

How to Play

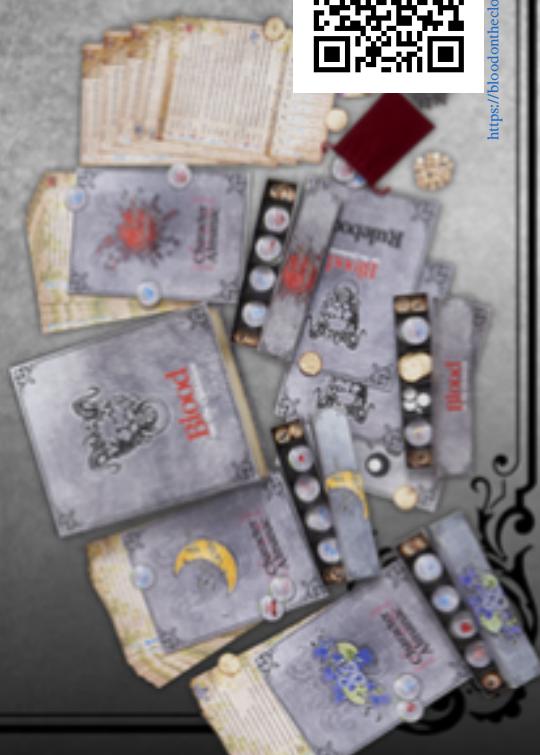
5-20 Players
1 Storyteller
Ages 14+

The Setup

- The Storyteller explains the rules to any new players.
- The Storyteller chooses what roles go in the game.
- Players each pick a role from the bag.
- **Red Token?** You're Evil! Get ready to lie your butt off!
- **Blue Token?** You're Good! Get ready for some serious sleuthing and maybe a few choice bluffs yourself.

The Game

- The Storyteller puts everyone to sleep.
- Evil players learn who each other are. Good players get their first-night info.
- Wake up! Good players will share information, use their abilities, and try to find the demon. Evil players will spread misinformation and protect the demon at all costs.
- Each day the Town can execute a player. Each night, players are woken to gain information, perform a special action, or kill.
- Good wins when the demon dies. Evil wins when there are two players left alive.
- Celebrate, commiserate, then do it all again.



<https://bloodontheclocktower.com/>



Blood On The Clocktower

↑ In the quiet village of Ravenswood Bluff,
a demon walks amongst you...

During a hellish thunderstorm, on the stroke of midnight,
there echoes a bone-chilling scream.

The townsfolk rush to investigate and find
the town storyteller murdered, their body
impaled on the hands of the clocktower,
blood dripping onto the cobblestones below.

A Demon is on the loose, murdering by night
and disguised in human form by day. Some
have scraps of information. Others have
abilities that fight the evil or protect the
innocent. But the Demon and its evil
minions are spreading lies to confuse
and breed suspicion.

Will the good townsfolk put
the puzzle together in time
to execute the true demon
and save themselves?
Or will evil overrun this
once peaceful village?

