



Trouble In Waterloo - First Night

by kervina

	Dusk	None
	Minion Info	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	Demon Info	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
	Narcissist	Wake up the minions to have them learn of the narcissist.
	Waterloo Warrior	Wake each waterloo warrior up and show them the role they think they are
	Distraction	The distraction points to up to 3 players. If their alignment changed from good -> evil, wake those 3 players and show them the 'You are' card and the thumbs down evil sign.
	Instigator	The Instigator points to up to 2 players. Wake those players up and show them they were picked by the Instigator.
	Gaslighter	The Gaslighter points towards a player and is shown a character token, they then choose a character. Show the character to the target player if a transformation would have occurred.
	Peer Pressurer	Wake up the Peer Pressurer and point to all outsiders
	The Council	Wake each townsfolk/outsider who is evil individually and show them the 'You are' card and the thumbs down evil sign. Wake up the council to show them their evil team
	Final Exam	Wake each townsfolk/outsider who is evil individually and show them the 'You are' card and the thumbs down evil sign.
	Advisor	The Advisor wakes up and points to a player. If the target was an outsider, wake that player and show them their new role if it has changed from what they were previously shown
	Proctor	Wake up the closest evil player to the proctor and tell them they have the cheat sheet
	Psychologist	Up to three players are woken up and are shown that they were picked by the psychologist.
	Astrophysicist	The astrophysicist chooses a character. Show a finger symbol equal to the distance the chosen character's player is away from the "sun"
	Hacker	The hacker points to a player. Give the head signal (nod yes, shake no) if they are evil or if their player or character was selected by an evil player tonight.
	Musician	Wake up the musician and tell them a player name which is a different type than yesterday
	Eavesdropper	Wake up the eavesdropper for them to choose a character. Wake up the eavesdropper again once the chosen character has acted to give them information
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



Trouble In Waterloo - Other Nights

by kervina



Dusk

Check that all eyes are closed. Some travellers act.



Narcissist

If the demon died today/yesterday with 5 or more players remaining, show swapped characters to each player and swapped alignments if necessary



Distraction

If a distracted player dies, and their alignment was previously shown as evil, wake that player and show them the 'You are' card and the thumbs up good sign.



Instigator

The Instigator points to up to 2 players. Wake those players up and show them they were picked by the Instigator.



Gaslighter

The Gaslighter points towards a player and is shown a character token, they then choose a character. Show the character to the target player if a transformation would have occurred.



Peer Pressure

The peer pressurer points to a player, they are shown that player's character. Wake that player and show them their new role if it has changed from what they were previously shown.



Waterloo Warrior

Wake up the minions and have them pick a target to kill



The Council

The council points to a player, they are marked as "Dead".



Final Exam

The final exam picks a player, they are marked as "Dead". They may then either shake their head or point to every other player and pick a character for each one, all correct are marked as "Dead".



Mr. Goose

Mr. Goose wake up and points to a player who is marked "Dead". If all minions are dead, Mr. Goose may additionally point to one more player.



Exch. Student

The Exchange Student wakes up and picks a player. Potentially show the exchange student their new role, and wake the chosen player to show them their new role or information



Advisor

The Advisor wakes up and points to a player. If the target was an outsider, wake that player and show them their new role if it has changed from what they were previously shown



Proctor

Wake up the player with the cheat sheet and ask if they want to pass or hold. If they pass, wake up the person they passed to and tell them they have the cheat sheet. Then wake up the proctor to give them information.



Psychologist

The psychologist first learns a number representing the amount of correct pairs yesterday. Then up to three players are woken up and are shown that they were picked by the psychologist.



Astrophysicist

The astrophysicist chooses a character. Show a finger symbol equal to the distance the chosen character's player is away from the "sun"



Hacker

The hacker points to a player. Give the head signal (nod yes, shake no) if they are evil or if their player or character was selected by an evil player tonight.



Musician

Wake up the musician and tell them a player name which is a different type than yesterday



Campus Security

If there are more or equal alive evil players to alive good players, wake up campus security and show them the number of alive evils



Competitor

If both of the competitor's neighbors are dead, they wake up to learn an outsider player or player of differing alignment.



Procrastinator

The procrastinator is shown all characters who have died before the procrastinator, one of which is incorrect. Then show a finger symbol representing the number of evils amongst them.



Eavesdropper

Wake up the eavesdropper for them to choose a character. Wake up the eavesdropper again once the chosen character has acted to give them information



Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.