

# Bubble Bursting v1.0.1 by Anton

## TOWNSFOLK



### Noble

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



### Clockmaker

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



### Pixie

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



### High Priestess

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



### Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### Town Crier

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



### Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Alchemist

You have a not-in-play Minion ability.



### Amnesiac

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



### Cannibal

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



### Acrobat

Each night\*, if either good living neighbour is drunk or poisoned, you die.

## OUTSIDER



### Tinker

You might die at any time.



### Sweetheart

When you die, 1 player is drunk from now on.



### Moonchild

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

## MINION



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



### Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



### Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



### Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Boomdandy

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

## DEMON



### Pukka

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



### Vortex

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



### Li'l Monsta

Each night, Minions choose who babysits Li'l Monsta's token & "is the Demon". A player dies each night\*. [+1 Minion]

# Quick Reference

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## FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Lil' Monsta
- 6  Godfather
- 7  Fearmonger
- 8  Pukka
- 9  Pixie
- 10  Amnesiac
- 11  Clockmaker
- 12  Seamstress
- 13  Noble
- 14  Chambermaid
- 15  D Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS



#### Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



#### Harlot

Each night\*, choose a living player: if they agree, you learn their character, but you both might die.

## OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Gambler
- 4  Pit-Hag
- 5  Fearmonger
- 6  Pukka
- 7  Vortex
- 8  Lil' Monsta
- 9  Godfather
- 10  Gossip
- 11  Acrobat
- 12  Sweetheart
- 13  Amnesiac
- 14  Tinker
- 15  Moonchild
- 16  Town Crier
- 17  Seamstress
- 18  Chambermaid
- 19  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  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                   |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                       |
| 5  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.                                                                                |
| 6  |    | <b>Godfather</b><br>  Show each of the Outsider tokens in play.                                                                                                                                           |
| 7  |    | <b>Fearmonger</b><br>  The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.                          |
| 8  |    | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned.                                                                                                                                  |
| 9  |    | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                     |
| 10 |   | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                |
| 11 |  | <b>Clockmaker</b><br>  Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.                                                                                        |
| 12 |  | <b>Seamstress</b><br>  The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.   |
| 13 |  | <b>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                   |
| 14 |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                        |
| 15 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                             |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                           |
|----|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                   |
| 2  |    | <b>Innkeeper</b><br>  The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.                                                                                      |
| 3  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                                                                       |
| 4  |    | <b>Pit-Hag</b><br>  The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.      |
| 5  |    | <b>Fearmonger</b><br>  The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.                                    |
| 6  |    | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned. The previously poisoned player dies.                                                                                                                                             |
| 7  |    | <b>Vortex</b><br>  The Vortex points to a player. That player dies.                                                                                                                                                                                       |
| 8  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.                                                                                             |
| 9  |    | <b>Godfather</b><br>  If an Outsider died today: The Godfather points to a player. That player dies.                                                                                                                                                      |
| 10 |   | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                         |
| 11 |  | <b>Acrobat</b><br>  If a good living neighbour is drunk or poisoned, the Acrobat player dies.                                                                                                                                                             |
| 12 |  | <b>Sweetheart</b><br>  Choose a player that is drunk.                                                                                                                                                                                                     |
| 13 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                      |
| 14 |  | <b>Tinker</b><br>  The Tinker might die.                                                                                                                                                                                                                  |
| 15 |  | <b>Moonchild</b><br>  If the Moonchild used their ability to target a player today: If that player is good, they die.                                                                                                                                     |
| 16 |  | <b>Town Crier</b><br>  Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).                                                                                    |
| 17 |  | <b>Seamstress</b><br>  If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment. |
| 18 |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                        |
| 19 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                             |