

Trouble in Waterloo - First Night

by kervina



Dusk | None



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.



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



Distraction | The distraction points to up to 3 players. If their alignment changed from good -> evil, wake those 3 players and show them the 'You are' card and the thumbs down evil sign.



The Council | Wake each townsfolk/outsider who is evil individually and show them the 'You are' card and the thumbs down evil sign.



Final Exam | Wake each townsfolk/outsider who is evil individually and show them the 'You are' card and the thumbs down evil sign.



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.



Plagiarizer | The plagiarizer points to a player and is shown a character.



Advisor | The Advisor wakes up and points to a player. If the target was an outsider, wake that player and show them their new role if it has changed from what they were previously shown



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



Astrophysicist | The astrophysicist chooses a character. Show a finger symbol equal to the distance the chosen character's player is away from the "sun"



Hacker | The hacker points to a player. Give the head signal (nod yes, shake no) if they are evil or if their player or character was selected by an evil player tonight.



Aviator | Point to a player that the aviator learns of tonight



Club Leader | Show them a character who is in their club



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

Trouble in Waterloo - Other Nights

by kervina



Dusk

Check that all eyes are closed. Some travellers act.



Distraction

If a distracted player dies, and their alignment was previously shown as evil, wake that player and show them the 'You are' card and the thumbs up good sign.



Barber

If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.



Perfectionist

The perfectionist wakes up and points to two character types that was different from last night



Plagiarizer

The plagiarizer points to a player and is shown a character.



Mr. Goose

Minions or (Mr. Goose if he has arrived) wake up every night and point to a player who is marked "Dead". If the last minion dies at night, show the Mr. Goose token and an alignment change to evil if needed to the closest townsfolk neighbor.



Waterloo Warriors

Minions wake up and choose a player, they are marked as "Dead".



The Council

Wake the council and any minions. The council points to a player, they are marked as "Dead".



Final Exam

The final exam picks a player, they are marked as "Dead". They may then either shake their head or point to every other player and pick a character for each one, all correct are marked as "Dead".



Peer Pressurer

The peer pressurer points to a player, they are shown that player's character. Wake that player and show them their new role if it has changed from what they were previously shown.



Advisor

The Advisor wakes up and points to a player. If the target was an outsider, wake that player and show them their new role if it has changed from what they were previously shown



Astrophysicist

The astrophysicist chooses a character. Show a finger symbol equal to the distance the chosen character's player is away from the "sun"



Hacker

The hacker points to a player. Give the head signal (nod yes, shake no) if they are evil or if their player or character was selected by an evil player tonight.



Note Taker

Give the head signal (nod yes, shake no) if an evil player said the selected word yesterday



Aviator

Point to a player that the aviator learns of tonight



Club Leader

Point to all players who are dead within their club



Juggler

If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.



Procrastinator

The procrastinator is shown all characters who have died before the procrastinator, then show a finger symbol representing the number of evils amongst them.



Dawn

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