

Explaining the rules

(Game Setup)

A long time ago in the sleepy town of Ravenswood Bluff, during a hellish thunderstorm, on the stroke of midnight... you hear a loud scream. Rushing to the town square to investigate, you find your beloved Storyteller, myself, has been murdered... impaled on the hands of the Clocktower, blood dripping onto the cobblestones below. This is the work of an evil power — a Demon that kills by night and takes human form by day.

Welcome to Blood on the Clocktower! I am your Storyteller, (*your name*), and this is the (*edition name*) edition.

You will receive a red or blue character token. The colour tells you which team you are on: If blue, you are good. If red, you are evil. Whether dead or alive, you win when your team wins.

The aim of the good team is to find and kill the Demon. **If the Demon is dead, good wins.** The aim of the evil team is to destroy the town. **If just 2 players are left alive in the town, evil wins.**

The game is split into two phases, a day phase and a night phase. **During the day**, we talk. Your token tells you your secret identity, a character on the list. Generally, the good players want to share whatever they know and attempt to find out who is who. Most good players will be telling the truth, but some characters have an incentive to lie. If you are evil, you should definitely be lying! Your best option is to pick a good character to pretend to be, spreading as much false information as possible.

During the night, everyone closes their eyes. I will wake some players so that they can use their ability, or gain some type of information. At night, I will be silent, and communicate using the following signals: (*Demonstrate the following as you talk*)

- 2 taps on your shoulder or knee means **eyes open**
- This means **eyes closed**
- This means **yes & this means no**
- This means **good team & this means evil team**
- This means **0, 1, 2, 3 and so on**
- To choose a player at night, just point like this

Most of you will die. This is a good thing! In Ravenswood Bluff, **death is not the end**. Some players may even want to die, as they gain information when they do. If you are dead, you still participate in the game, and you still win or lose when your team wins or loses.

There is a lot of information in this game. I must follow the rules and tell you the truth about them. But the rules allow me to lie to you in some ways. If you are **drunk or poisoned**, you will not know it. Your ability will malfunction — any information that you get may be incorrect, and any effect of your ability will not happen — but I will pretend to you that it is working.

This can be a lot of information to take in at once, so to keep things simple, there are only 4 things you need to remember:

- 1) **You may say whatever you want at any time.** This is a talking game. You can talk publicly with the group, or have private conversations, it is up to you.
- 2) **No peeking.** Please keep your character token a secret, and never look into the Grimoire, as it contains all the game characters. If you see something you shouldn't, it will spoil the fun.
- 3) **Ask me any questions you need to.** If you get confused, or don't understand how your character works, or don't understand how the character that you are pretending to be works, or if something happens at night that you don't understand, or if you just need some strategy advice... whatever it is, please ask.
- 4) **Play nice.** This is a game about deception and trickery, so please treat others with respect and consideration. Kill with grace, and die with dignity.

Explaining the rules

(Before the 1st nomination)

Once each day, the town may execute a resident of the town. I am about to call for nominations. **To nominate a player**, simply say who. For example: "I nominate Bob". Then everyone **votes on whether or not to execute that player**. For example: I will put my arm out like this (*point to Bob*), and say "Votes to execute Bob, starting now". I move my hand in a clockwise direction (*demonstrate this*) and **if your hand is up when I get to you**, that's a vote, and if your hand is down, it's not a vote.

Each day, you may vote for as few or as many players as you wish, and whoever has the most votes is executed. This player needs a vote tally of **at least 50% of the living players**, or the vote fails and that player is not executed. On a tie between players, neither player is executed.

If you die, you are still a major part of the game. You still talk, and you still close your eyes during the night time. Most importantly, you still win or lose with your team. In fact, the game is usually decided by the votes and opinions of the dead players. **When you die**, you lose your character ability, you may no longer nominate, and you have only one vote for the rest of the game, so use it wisely.

End of the game

(After declaring the victorious team)

(curtain call) (explain important events) (show the Grimoire)

That was the (*edition name*) edition of Blood on the Clocktower. My name is (*your name*), thank you all for playing!

Gather your players. Set up a circle of chairs. Preserve a gap for the Storyteller to freely enter and exit.



Prepare the Grimoire. Clip and stand the Grimoire. Add all death shrouds, night reminder tokens, and information cards.



Choose an Edition or custom script. Add the box of tokens for that script to the Grimoire.

Choose an Assistant to set up the Town Square with life tokens and vote tokens, and to hand out character reference sheets for the script.



Read the rules explanation (reverse of this sheet) to players that need it, or ask the Assistant to do so.



Secretly choose character tokens.
Use the total player count (except Traveller players) to determine the number of each character type.

| <i>Players</i> | <i>Townfolk</i> | <i>Outsiders</i> | <i>Minions</i> | <i>Demons</i> |
|----------------|-----------------|------------------|----------------|---------------|
| 5 | 6 | 7 | 8 | 9 |
| 3 | 3 | 5 | 5 | 5 |
| 0 | 1 | 0 | 1 | 2 |
| 1 | 1 | 1 | 1 | 2 |
| 1 | 1 | 1 | 1 | 1 |



Add and remove characters, as indicated by any character tokens with an orange leaf.



Add marker tokens to the Grimoire, for each leaf at the top of a character token.



Randomise and pass out character tokens in the bag.
Each player in turn freely draws one token.

Prompt all players to secretly remember their character.



Add character tokens to the Grimoire. Retrieve the character tokens from all players. Place each one in the Grimoire to represent the player's seating position.



Prepare the First Night. When all is ready, begin the game!

Setup

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There is a lot of information in this game. The Storyteller must follow the rules and tell you the truth about them. But the rules allow the Storyteller to lie to you in some ways. If you are **drunk** or **poisoned**, you will not know it. Your ability will malfunction — any information that you get may be incorrect, and any effect of your ability will not happen — but the Storyteller will pretend to you that it is working.

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End of the game

(After the Storyteller declares the victorious team)

(*Storyteller runs curtain call, explains important events, shows the Grimoire*)

That was the (*edition name*) edition of Blood on the Clocktower. Please thank our Storyteller (*Storyteller's name*), thank you all for playing!

Travellers

Trouble Brewing



Scapegoat If a player of your alignment is executed, you might be executed instead.

Gunslinger Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Beggar You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.

Bureaucrat Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Thief Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Sects & Violets



Butcher Each day, after the 1st execution, you nominate again.

Bone Collector Once per game, at night, choose a dead player; they regain their ability until dusk.

Harlot Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Barista Each night, until dusk, 1) a player becomes sober, healthy, & gets true info, or 2) their ability works twice. They learn which.

Deviant If you were funny today, you cannot be exiled.

Bad Moon Rising



Apprentice On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Matron Players may not leave their seats to talk in private. Each day, you may choose up to 3 sets of 2 players to swap seats.

Voudon Only you & the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

Judge Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Bishop Only the Storyteller can nominate. At least 1 opposing player must be nominated each day.

* Not the first night.

Character Counts

| | Players, Townsfolk, Outsiders, Minions, Demons | | | | | | | | | | |
|-----------------|--|---|---|---|---|----|----|----|----|----|-----|
| Total Residents | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15+ |
| Townsfolk | 3 | 3 | 5 | 5 | 5 | 7 | 7 | 7 | 9 | 9 | 9 |
| Outsiders | 0 | 1 | 0 | 1 | 2 | 0 | 1 | 2 | 0 | 1 | 2 |
| Minions | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 |
| Demons | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |