

Okay... But Hear Me Out - First Night



Dusk

Start the Night Phase.



Storm Catcher

At the start of the night, announce which character is stormcaught. If that character is in play, mark that player as STORMCAUGHT. Wake each evil player and show them the character token, then the marked player. If not in play, wake each evil player, show them the THESE CHARACTERS ARE NOT IN PLAY token and the relevant character token.



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.



Snitch

Wake each Minion. Show the THESE CHARACTERS ARE NOT IN PLAY token and three not-in-play character tokens. Put each Minion to sleep.



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.



Lil' Monsta

Wake all Minions, allow them to choose a babysitter.



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.



Fearmonger

The Fearmonger chooses a player. Declare that "the Fearmonger has chosen a player."



Pixie

Show the Townsfolk character token marked MAD.



Amnesiac

Run the Amnesiac's ability, if applicable.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Noble

Point to all three players marked KNOW.



Balloonist

Show any player.



Nightwatchman

The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target and show the THIS PLAYER IS and Nightwatchman tokens and point to the Nightwatchman.



Spy

Show the Grimoire for as long as the Spy needs.



General

Give a thumb signal.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.

Okay... But Hear Me Out - Other Nights



Dusk

Start the Night Phase.



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.



Fearmonger

The Fearmonger chooses a player. If the player wasn't already marked with the FEAR reminder, declare that "the Fearmonger has chosen a player."



Lil' Monsta

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



Amnesiac

Run the Amnesiac's ability, if applicable.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Balloonist

Show a player with a different character type to previously.



Nightwatchman

The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target and show the THIS PLAYER IS and Nightwatchman tokens and point to the Nightwatchman.



Spy

Show the Grimoire for as long as the Spy needs.



General

Give a thumb signal.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.