I'm The Balloonist v1.0.0 *by Rhimens*

Pope Duchess Djinn

TOWNSFOLK



Balloonist

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

OUTSIDER



Mutant

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

MINION



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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Balloonist
6. Leviathan
7. Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Duchess
Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

Djinn
Use the Djinn's special rule. All players know what it is.

LORIC

Pope
There are duplicate good characters in play. They might also be bluffs.

OTHER NIGHTS

1. Dusk
2. Balloonist
3. Leviathan
4. 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  **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  **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  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

7 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  **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.

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

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