

Bomb Defusal v1.0 - First Night

by Rohan



Dusk | Start the Night Phase.



Boffin | Wake the Boffin and the Demon. Show the not-in-play good character token. Put the Boffin and the Demon to sleep.



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.



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.



Lil' Monsta | Wake all Minions, allow them to choose a babysitter.



Poisoner | The Poisoner chooses a player.



Widow | Show the Grimoire for as long as the Widow needs. The Widow chooses a player.



Courtier | The Courtier might choose a character.



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



Librarian | Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Chef | Give a finger signal.



Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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



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



Balloonist | Show any player.



Village Idiot | Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



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

Bomb Defusal v1.0 - Other Nights

by Rohan



Dusk | Start the Night Phase.



Poisoner | The Poisoner chooses a player.



Courtier | The Courtier might choose a character.



Imp | The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.



Fang Gu | The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down.



Lil' Monsta | Wake all Minions, allow them to choose a babysitter. A player might die.



Barber | If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



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



Plague Doctor | If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.



Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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



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



Village Idiot | Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



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