



Demon Hop Scotch - First Night

by sami234



Dusk Start the Night Phase.



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



Lunatic If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



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.



Pixie Show the Townsfolk character token marked **MAD**.



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



Chef Give a finger signal.



Empath Give a finger signal.



Noble Point to all three players marked **KNOW**.



High Priestess Point to a player.



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



Demon Hop Scotch - Other Nights

by sami234



Dusk

Start the Night Phase.



Philosopher

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



Poisoner

The Poisoner 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.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.



Lunatic

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



Lycanthrope

The Lycanthrope chooses a player.



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.



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.



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.



Plague Doctor

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



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.



Empath

Give a finger signal.



Undertaker

If a player was executed today, show their character token.



Oracle

Give a finger signal.



High Priestess

Point to a player.



Dawn

Wait for a few seconds. End the Night Phase.