Chaos in the Streets - First Night
by Zets

Alchemist | Show the Alchemist a not-in-play Minion token

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.

Snitch | After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown 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.

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.

Pixie | Show the Pixie 1 in-play Townsfolk character token.

Chef | Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

Seamstress | The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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.

General | Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

Chaos in the Streets – Other Nights
by Zets

🌙	**Dusk**	Check that all eyes are closed. Some travellers act.
🌀	**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.
🎀	**Sweetheart**	Choose a player that is drunk.
🎵	**Choirboy**	If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
👁	**Oracle**	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
✂	**Seamstress**	If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
🎈	**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.
🕊	**General**	Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
🌅	**Dawn**	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.