges from 7 to 15 players. These players are randomly divided into alignments - Town, Mafia, and Neutrals. If you are a Town member (the good guys) you must track down the Mafia and other villains before they kill you. The catch? You don't know who is a Town member and who is a villain. If you are an evil role, such as a Serial Killer, you secretly murder town members in the veil of night and try to avoid getting caught." Main Content VERSION UPDATE 3.3.12Read the patch notes to see what has changed! Click here for more information. Town of Salem Trailer There are 8 active members on this wiki! Minimum:OS *: Windows 7 64-bitProcessor: 2 GhzMemory: 2 GB RAMNetwork: Broadband Internet connectionStorage: 3 GB available space * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. Minimum:OS: Mac OS X 10.12 64-bitProcessor: 2 GhzMemory: 2 GB RAMNetwork: Broadband Internet connectionStorage: 3 GB available space Page 2 :)[h3]Spire Spotting[/h3]And now it's your local Spirelife guide, Demi, here to update you on our latest findings about last month's mysterious creature:[img]{STEAM_CLAN_IMAGE}\/29087962\/0f50128fcc6f8be2ba3636cabb10bf5fcb3fa027.gif[\/img]But before that, let's test out some of your brilliant hypotheses...[img]{STEAM_CLAN_IMAGE}\/29087962\/550038dea00bb1250337b230bc271b47a27e7e00.png[\/img][img]{STEAM_CLAN_IMAGE}\/29087962\/ee42ae340c7ad8c7e7922162456059cdde67b88.png[\/img]The award for most inventive guess goes to Kangaroodoo, who imagined the creature's jittery movements as an engine![img]{STEAM_CLAN_IMAGE}\/29087962\/5646fe28e4671da6afc8c4f0613c53a1d4abffe37e.png[\/img]While it was hard to pick a most accurate submission this time around, we think moffster eked out the competition!Take a look at a small selection of the other many submissions we got this time around:[img]{STEAM_CLAN_IMAGE}\/29087962\/91eeea45e4544539e6adad77cdc4a5de735348328.png[\/img]Credit in order from left to right: balls, Jokester, Wild_Samich, ssorgatem, AxolotlBoop, chairmanbuju, AuxilRB, Hubert, mothtransman,\u00a0\u0414\u0456\u0430\u043d\u043d\u0430, JellyfishLightning, AlialunAnd now for the unveiling...[img]{STEAM_CLAN_IMAGE}\/29087962\/e9fb95be01c1d4152b3f3e7b57092cf532f747b3.gif[\/img]Ta-da!! As many of you eagle-eyed Slayers noticed, this creature has already been spotted elsewhere in the past. Still, it was fun seeing different artists' renditions of the same subject as well as people getting extra creative with it! As recompense, here's a little extra info: we're currently referring to this enemy as Chomper, as his moveset relies on, well, chomping! What could the effect of such chomps be, I wonder?Also, many of you have noticed that it looks similar to another beloved character in the Spire universe, and the reason for that is [b]*LOUD ERROR NOISE*[\/b]. Hope that clears things up!Wait, does anyone else hear that...?[img]{STEAM_CLAN_IMAGE}\/29087962\/92194ed1eba73f7586a6655bd2cd07fe4c1b9d35.gif[\/img]It's yet another shadowy (and wiggly) creature!! Remember, submit your guesses as to what this monster could be via fanmail@megacrit.com or in our [url=https:\/\/discord.gg\/slaythespire]Discord's[\/url] fanart channel![b3]Q&A with C&A[\/b3]It's time again to answer questions. No time for unnecessary words. Onwards![b]TabbyCat asks:[\/b] How long is a turn in slay the spire for the characters? Is it consistent with the amount of cards played, or is it uniform at ~5 seconds. If I play 50 shivs in a turn as the Silent, are her hands moving at the speed of sound?[b]Casey:[\/b] The Silent's kind of like a seven in terms of speed. The Ironclad maybe a four. But the Champ is like a two and the Time Eater is using that stupid clock. It's all too complicated to explain really.[b]Kwayan asks:[\/b] Hello MegaCrit Games! I hope your are doing well, and I have a question. I'd like to know if you're going to add multiple death animation to the game, because in STS1, theres only one. So for exemple: if you die because of Snecko, you die with a paralized animation. Thx! Oh and btw, use Kwayan as my name in the question thing. (If i'm chosen)[b]Casey:[\/b] Hello Kwayan! That's a cool idea but we currently don't have multiple death animations. Maybe if we reach a point where the core content and animations are done we can work on some fun extras. There ARE extras planned and they are so very extra.[b]Maro from Korea asks:[\/b] Q1. Are there beta arts for StS2 cards? Q2. Do you any thoughts on making StS's art book in the future? Q3. Are Neow, The Maw and Jaw Worm related? Q.?? Will it be early-accessed in December..?[b]Casey:[\/b] Yes. Yes. No. No. For those thinking of asking a question to hone in on the release month, I see you. Anyways, December kinda sucks for releasing games, there's holidays and all that- everyone gets too busy.[b]Indikativ asks:[\/b] I was wondering if there will be any further lore in Slay the Spire 2.[b]Casey:[\/b] Yes[b]Pixelz asks:[\/b] Do you plan on adding content from\/inspired by some of the popular mods? I've been in love with some of them, especially Downfall's Hermit character and a good few of the reliquary's relics.[b]Casey:[\/b] Making content is one of the parts of making video games. I'm not sure why we would ever add content from a mod. It also seems disingenuous creatively? Maybe I'm misunderstanding something here.[b]Adam from France asks:[\/b] Are you going to launch a collector's edition for Slay the Spire 2 ? Maybe with some figurine or chibi, I will buy it for sure if you do.[b]Casey:[\/b] Maybe for the full release, definitely not for Early Access.[b]Tim asks:[\/b] Hello! What is the Merchant saying? My partner is convinced they sometimes say \"f** off\" and now I cannot unhear it.[b]Casey:[\/b][i]Mlyahh...[\/i] the denizens of the Spire don't speak English so they aren't telling you to f*** off. The dialog and story beats and such are translated to various languages so YOU, the player, can understand this foreign tongue. The merchant has 12 voice lines in the game and include a greeting, jovial laughter, a thank you in advance for buying wares, and of course the secret mercantile frequency technique version 4.[b]Nguyen from Vietnam asks:[\/b] Can Infinite deck in the sequel be easy to make?[b]Anthony:[\/b] No[b]Merch Madness[\/b3][img]{STEAM_CLAN_IMAGE}\/29087962\/1cbe35ca415acf7d390a9fb11afc17a4337acdb2.png[\/img]It's Demi again, with a reminder that you can now get the full collection of every main Slay the Spire character in figure form AND grab a Silent and Snecko plush while you're at it! Shop everything YouToox x Slay the Spire [url=https:\/\/youtooz.com\/collections\/slay-the-spire]here![\/url]![h3]Connections Section[\/h3][img]{STEAM_CLAN_IMAGE}\/29087962\/caf71501d03c478d4186225c92bf68caa08901928.png[\/img]And without any flowery further ado, the monthly [url=https:\/\/custom-connections-game.vercel.app\/G2gpysKXzlehZwGGiszj]Slay the Spire Connections[\/url] is here![h3]Community Roundup[\/h3]First of all, thank you to Maple for our gorgeous cover image this month, and shoutout to the very close runner-up featured below, \u4e5d\u5341\u4e5d\u4e00\u4e09![img]{STEAM_CLAN_IMAGE}\/29087962\/9ebbdb1837b5dea3d9746bb7ad61b9f3c9a6a408.png[\/img]If your submission wasn't featured, reminder that cover image submissions must be submitted to us via fanmail@megacrit.com or in our [url=https:\/\/discord.gg\/slaythespire]Discord's[\/url] fanart channel, have dimensions of 800x450px, feature no text, and leave room for a title! Next month's theme: [b]Neow and a dreamy, rainbow sky![\/b]Now for our regularly scheduled community highlights...[img]{STEAM_CLAN_IMAGE}\/29087962\/771894a06b66efdd49ec69258bc52dbdb803fb33.gif[\/img]This extremely cool, low-poly, animated Defect by PsiSlinger![https:\/\/www.youtube.com\/watch?v=q3lFhs-U7IMA fanmade Slay the Spire trailer reimagined in Limbus Company's style by Rush![img]{STEAM_CLAN_IMAGE}\/29087962\/b7af288b3acfa8fc2e1e17a281dcdbf6fdf39148.jpg[\/img]This helpful Spire Field Guide series by [url=https:\/\/www.reddit.com\/r\/slaythespire\/comments\/1gv6h70\/spire_field_guide_day_20_dead_adventurers\/]pianobloo[\/url]! (We made a note to highlight this one a while back but only recently remembered, oops. It now appears to be on hiatus but we think it's a great idea ^-^)And that's a wrap on the May Neowsletter, see you soon in June!",,"commentcount":106,"tags":["mod_reviewed","ModAct_873083815_1747334591_0",],"language":0,"hidden":0,"forum_topic_id":"612037567209053518","event_gid":"5298461446263293 71","voteupcount":3588,"votedowncount":49,"ban_check_result":0,"banned":0},"published":1,"hidden":0,"rtime32_visibility_start":1747341420,"rtime32_visibility_end":0,"broadcaster_accountid":0,"follower_count":0,"ignore_count":0,"forum_topic_id":"612037567209053518","rtime32_last_modified":1748275047,"news_post_gid":"0","rtime_mod_reviewed":1747334591,"featured_app_tagid":0,"referenced_appids":[],"build_id":0,"build_branch":"","unlisted":0,"votes_up":3588,"votes_down":49,"comment_type":"ForumTopic","gidfeature":"163529213755231 4929","gidfeature2":"612037567209053518","video_preview_type":"youtube","video_preview_id":"q3lFhs-U7IM","clan_steamid_original":"103582791458609370"},{"gid":"517461245625895078","clan_steamid":"103582791439469731","event_name":"Operation Brainstorm | Prototype Vehicles Available Now!","event_type":13,"appid":394360,"server_address":null,"server_password":null,"rtime32_start_time":1747326840,"rtime32_end_time":1747329240,"comment_count":0,"creator_steamid":"0","last_update_steamid":"0","event_notes":"see announcement body","jsondata":"{\"localized_subtitle\":[null,null,null,