

# Tinfoil Hats - First Night

by Rohan Sarvaria



**Dusk** Start the Night Phase.



**Philosopher** The Philosopher might choose a character. If necessary, swap their character token.



**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.



**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.



**Engineer** The Engineer might choose Minions or Demons. If they do: Put the Engineer to sleep. Wake a target, show them the YOU ARE token and their new character token, then put that target to sleep. Repeat for all players that changed characters.



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



**Lleech** The Lleech chooses a player.



**Snake Charmer** The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



**Devil's Advocate** The Devil's Advocate chooses a living player.



**Farmonger** The Farmonger chooses a player. Declare that "the Farmonger has chosen a player."



**Harpy** The Harpy chooses two players. Put the Harpy to sleep. Wake the 1st target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the 2nd target.



**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.



**Grandmother** Point to the grandchild player & show their character token.



**Knight** Point to the two non-Demon players marked KNOW.



**Balloonist** Show any player.



**Bounty Hunter** Point to the KNOWN player.



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

# Tinfoil Hats - Other Nights

by Rohan Sarvaria



## Dusk

Start the Night Phase.



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token.



## 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.



## Engineer

The Engineer might choose Minions or Demons. If they do: Put the Engineer to sleep. Wake a target, show them the YOU ARE token and their new character token, then put that target to sleep. Repeat for all players that changed characters.



## Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



## Devil's Advocate

The Devil's Advocate chooses a living player.



## Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new 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."



## Harpy

The Harpy chooses two players. Put the Harpy to sleep. Wake the 1st target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the 2nd target.



## Pukka

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



## Lleech

The Lleech chooses a player.



## Lil' Monsta

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



## Assassin

The Assassin might choose a player.



## Hatter

If the Hatter died today or tonight, wake Minions and Demons, allow them to choose new characters.



## Barber

If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



## Amnesiac

Run the Amnesiac's ability, if applicable.



## Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too.



## Balloonist

Show a player with a different character type to previously.



## Bounty Hunter

If the KNOWN player died today or tonight, point to a new KNOWN player.



## Dawn

Wait for a few seconds. End the Night Phase.