Try to Lie to Me v1.0.0 *by Mevolas Rubenido*

Fibbin Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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.



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



Undertaker
Each night*, you learn which character died by execution today.



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



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

OUTSIDER



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



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

MINION



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Marionette
6. Fortune Teller
7. Balloonist
8. Leviathan
9. D — Dawn

FABLED, JINXES & LORIC

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

FABLED

Fibbin
Once per game, 1 good player might get incorrect information.

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

OTHER NIGHTS

1. D — Dusk
2. Scarlet Woman
3. Lunatic
4. Fortune Teller
5. Undertaker
6. Town Crier
7. Balloonist
8. Leviathan
9. 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 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 

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.

5 

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.

6 

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.

7 

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.

8 

Leviathan

Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

9 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 

Scarlet Woman

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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 

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.

5 

Undertaker

If a player was executed today: Show that player's character token.

6 

Town Crier

Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

7 

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.

8 

Leviathan

Change the Leviathan Day reminder for the next day.

9 D

Dawn

Wait for a few seconds. End the Night Phase.