



ENDING THE GAME



ONCE THE FIRST NIGHT PHASE IS OVER, go to the day phase, then the night phase again. (Remember to flip the night sheet over to the *OTHER NIGHTS* side and rearrange the night tokens accordingly at the end of your first day phase.) Repeat this until one team wins and the game ends.

In Ravenswood Bluff... death is not the end. If the good team wins, all good players win, whether alive or dead. If the evil team wins, all evil players win, whether alive or dead. One team wins, and the other team loses. There are never any neutral players.

Good wins if the Demon dies. Declare that good has won, and encourage any handshakes, hugs, or screams of joy that you wish.

Evil wins if there are only two players left alive. Declare that evil has won, and encourage any fist bumps, finger guns, or debauched partying that you wish. (Evil could win either because the Demon killed a player or the wrong player was executed.)

If both teams would win at the same time, good wins. For example, if the Demon dies but that leaves only two players left, the good team wins.

DOES THE GAME ALWAYS END WHEN THE DEMON DIES? Nope! Some characters, such as the Scarlet Woman, keep the game going after the Demon dies, without the good team knowing what has happened.

In some intermediate and advanced editions, multiple Demons can be alive at once. All Demons must die for good to win. Also, some Demons might be good rather than evil. The good team still only wins when all the Demons are dead, regardless of whether they are good or evil.