

# THE NIGHT

## PREPARING THE NIGHT

**B**EFORE RUNNING THE NIGHT PHASE itself, you'll want to prepare a few things first. Ideally, nights should go quickly and smoothly with a minimum of thinking. If you prepare your night well, you've done all your thinking beforehand! Players may talk amongst themselves freely while you are planning the night phase.

First, make sure your night sheet is set up properly. Put it in the right side of the Grimoire.

- ◆ If this is the first night phase of the game, use the FIRST NIGHT side of the night sheet.
- ◆ If this is not the first night phase, use the OTHER NIGHTS side of the night sheet.

Add and remove any reminder tokens you need. Place reminders you'll need tonight in the appropriate positions in the left side of the Grimoire. Place any reminders you won't need tonight in the right side of the Grimoire.

**REMINDERS.** How you'll use each character's reminder tokens is described in their entry in their character almanac, although they should be fairly obvious. For example, you'll place the two Washerwoman reminders by the character tokens of the two players that the Washerwoman will learn about during the first night.

Place night tokens on the night sheet, by each character who is acting tonight and by the DAWN entry. Also, add night tokens in the special situations below.

- ◆ If this is the first night of the game and there are seven or more players, add night tokens to the MINION INFO and DEMON INFO entries on the night sheet. (This will remind you to wake all the Minions and show them the Demon, and to wake the Demon and show them the Minions.)
- ◆ If there are Travellers in play, then place a night token by the DUSK entry of the night sheet. (At dusk, some Travellers act—a night token here can help you remember to wake them.)

**LEAVES.** The easiest way to know which characters need night tokens is to look for leaves on their character tokens. A leaf on the left side of the token means that character acts on the first night. A leaf on the right side means that the character acts on all other nights.

**PLANNING.** This is also a good time to think briefly about what you might need to do in the coming night. For example, if this is the first night, you will show the Demon three not-in-play character tokens to help them bluff. Which tokens will you show them? If a player is drunk and will act tonight, what misinformation will you give them? Knowing what you want to do in advance will help the nights go quicker, which keeps players engaged.

## RUNNING THE NIGHT

**D**URING THE NIGHT PHASE, players keep their eyes closed. Some players will wake, opening their eyes, to learn information or use powerful abilities. Typically the Demon attacks at night, killing one or more players or otherwise causing havoc.

To start the night, tell the players to close their eyes. Say "All players, eyes closed," or something similar, and check that their eyes are closed if needed. Next, do the actions on the night sheet from top to bottom.

If it is the first night and you are playing with seven or more players, do these two steps:

**1. WAKE ALL THE MINIONS AND SHOW THEM THE DEMON.** Let the Minions make eye contact so they know who each other are. Then, show each Minion the THIS IS THE DEMON info token and point at the Demon. Make sure all Minions can see who you are pointing to. Then, put all the Minions to sleep.

**2. WAKE THE DEMON AND SHOW ALL MINIONS.** Wake the Demon, show them the THESE ARE YOUR MINIONS info token, then point to each Minion. Then, show the Demon the THESE CHARACTERS ARE NOT IN PLAY info token, and show the Demon any three good character tokens that are not in play.

**BLUFFING.** Showing these character tokens will help the Demon bluff as one of them. It is usually best to show two Townsfolk and one Outsider token to the Demon—that way, they can choose among all sorts of characters to bluff as. They can, of course, ignore this advice and bluff as any character they want.

