



# Contagion - First Night

by Rohan Sarvaria

<b>M</b>	<b>Minion Info</b>	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.
<b>D</b>	<b>Demon Info</b>	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
	<b>Security Detail</b>	If the chosen Townsfolk is in play, mark them as Guarded and tell the evil players who they are.
	<b>Bully</b>	If the Bully chose a player during the day: the target player loses a link.
	<b>Operator</b>	The Operator either shakes their head "no" or points to a player. Mark that player as Connected.
	<b>Saboteur</b>	The Saboteur points to a player; mark them as Interfered until dusk.
	<b>Therapist</b>	Wake the Therapist. Show them a character token. Wake them at that character's place in the night order, if applicable.
	<b>Celebrity</b>	The Celebrity either shakes their head "no" or points to a living player. If they are a Townsfolk, create links to each player in the target's circle.
	<b>Globalist</b>	Wake the Globalist. Point to the Traditionalist. The Globalist points to two players. Create a link between those players.
	<b>Dunce</b>	If the Dunce has more than one evil neighbour: mark them as Surrounded.
	<b>Nutjob</b>	Wake the Nutjob. Show them a character token.
	<b>Wiretapper</b>	Wake the Wiretapper, and show them a character token.
	<b>Infection</b>	The Infection chooses two players. Mark those players.
	<b>Detective</b>	Wake the Detective. Show them Minion tokens.
	<b>Wanderer</b>	Wake the Wanderer. For each character, show them its token followed by its corresponding number.
	<b>Traditionalist</b>	Wake the Traditionalist. Point to the Globalist.
	<b>Gossip</b>	The Gossip either nods their head "yes" or shakes their head "no". If they nodded, point to the player with the highest number of living evils in their circle. If there are multiple players with the same total, select one arbitrarily.
	<b>Spy</b>	The Spy either shakes their head "no" or chooses a Minion. if they are in play, point to each player in their circle.
	<b>Socialite</b>	The Socialite points to a player. Show them each player in that player's circle.
	<b>Spectre</b>	The Spectre points to a player in their circle. Destroy their link to that player, and do not inform them of that change.
	<b>Overmind</b>	Wake a good player. Show them the Overmind token, and mark them as Knows.
	<b>The Candidates</b>	Mark the Traditionalist and Globalist with Cannot Die.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



# Contagion - Other Nights

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**Dusk**

Check that all eyes are closed. Some travellers act.



**Bully**

If the Bully chose a player during the day: the target player loses a link.



**Operator**

The Operator either shakes their head "no" or points to a player. Mark that player as Connected.



**Reverend**

If a player is Blessed, something good happens to them.



**Extroversion**

If desired, a link breaks.



**The Candidates**

If the Traditionalist won an election: show them the Candidates token, then convert their circle into a clique; also mark the Globalist with No Ability. If the Globalist won an election: show them the Candidates token, then show them the character of each player in their circle.



**Saboteur**

The Saboteur points to a player; mark them as Interfered until dusk.



**Therapist**

Wake the Therapist. Show them a character token. Wake them at that character's place in the night order, if applicable.



**Auditor**

If the Auditor has died, show the Minions/Demon who each other are.



**Celebrity**

The Celebrity either shakes their head "no" or points to a living player. If they are a Townsfolk, create links to each player in the target's circle.



**Doctor**

The Doctor points to a player. If they are in the Doctor's network, mark them with Safe until Dawn.



**Globalist**

The Globalist points to two players. Create a link between those players. If a good player linked to the Globalist: they become evil.



**Terrorist**

The Terrorist either shakes their head "no", or points to a player. If they selected a player, that player dies; mark the Terrorist with No Ability. If the Terrorist was executed: they point to two players; those players die. If four or fewer players live, mark the Terrorist with No Ability.



**Dunce**

If the Dunce has more than one evil neighbour: mark them as Surrounded.



**Scripter**

The scripter points to a player; mark them as Accessed. If they are not in the network, mark the Scripter until dusk.



**Paranoia**

The Paranoia points to two players. If one is inside the network and the other is outside it, mark both as Dead. Otherwise, point to a player outside of the Paranoia's network.



**Infection**

The Infection either nods their head "yes" or points to two players in their network. If they nodded: kill all marked players that are in the Infection's network. If they chose players: those players are marked.



**Wiretapper**

The Wiretapper points to two players in their network. Mark the first as Dead. Show the Wiretapper the second's character.



**Overmind**

The Overmind points to a player. Mark that player as Dead.



**Mourner**

If a player has been executed: wake the Mourner, and show them a character token.



**Lawyer**

The Lawyer points at two players. If either player is a Demon, show them that player's character.



**Traditionalist**

The Traditionalist points to two players. If a link exists between them, destroy it.



**Medium**

If the Medium died to the Demon: they choose a character. If that character is in play, destroy all links between the corresponding player and all evil players.



**Gossip**

The Gossip either nods their head "yes" or shakes their head "no". If they nodded, point to the player with the highest number of living evils in their circle. If there are multiple players with the same total, select one arbitrarily.



**Spy**

The Spy either shakes their head "no" or chooses a Minion. if they are in play, point to each player in their circle.



**Socialite**

The Socialite points to a player. Show them each player in that player's circle.



**Spectre**

The Spectre points to a player in their circle. Destroy their link to that player, and do not inform them of that change. If the Demon is executed, and they are not in the Spectre's network: wake the Spectre; they become the Demon.



**Dawn**

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