

THE DAY

DURING THE DAY PHASE, players talk to each other. They may scheme, lie, share information, or stay silent and try to puzzle out who is who. Then, they vote on who will be executed. This is the main part of the game, mostly handled by the players themselves.

DISCUSSION

TO BEGIN, JUST LET THE PLAYERS TALK amongst themselves. There is very little that you need to do. Players may say whatever they want, or may say nothing at all.

Generally, good players will reveal their characters and any information they have, while evil players will pretend to be good characters and give out bogus information. Sometimes good players will be deceptive too. It is up to them.

Players may talk to the group, whisper to each other, or even leave their seats to talk in secret with other players. Encourage them to stay in the circle as they're doing this, though.

QUESTIONS? *Some players will have questions for you.*

Even though you read out the main rules while setting up, people do forget. Or a player may ask about how a particular character works. Unlike other games, CLOCKTOWER does not require all players to know all the rules before playing. We emphasize participation, so please be as helpful as possible with players who have questions. If you don't know the answer to a general question, look in the GLOSSARY (page 42). If you don't know the answer to a character question, look in the appropriate entry of the character almanac.

You can answer questions either publicly, so that all the group hears, or privately. Players with questions about their character's ability may want to talk in private with you, so that no one else knows who they are or what question they asked.

NOMINATIONS AND VOTING

CALL FOR NOMINATIONS when you feel it is appropriate. Doing so after five to ten minutes of chit-chat is usually about right, but some groups may want to talk for longer or shorter. Make sure everyone is back in their seats at this point.

Say "I now call for nominations," or something similar. A player can nominate someone by simply saying, "I nominate Bob," or the like. When you hear a nomination, repeat it back to the group—for example, "Sally has nominated Bob." This way, everyone knows that you have heard and accepted the nomination.

There are a few limitations on nominations, as follows. If a player tries to nominate in a way that's not allowed, simply tell them it's not allowed.

- ◆ **Only one player may be nominated at a time.** If a nomination has been made but not yet voted on, another nomination cannot be made yet.

- ◆ **Only alive players may nominate.** Dead players can be nominated, but this is almost never wise to do.
- ◆ **Each player may nominate only once per day,** and each player may be nominated only once per day.

Give the nominated player a chance to defend himself before you start tallying the votes on them. Ten to thirty seconds is usually about right, but longer is okay too.

Tally the votes. Stand in the center of the circle, holding the Grimoire in one hand and holding your other hand out straight toward the nominee. Say the name of the player and that voting has started.

Then, slowly spin yourself clockwise, counting aloud the number of votes as you go, until you come back to the nominee. (*Counting aloud helps undecided players make up their minds as to whether to vote or not.*) The nominee may vote for themselves, if they wish—their vote is counted last. If a player has their hand up when your hand reaches them, that's a vote. If a player has their hand down, that's not a vote.

- ◆ **Each alive player** may vote for as many players as they wish per day.
- ◆ **Each dead player** may vote for only one nomination throughout the rest of the game.

Declare the result. The vote succeeds if:

- ◆ The nominated player got **more votes** than any other nominated player today, and
- ◆ The number of votes **equals or exceeds** half the number of alive players.

It is the middle of the game. Six players are alive, and four players are dead. Doug gets three votes, so the vote succeeds. It doesn't matter whether the three votes came from alive or dead players—there were three votes, which is half of the six alive players.

If the vote succeeds, declare that the nominated player is about to die. This player will be executed today... unless a future nominee gets even more votes. Call again for nominations and tally the vote for the next nominee, if any. (*Any player who is about to die may still nominate if they have not already nominated today.*)

If the vote fails, the nominated player will not be executed. You can call for more nominations, then tally the vote for the next nominee, if any.

If the vote ties with a player nominated earlier today, then **neither** nominated player will be executed. (*They are no longer "about to die."*) Call again for nominations and tally the vote for the next nominee, if any. A nominated player must get more votes than the tied number for you to declare they are about to die.