

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Lycanthrope

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



Balloonist

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



Town Crier

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Pacifist

Executed good players might not die.

OUTSIDER



Klutz

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



Recluse

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

MINION



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.



Marionette

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

DEMON



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

TIGHT-ROAP — by TZA

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Marionette
- 5  Evil Twin
- 6  Noble
- 7  Balloonist
- 8  Leviathan
- 9  Dawn

FABLED, JINXES & LORIC



Leviathan & Ravenkeeper

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



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  Dusk
- 2  Lycanthrope
- 3  Ravenkeeper
- 4  Town Crier
- 5  Balloonist
- 6  Leviathan
- 7  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

TIGHT-ROAP — by TZA

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		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.
6		Noble Point to 3 players including one evil player, in no particular order.
7		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.
8		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
9		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

TIGHT-ROAP — by TZA

- 1  **Dusk**
| Start the Night Phase.
- 2  **Lycanthrope**
| The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
- 3  **Ravenkeeper**
| If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
- 4  **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).
- 5  **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.
- 6  **Leviathan**
| Change the Leviathan Day reminder for the next day.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.