

# Oops! All... Evil? - First Night

by Rohan Sarvaria



Dusk	Start the Night Phase.
Barista	Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).
Thief	The Thief chooses a player.
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.
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.
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.
Lil' Monsta	Wake all Minions, allow them to choose a babysitter.
Poisoner	The Poisoner chooses a player.
Godfather	Show the character tokens of all in-play Outsiders.
Witch	The Witch chooses a player.
Mezepheles	Show the written word.
Pixie	Show the Townsfolk character token marked MAD.
Clockmaker	Give a finger signal.
Noble	Point to all three players marked KNOW.
Balloonist	Show any player.
Shugenja	Point clockwise or anticlockwise around the circle.
Bounty Hunter	Point to the KNOWN player.
Spy	Show the Grimoire for as long as the Spy needs.
Dawn	Wait for a few seconds. End the Night Phase.

# Oops! All... Evil? - Other Nights

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## Dusk

Start the Night Phase.



## Duchess

Wake each player marked VISITOR or FALSE INFO one at a time. Show them the Duchess token, then fingers (1, 2, 3) equaling the number of evil players marked "Visitor" or, if you are waking the player marked "False Info," show them any number of fingers except the number of evil players marked "Visitor."



## Thief

The Thief chooses a player.



## Harlot

The Harlot points at any living player. Then, put the Harlot to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU token, then the Harlot token. That player either nods their head yes or shakes their head no. If they nodded their head yes, wake the Harlot and show them the chosen player's character token. Then, you may decide that both players die.



## 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.



## Poisoner

The Poisoner chooses a player.



## Witch

The Witch chooses a player.



## Mezepheles

If a player is marked with the TURNS EVIL reminder, wake them. Show the YOU ARE info token and a thumbs down. The Mezepheles loses their ability.



## 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).



## 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.



## Vortox

The Vortox chooses a player.



## Lil' Monsta

Wake all Minions, allow them to choose a babysitter. A player might die.



## Barista

Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



## Godfather

If an Outsider died today, the Godfather chooses a player.



## 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.



## Plague Doctor

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



## Choirboy

If the Demon killed the King, point to the Demon player.



## Town Crier

Either 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.



## Bounty Hunter

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



## Spy

Show the Grimoire for as long as the Spy needs.



## Dawn

Wait for a few seconds. End the Night Phase.