

Give a last call for nominations once you feel there have been enough nominations and votes for today. Or if no players have made nominations today, give them this last reminder in case they weren't paying attention. Step into the circle and say, "Last call for nominations! Three... two... one..." to give the players time to make rash last-minute decisions. If no one makes another nomination, then declare that nominations are closed for today.

EXECUTION AND DEATH

EXECUTE THE PLAYER WHO WAS ABOUT TO DIE.
Declare that this player dies.

- ◆ There is only one execution per day. After an execution, the day phase is effectively over.
- ◆ An execution is not required. If the players decide not to nominate anyone, or the nominees didn't get enough votes, or the voting ended in a tie between two nominees, the day ends without an execution.

When a player dies, ask the player to flip their life token on the Town Square to its underside and put a vote token on it.

Dead players—whether dead by execution, by the Demon, or by any other means—follow these rules:

- ◆ Place a shroud token on their character token in the Grimoire.
- ◆ They immediately lose their ability. Their ability no longer affects the game in any way and they are not woken during the night to act, so remove their reminder tokens and night token, if any.
- ◆ They cannot nominate, and they may only vote once for the rest of the game. When they choose to vote, they remove their vote token from their life token. Dead players without a vote token cannot vote.
- ◆ They still close their eyes during the night, and may still talk as much as they want. In fact, because the dead players have a voice and a vote, it is usually the dead players who decide the final fate of the town. Dead players win if their team wins, and lose if their team loses, just like alive players.

WHEN A PLAYER DIES, IS THEIR IDENTITY

REVEALED? No. Some Storytellers more familiar with other social deduction games have a habit of telling the group which character the dead player was playing. In *CLOCKTOWER*, the identity of the dead remains a mystery. Dead evil players may still wreak havoc if they are believed to be good.

After the execution phase is over, take thirty seconds or so to prepare your night phase. Some reminder tokens and night tokens may need to be added or removed. When you are ready, declare that the day is over, and ask all the players to close their eyes.

