

# Chaos in the Streets - First Night

by Zets



**Dusk** Start the Night Phase.



**Alchemist** Show the YOU ARE token and the character token of a Minion.



**Magician** Include the Magician in the Minion and Demon Info steps.



**Minion Info** If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



**Snitch** Wake each Minion. Show the THESE CHARACTERS ARE NOT IN PLAY token and three not-in-play character tokens. Put each Minion to sleep.



**Lunatic** If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.



**Demon Info** If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



**King** Wake the Demon. Show the THIS PLAYER IS token and the King token, then point to the King.



**Marionette** Wake the Demon. Point to the player marked IS THE MARIONETTE and show the THIS PLAYER IS token and the Marionette character token.



**Pixie** Show the Townsfolk character token marked MAD.



**Chef** Give a finger signal.



**Seamstress** The Seamstress might choose 2 players. Nod or shake your head.



**Noble** Point to all three players marked KNOW.



**Balloonist** Show any player.



**General** Give a thumb signal.



**Dawn** Wait for a few seconds. End the Night Phase.

# Chaos in the Streets - Other Nights

by Zets



**Dusk** | Start the Night Phase.



**Lunatic** | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



**Sweetheart** | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.



**Choirboy** | If the Demon killed the King, point to the Demon player.



**Oracle** | Give a finger signal.



**Seamstress** | The Seamstress might choose 2 players. Nod or shake your head.



**Balloonist** | Show a player with a different character type to previously.



**King** | If the dead equal or outnumber the living, show the character token of an alive player.



**General** | Give a thumb signal.



**Dawn** | Wait for a few seconds. End the Night Phase.