












Oops! All... Evil? - First Night

by Rohan Sarvaria

	Poppy Grower	Do not inform the Demon/Minions who each other are
	Magician	Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.
M	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.
	Lunatic	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.
D	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
	King	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
	Marionette	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.
	Lil' Monsta	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	Poisoner	The Poisoner points to a player. That player is poisoned.
	Godfather	Show each of the Outsider tokens in play.
	Witch	The Witch points to a player. If that player nominates tomorrow they die immediately.
	Mezephales	Show the Mezephales their secret word.
	Pixie	Show the Pixie 1 in-play Townsfolk character token.
	Clockmaker	Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
	Noble	Point to 3 players including one evil player, in no particular order.
	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.
	Shugenja	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.
	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.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Oops! All... Evil? - Other Nights

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Dusk

Check that all eyes are closed. Some travellers act.



Poppy Grower

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



Poisoner

The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.



Witch

If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.



Mezepheles

Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.



Lunatic

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.



Fang Gu

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.



Vortex

The Vortex 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.



Godfather

If an Outsider died today: The Godfather points to a player. That player dies.



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.



Choirboy

If the King was killed by the Demon, wake the Choirboy and point to the Demon player.



Town Crier

Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).



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.



King

If there are more dead than living, show the King a character token of a living player.



Bounty Hunter

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



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

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