

Trust Issues in Alcatraz v1.0.0 by Madeline

TOWNSFOLK



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Snake Charmer

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



Cult Leader

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



Innkeeper

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Soldier

You are safe from the Demon.



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.



Tea Lady

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



Mayor

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Tinker

You might die at any time.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Drunk

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

MINION



Godfather

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



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.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

Trust Issues in Alcatraz — by Madeline

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Sailor
- 5  Poisoner
- 6  Snake Charmer
- 7  Godfather
- 8  Devil's Advocate
- 9  Cult Leader
- 10  Spy
- 11  D Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Innkeeper
- 5  Gambler
- 6  Snake Charmer
- 7  Monk
- 8  Devil's Advocate
- 9  Al-Hadikhia
- 10  Godfather
- 11  Gossip
- 12  Acrobat
- 13  Tinker
- 14  Cult Leader
- 15  Spy
- 16  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

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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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		Poisoner The Poisoner points to a player. That player is poisoned.
6		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.
7		Godfather Show each of the Outsider tokens in play.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
10		Spy Show the Grimoire to the Spy for as long as they need.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6		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.
7		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
8		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
9		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
13		Tinker The Tinker might die.
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		Spy Show the Grimoire to the Spy for as long as they need.
16		Dawn Wait for a few seconds. End the Night Phase.