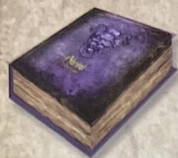




GATHER YOUR PLAYERS

Set up a circle of chairs, leaving a gap for you to enter and exit.



PREPARE THE GRIMOIRE

Clip and stand the Grimoire. Add all shrouds, night tokens, and info tokens.



CHOOSE AN EDITION

Add the edition box and night sheet to the Grimoire. Pass out character sheets.



PREPARE THE TOWN SQUARE

Add life tokens and vote tokens (or ask a veteran player to do so).



READ THE RULES TO ANY NEW PLAYERS

Read the *Explaining The Rules* sheet aloud (or ask a veteran player to do so).



SECRETLY CHOOSE CHARACTERS

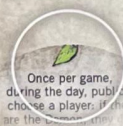
Select character tokens, based on the number of players.

| Players | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 to 20 |
|-----------|---|---|---|---|---|----|----|----|----|----|----|-------------------------------------|
| Townfolk | 3 | 3 | 5 | 5 | 5 | 7 | 7 | 7 | 9 | 9 | 9 | Each player above 15 is a Traveller |
| Outsiders | 0 | 1 | 0 | 1 | 2 | 0 | 1 | 2 | 0 | 1 | 2 | |
| Minions | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | |
| Demons | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | |



ADD AND REMOVE CHARACTERS

If a character token has an orange flower, swap some of them.



ADD REMINDER TOKENS

For each leaf on the top of a character token, add a reminder to the Grimoire.



PASS OUT CHARACTER TOKENS

Put all character tokens into the bag. Each player draws one.



ADD CHARACTER TOKENS TO THE GRIMOIRE

Collect and add to the Grimoire to represent seating positions.



PREPARE THE FIRST NIGHT

After the night is prepared, call for eyes closed.

