Ménage à Trust 1.3 v1.3.0 *by Ced*

Duchess Sentinel Djinn

TOWNSFOLK



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



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Fool
The first time you die, you don't.



Tea Lady
If both your alive neighbours are good, they can't die.



Farmer
If you die at night, an alive good player becomes a Farmer.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

MINION



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

Ménage à Trust 1.3 — by Ced

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Marionette
7. Lleech
8. Devil's Advocate
9. Fearmonger
10. Mezepheles
11. Huntsman
12. Damsel
13. Grandmother
14. Noble
15. Bounty Hunter
16. Nightwatchman
17. Dawn

FABLED, JINXES & LORIC

Marionette & Kazali

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Bounty Hunter & Kazali

If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

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.

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

Djinn

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

RECOMMENDED TRAVELLERS

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

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.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Gambler
4. Devil's Advocate
5. Fearmonger
6. Mezepheles
7. Exorcist
8. Imp
9. Lleech
10. Choirboy
11. Huntsman
12. Damsel
13. Farmer
14. Grandmother
15. King
16. Bounty Hunter
17. Nightwatchman
18. 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6  **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.

7  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

8  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9  **Fearmonger**
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.

10  **Mezepheles**
Show the Mezepheles their secret word.

11  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

13  **Grandmother**
Show the marked character token. Point to the marked player.

14  **Noble**
Point to 3 players including one evil player, in no particular order.

15  **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.

16  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

17 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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5 **Fearmonger**
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 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

7 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

8 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

9 **Lleech**
The Lleech points to a player. That player dies.

10 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

11 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

13 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

14 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

15 **King**
If there are more dead than living, show the King a character token of a living player.

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

17 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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