# Go For Red!!! (Evil Bias Game) v1.0.0 *by D.Ranpo*

Bootlegger Djinn

## TOWNSFOLK



### Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



### Empath
Each night, you learn how many of your 2 alive neighbours are evil.



### Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



### Alchemist
You have a not-in-play Minion ability.



### Sage
If the Demon kills you, you learn that it is 1 of 2 players.



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



### Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



### Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINION



### Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poisoner
7. Devil's Advocate
8. Mezepheles
9. Pixie
10. Empath
11. Bounty Hunter
12. Cult Leader
13. Dawn

## FABLED, JINXES & LORIC

**Alchemist & Organ Grinder**

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

**Bounty Hunter & Philosopher**

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

### BOOTLEGGER RULES

> *Players may not leave their seats to talk in private*
> *Players may only talk in private with their neighbors.*

### FABLED

**Djinn**

Use the Djinn's special rule. All players know what it is.

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Devil's Advocate
5. Mezepheles
6. Lycanthrope
7. Sage
8. Professor
9. Empath
10. Bounty Hunter
11. Cult Leader
12. Dawn

## PLAYER COUNT

| PLAYERS | 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 |

# First Night

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1. **Dusk**
   Start the Night Phase.
2. **Minion Info**
   If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3. **Demon Info**
   If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4. **Philosopher**
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5. **Alchemist**
   Show the Alchemist a not-in-play Minion token
6. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
7. **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
8. **Mezepheles**
   Show the Mezepheles their secret word.
9. **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
10. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11. **Bounty Hunter**
    Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
12. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Philosopher**
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5. **Mezepheles**
   Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
6. **Lycanthrope**
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
7. **Sage**
   If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
8. **Professor**
   If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
9. **Empath**
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
10. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
11. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
12. **Dawn**
    Wait for a few seconds. End the Night Phase.