

# The Eleventh Hour - First Night

by TOG

**M**

**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.

**D**

**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



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

# The Eleventh Hour - Other Nights

by TOG



**Dusk** | Check that all eyes are closed. Some travellers act.



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