

The Hills Are Alive With The Sound Of Music v1.0.0 by TZA

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Chambermaid

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Pacifist

Executed good players might not die.



Innkeeper

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Tea Lady

If both your alive neighbours are good, they can't die.



Undertaker

Each night*, you learn which character died by execution today.



Town Crier

Each night*, you learn if a Minion nominated today.

OUTSIDER



Damsel

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



Drunk

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



Goblin

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

DEMON



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Po

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

TheHillsAreAliveWithTheSoundOfMusic — by TZA

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Poppy Grower
- 6  Lunatic
- 7  Snake Charmer
- 8  Godfather
- 9  Evil Twin
- 10  Witch
- 11  Pukka
- 12  Huntsman
- 13  Damsel
- 14  Librarian
- 15  Chambermaid
- 16  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Innkeeper
- 4  Snake Charmer
- 5  Witch
- 6  Lunatic
- 7  Zombuul
- 8  Pukka
- 9  Po
- 10  Fang Gu
- 11  Godfather
- 12  Huntsman
- 13  Damsel
- 14  Undertaker
- 15  Town Crier
- 16  Chambermaid
- 17  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		Alchemist Show the Alchemist a not-in-play Minion token
5		Poppy Grower Do not inform the Demon/Minions who each other are
6		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
8		Godfather Show each of the Outsider tokens in play.
9		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
10		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
11		Pukka The Pukka points to a player. That player is poisoned.
12		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
13		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
14		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
5		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
7		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
8		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9		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
10		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
13		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
14		Undertaker If a player was executed today: Show that player's character token.
15		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
16		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.
17		Dawn Wait for a few seconds. End the Night Phase.