

Oops! All Jinxes - First Night

by Rohan Sarvaria



Dusk Start the Night Phase.



Alchemist Show the YOU ARE token and the character token of a Minion.



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.



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.



Preacher The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Lil' Monsta Wake all Minions, allow them to choose a babysitter.



Widow Show the Grimoire for as long as the Widow needs. The Widow chooses a player.



Organ Grinder The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober.



Damsel If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Investigator Show the Minion character token. Point to both the MINION and WRONG players.



Butler The Butler chooses a player.



Spy Show the Grimoire for as long as the Spy needs.



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



Leviathan Declare that "The Leviathan is in play." Mark the Leviathan with the *DAY 1* reminder.



Vizier Announce the Vizier player to the group.

Oops! All Jinxes - Other Nights

by Rohan Sarvaria



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.



Preacher

The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Innkeeper

The Innkeeper chooses 2 players.



Monk

The Monk chooses a player.



Organ Grinder

The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober.



Lil' Monsta

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



Plague Doctor

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



Sage

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



Damsel

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Farmer

If the Farmer died tonight, wake an alive good player. Show them the YOU ARE info token and a Farmer character token. Replace their previous token with the Farmer token.



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Butler

The Butler chooses a player.



Spy

Show the Grimoire for as long as the Spy needs.



Dawn

Wait for a few seconds. End the Night Phase.



Leviathan

Optionally, declare that "The Leviathan is in play." Replace the reminder token.