# Impulse Control: Electric Boogaloo v1.0.0 *by seaplus*

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



### Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



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



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



### Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



### Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

## OUTSIDER



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



### Recluse
You might register as evil & as a Minion or Demon, even if dead.



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



### Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



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



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



### 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.



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

## DEMON



### Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Magician
6. Lunatic
7. Poisoner
8. Snake Charmer
9. Evil Twin
10. Librarian
11. Clockmaker
12. Balloonist
13. General
14. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Snake Charmer
4. Monk
5. Scarlet Woman
6. Lunatic
7. Lycanthrope
8. Imp
9. Assassin
10. Undertaker
11. Juggler
12. Balloonist
13. General
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**
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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Magician**

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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

8  **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.

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  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

11  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

12  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

13  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

# Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **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.

4  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

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  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

9  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

10  **Undertaker**
If a player was executed today: Show that player's character token.

11  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

12  **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.

13  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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