























Tinfoil Hats - First Night

by Rohan Sarvaria

	Dusk	None
	Philosopher	The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
	Alchemist	Show the Alchemist a not-in-play Minion token
	Poppy Grower	Do not inform the Demon/Minions who each other are
	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
	Engineer	The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
	Lil' Monsta	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	Lleech	The Lleech points to a player. Place the Poisoned reminder token.
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	Devil's Advocate	The Devil's Advocate points to a living player. That player survives execution tomorrow.
	Fearmonger	The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
	Harpy	Wake the Harpy; they point at one player, then another. Wake the 1st player the Harpy pointed to, show them the 'This character has selected you' card, show them the Harpy token, then point at the 2nd player the Harpy pointed to.
	Pukka	The Pukka points to a player. That player is poisoned.
	Pixie	Show the Pixie 1 in-play Townsfolk character token.
	Amnesiac	Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
	Chef	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
	Grandmother	Show the marked character token. Point to the marked player.
	Knight	Point to two players who are not the Demon.
	Balloonist	Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
	Bounty Hunter	Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Tinfoil Hats - Other Nights

by Rohan Sarvaria



Dusk

Check that all eyes are closed. Some travellers act.



Philosopher

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



Poppy Grower

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



Engineer

The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.



Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.



Devil's Advocate

The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.



Pit-Hag

The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.



Fearmonger

The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.



Harpy

Wake the Harpy; they point at one player, then another. Wake the 1st player the Harpy pointed to, show them the 'This character has selected you' card, show them the Harpy token, then point at the 2nd player the Harpy pointed to.



Pukka

The Pukka points to a player. That player is poisoned. The previously poisoned player dies.



Lleech

The Lleech points to a player. That player dies.



Lil' Monsta

Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.



Assassin

If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.



Hatter

If the Hatter died today: Wake the Minions and Demon. Show them the 'This Character Selected You' info token, then the Hatter token. Each player either shakes their head no or points to another character of the same type as their current character. If a second player would end up with the same character as another player, shake your head no and gesture for them to choose again. Put them to sleep. Change each player to the character they chose.



Barber

If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.



Amnesiac

If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.



Grandmother

If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.



Balloonist

Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.



Bounty Hunter

If the known evil player has died, point to another evil player.



Dawn

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