# Jinxmaxxing v1.0.0 *by Flint*

Bootlegger Sentinel Djinn

## TOWNSFOLK



### 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.



### Alchemist

You have a not-in-play Minion ability.



### Farmer

If you die at night, an alive good player becomes a Farmer.



### Sage

If the Demon kills you, you learn that it is 1 of 2 players.



### Mayor

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

## 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.

## MINION



### Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

## DEMON



### Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



### Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lunatic
6. King
7. Marionette
8. Widow
9. Mathematician
10. Leviathan
11. Dawn

## FABLED, JINXES & LORIC

**Riot & Mayor**

The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

**Leviathan & Mayor**

If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

**Mathematician & Lunatic**

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

**Riot & Sage**

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

**Leviathan & Sage**

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

**Recluse & Sage**

The Recluse might register as the Demon to the Sage.

**Riot & Farmer**

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

**Leviathan & Farmer**

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

**Riot & King**

If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

**Leviathan & King**

If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

**Alchemist & Widow**

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

**Mathematician & Marionette**

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

**Alchemist & Marionette**

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

### BOOTLEGGER RULES

> *During setup, both demons are put in the bag, and one is always made the lunatic.*
> *If a lunatic would be the marionette, it must be riot.*

### 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.

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

## OTHER NIGHTS

1. Dusk
2. Lunatic
3. Sage
4. Farmer
5. King
6. Mathematician
7. Leviathan
8. 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 

**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.

6 

**King**

Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7 

**Marionette**

Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

8 

**Widow**

Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

9 

**Mathematician**

Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

10 

**Leviathan**

Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

11 D

**Dawn**

Wait for a few seconds. End the Night Phase.

# Other Nights

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

2 **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.

3 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

4 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

5 **King**
If there are more dead than living, show the King a character token of a living player.

6 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

7 **Leviathan**
Change the Leviathan Day reminder for the next day.

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