High Noon (Easy Version) v1.0.0 *by Stephen Dewey*

Sentinel

TOWNSFOLK

Pixie

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

Snake Charmer

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

Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

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

Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

Recluse

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

MINION

Marionette

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

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.

DEMON

Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Marionette
6. Snake Charmer
7. Evil Twin
8. Pixie
9. D — Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Snake Charmer
4. Zombuul
5. Professor
6. Moonchild
7. 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 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

Philosopher

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5

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.

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

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.

8

Pixie

Show the Pixie 1 in-play Townsfolk character token.

9 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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

5 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

6 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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