Who's Game Is It Anyways v1.0.0 *by Scryptman*

Djinn

TOWNSFOLK



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



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Chef
You start knowing how many pairs of evil players there are.



Flowergirl
Each night*, you learn if a Demon voted today.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

OUTSIDER



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.



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



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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

MINION



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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



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



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

DEMON



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Magician
6. Lunatic
7. Godfather
8. Amnesiac
9. Chef
10. Fortune Teller
11. Bounty Hunter
12. Dawn

FABLED, JINXES & LORIC

Legion & Summoner

If Legion is summoned, all evil players become Legion.

Summoner & Lord of Typhon

If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

Heretic & Godfather

Only 1 jinxed character can be in play.

Summoner & Poppy Grower

If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Lunatic
4. Legion
5. Vortox
6. Assassin
7. Godfather
8. Gossip
9. Amnesiac
10. Fortune Teller
11. Flowergirl
12. Juggler
13. Bounty Hunter
14. 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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **Magician**

6  **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.

7  **Godfather**
Show each of the Outsider tokens in play.

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

9  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

10  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

11  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

12 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  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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  **Legion**
Choose a player, that player dies.

5  **Vortox**
The Vortox points to a player. That player dies.

6  **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.

7  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

8  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

10  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

11  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

12  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

13  **Bounty Hunter**
If the known evil player has died, point to another evil player.

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