

Tunnel Vision - First Night

by dunno



Dusk Start the Night Phase.

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.

Poisoner The Poisoner 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.

Pukka The Pukka chooses a player.

Pixie Show the Townsfolk character token marked MAD.

Amnesiac Run the Amnesiac's ability, if applicable.

Chef Give a finger signal.

Empath Give a finger signal.

Steward Point to the good player marked KNOW.

Balloonist Show any player.

General Give a thumb signal.

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

Tunnel Vision - Other Nights

by dunno



Dusk | Start the Night Phase.



Poisoner | The Poisoner chooses a player.



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.



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.



Pukka | The Pukka chooses a player. The previously poisoned player dies then becomes healthy.



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.



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



Amnesiac | Run the Amnesiac's ability, if applicable.



Empath | Give a finger signal.



Flowergirl | Either nod or shake your head.



Balloonist | Show a player with a different character type to previously.



General | Give a thumb signal.



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