Tunnel Vision 2.0 v2.0.0 *by KatJam*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Chef
You start knowing how many pairs of evil players there are.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



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



Flowergirl
Each night*, you learn if a Demon voted today.



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.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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

OUTSIDER



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



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



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



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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

DEMON



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



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



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Poisoner
6. Cerenovus
7. Pukka
8. Pixie
9. Amnesiac
10. Chef
11. Empath
12. Balloonist
13. General
14. D — Dawn

FABLED, JINXES & LORIC

Cannibal & Zealot
If the Cannibal gains the Zealot ability, the Cannibal learns this.

Recluse & Sage
The Recluse might register as the Demon to the Sage.

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

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

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Monk
4. Cerenovus
5. Imp
6. Pukka
7. Fang Gu
8. Vortox
9. Sage
10. Amnesiac
11. Empath
12. Flowergirl
13. Balloonist
14. General
15. 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. 
   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.
5. 
   Poisoner
   The Poisoner points to a player. That player is poisoned.
6. 
   Cerenovus
   The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
7. 
   Pukka
   The Pukka points to a player. That player is poisoned.
8. 
   Pixie
   Show the Pixie 1 in-play Townsfolk character token.
9. 
   Amnesiac
   Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10. 
    Chef
    Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11. 
    Empath
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
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. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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

4 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 **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.

6 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

7 **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.

8 **Vortox**
The Vortox points to a player. That player dies.

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

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

12 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

13 **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.

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

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