

Oops! All Jinxes - First Night

by Rohan Sarvaria



Alchemist

Show the Alchemist a not-in-play Minion token



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.



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.



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



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.



Preacher

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.



Lil' Monsta

Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.



Widow

Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.



Damsel

Wake all the Minions, show them the 'This character selected you' card and the Damsel token.



Investigator

Show the character token of a Minion in play. Point to two players, one of which is that character.



Butler

The Butler points to a player. Mark that player as 'Master'.



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.



Leviathan

Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'



Vizier

Announce 'The Vizier is in play' and state which player they are.

Oops! All Jinxes - 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.



Preacher

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.



Innkeeper

The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.



Monk

The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.



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.



Sage

If the Sage was killed by a Demon: Point to two players, one of which is that Demon.



Damsel

If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.



Farmer

If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.



Ravenkeeper

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.



Butler

The Butler points to a player. Mark that player as 'Master'.



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.



Leviathan

Change the Leviathan Day reminder for the next day.