Trigger Happy v1.0.0 *by Cassandra Rudig*

Toymaker

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.

Undertaker

Each night*, you learn which character died by execution today.

Amnesiac

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

Engineer

Once per game, at night, choose which Minions or which Demon is in play.

Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

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

Mutant

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

Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION

Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.

Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

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. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Engineer
6. Pixie
7. Amnesiac
8. Dawn

FABLED, JINXES & LORIC

FABLED

Toymaker
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

OTHER NIGHTS

1. Dusk
2. Engineer
3. Lunatic
4. Zombuul
5. Assassin
6. Amnesiac
7. Undertaker
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 **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.

5 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

6 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

8 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 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3 **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.

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

5 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

7 **Undertaker**
If a player was executed today: Show that player's character token.

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