

Poppyganda - First Night



Dusk

Start the Night Phase.



Poppy Grower

Do not do the Minion Info and Demon Info steps. Wake the Demon, show the THESE CHARACTERS ARE NOT IN PLAY info token and any three good character tokens that are not in play.



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.



Marionette

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



Evil Twin

Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.



Cerenovus

The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



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.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Bounty Hunter

Point to the KNOWN player.



Dawn

Wait for a few seconds. End the Night Phase.

Poppyganda - Other Nights



Dusk Start the Night Phase.



Poppy Grower If the Poppy Grower died today or tonight, wake the Minions, show the **THIS IS THE DEMON** info token and point to the Demon. Put them to sleep. Wake the Demon, show the **THESE ARE YOUR MINIONS** info token and point to the Minions. Put the Demon to sleep.



Monk The Monk chooses a player.



Cerenovus The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.



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).



Legion A player might die.



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.



Vortox The Vortox chooses a player.



Vigormortis The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



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



Fortune Teller The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Town Crier Either nod or shake your head.



Oracle Give a finger signal.



Juggler Give a finger signal.



Bounty Hunter If the **KNOWN** player died today or tonight, point to a new **KNOWN** player.



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