





































# First Night

# Oops! All... Evil?

	<b>Poppy Grower</b>	Do not inform the Demon/Minions who each other are
	<b>Magician</b>	Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.
<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>Lunatic</b>	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
<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>King</b>	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
	<b>Marionette</b>	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	<b>Lil' Monsta</b>	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	<b>Poisoner</b>	The Poisoner points to a player. That player is poisoned.
	<b>Godfather</b>	Show each of the Outsider tokens in play.
	<b>Witch</b>	The Witch points to a player. If that player nominates tomorrow they die immediately.
	<b>Mezepheles</b>	Show the Mezepheles their secret word.
	<b>Pixie</b>	Show the Pixie 1 in-play Townsfolk character token.
	<b>Clockmaker</b>	Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
	<b>Noble</b>	Point to 3 players including one evil player, in no particular order.
	<b>Balloonist</b>	Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
	<b>Shugenja</b>	Wake the Shugenja; point horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	<b>Bounty Hunter</b>	Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

# Other Nights

# Oops! All... Evil?

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Poppy Grower</b>	If the Poppy Grower has died, show the Minions/Demon who each other are.
	<b>Poisoner</b>	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
	<b>Witch</b>	If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
	<b>Mezepheles</b>	Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
	<b>Lunatic</b>	Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
	<b>Fang Gu</b>	The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
	<b>Vortex</b>	The Vortex points to a player. That player dies.
	<b>Lil' Monsta</b>	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
	<b>Godfather</b>	If an Outsider died today: The Godfather points to a player. That player dies.
	<b>Barber</b>	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.
	<b>Choirboy</b>	If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
	<b>Town Crier</b>	Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
	<b>Balloonist</b>	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.
	<b>King</b>	If there are more dead than living, show the King a character token of a living player.
	<b>Bounty Hunter</b>	If the known evil player has died, point to another evil player.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.