# Trapped Steam v1.0.0 *by Maxsaurus*

Djinn

## TOWNSFOLK



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



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



### Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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

## OUTSIDER



### Sweetheart
When you die, 1 player is drunk from now on.



### Mutant
If you are "mad" about being an Outsider, you might be executed.



### Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



### Wraith
You may choose to open your eyes at night. You wake when other evil players do.



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

## DEMON



### Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Damsel
6. Seamstress
7. Balloonist
8. Bounty Hunter
9. Mathematician
10. Dawn

## FABLED, JINXES & LORIC

**Legion & Summoner**

If Legion is summoned, all evil players become Legion.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Monk
4. Legion
5. Po
6. Sweetheart
7. Choirboy
8. Damsel
9. Seamstress
10. Balloonist
11. King
12. Bounty Hunter
13. Mathematician
14. 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 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 5 |  | **Damsel**<br>Wake all the Minions, show them the 'This character selected you' card and the Damsel token. |
| 6 |  | **Seamstress**<br>The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment. |
| 7 |  | **Balloonist**<br>Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character. |
| 8 |  | **Bounty Hunter**<br>Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign. |
| 9 |  | **Mathematician**<br>Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities. |
| 10 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4. **Legion**
   Choose a player, that player dies.
5. **Po**
   If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
6. **Sweetheart**
   Choose a player that is drunk.
7. **Choirboy**
   If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
8. **Damsel**
   If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
9. **Seamstress**
   If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
10. **Balloonist**
    Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
11. **King**
    If there are more dead than living, show the King a character token of a living player.
12. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
13. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.