Nobody Wins Against Giants v1.0.0 *by Mevolas Rubenido*

TOWNSFOLK



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



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



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]



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

OUTSIDER



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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

MINION



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

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

Nobody Wins Against Giants — by Mevolas Rubenido

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Clockmaker
5. Balloonist
6. General
7. Leviathan
8. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Lycanthrope
3. Balloonist
4. General
5. Leviathan
6. 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

Nobody Wins Against Giants — by Mevolas Rubenido

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

5  **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.

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

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

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

Other Nights

Nobody Wins Against Giants — by Mevolas Rubenido

1 D **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 **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.

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

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

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