Kiss on Cloud Nine v1.0.0 *by Mevolas Rubenido*

Sentinel Djinn

TOWNSFOLK

Steward
You start knowing 1 good player.

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

Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

OUTSIDER

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

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

MINION

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

Kiss on Cloud Nine — by Mevolas Rubenido

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Dreamer
5. Cult Leader
6. Chambermaid
7. D — Dawn

FABLED, JINXES & LORIC

Plague Doctor & Scarlet Woman

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

Plague Doctor & Goblin

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

FABLED

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Scarlet Woman
3. Vortox
4. Dreamer
5. Cult Leader
6. Chambermaid
7. D — 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

Kiss on Cloud Nine — by Mevolas Rubenido

1 D **Dusk**
Start the Night Phase.

2 M **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 D **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 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

5 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

6 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

7 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

Kiss on Cloud Nine — by Mevolas Rubenido

1 D **Dusk**
Start the Night Phase.

2 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

3 **Vortox**
The Vortox points to a player. That player dies.

4 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

5 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

6 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

7 D **Dawn**
Wait for a few seconds. End the Night Phase.