



# Demon Hop Scotch Plus Plus - 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 Plus Plus - 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.



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.