



THE EDITIONS

YOUR BLOOD ON THE CLOCKTOWER BOX SET comes with three editions for you to try: TROUBLE BREWING, BAD MOON RISING, and SECTS & VIOLETS. We highly recommend that you get familiar with Storytelling TROUBLE BREWING before moving on to these more complex editions. The character almanac for TROUBLE BREWING offers many helpful reminders of game concepts that make it a useful reference as you play, while the more complicated editions only give reminders for newly introduced concepts and particularly intricate interactions.

More editions will be available soon. Each edition has 25 new and unique characters tailored to create a unique gaming experience, and the strategies needed for victory vary drastically with each. Some editions encourage whispers and secrets, others open sharing. Some encourage pure logic, others wild and crazy bluffing. If you would like to take your CLOCKTOWER games to the next level, visit our site for more information: bloodontheclocktower.com

All characters included in these editions are also listed in the Script Tool, so you can mix and match them with other characters you own, creating your own games!



BEGINNER

TROUBLE BREWING has a little bit of everything. Some characters passively receive information, some need to take action to learn who is who, while some simply want to bait the Demon into attacking them. Both good and evil can gain the upper hand by making well-timed sacrifices. TROUBLE BREWING is a relatively straightforward Demon hunt, but evil has a number of dastardly misinformation tricks up their sleeves, so the good players had better question what they think they know if they hope to survive.

Recommended for players and Storytellers new to BLOOD ON THE CLOCKTOWER or to social deception games.



INTERMEDIATE

BAD MOON RISING is a death extravaganza. Demons kill multiple times per night and Minions get in on the action too. Good players can take great risks to gain reliable information, but may accidentally kill their friends in the process. Luckily, there are many ways to keep players alive long past their use-by date. If the good team cannot determine which Minions and Demons are in play, however, their doom is all but certain.

Recommended for players who are proactive, dedicated to working as a team, and don't fear dying.



INTERMEDIATE

SECTS & VIOLETS is the craziest of the three editions included in the base set. Good characters get amazing information each and every night. However, the evil team is extremely varied and threatening and can throw massive confusion into the mix. Characters change alignment. Players change characters. Even the evil team can lose track of who is who. This is also the first appearance of madness, which throws all manner of spanners into the works.

Recommended for players who want to do wild and unexpected things, pushing the limits of what can be achieved in a bluffing game.