Win, Lose, Banana v1.0.1 *by Dae*

Bootlegger

TOWNSFOLK



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

OUTSIDER



Recluse

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

DEMON



Imp

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

Quick Reference

Win, Lose, Banana — by Dae

FABLED, JINXES & LORIC

LORIC



Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1 D Dusk

2 Imp

3 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

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **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.

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