Hide and Seek by Passle v1.0.0 *by Passle*

Djinn

TOWNSFOLK



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



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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.



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



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



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



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

OUTSIDER



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



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



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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)



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMON



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



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Marionette
6. Lleech
7. Snake Charmer
8. Evil Twin
9. Cerenovus
10. Huntsman
11. Damsel
12. Washerwoman
13. Librarian
14. Empath
15. Fortune Teller
16. Grandmother
17. Noble
18. Balloonist
19. Dawn

FABLED, JINXES & LORIC

Marionette & lilmonsta
The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.

Marionette & Poppy Grower
When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.

Marionette & snitch
The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.

Marionette & Damsel
The Marionette does not learn that a Damsel is in play.

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

Scarlet Woman & Fang Gu
If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

Scarlet Woman & alhadikhia
If there are two living Al-Hadikhias, the Scarlet Woman Al-Hadikhia becomes the Scarlet Woman again.

Cerenovus & goblin
The Cerenovus may choose to make a player mad that they are the Goblin.

Lleech & mastermind
If the Mastermind is alive and the Lleech's host dies by execution, the Lleech lives but loses their ability.

Lleech & slayer
If the Slayer slays the Lleech's host, the host dies.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Snake Charmer
4. Cerenovus
5. Scarlet Woman
6. Exorcist
7. Imp
8. Fang Gu
9. Lleech
10. Huntsman
11. Damsel
12. Grandmother
13. Empath
14. Fortune Teller
15. Balloonist
16. 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 **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 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

7 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

8 **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

9 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

10 **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.

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

12 **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

13 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

14 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

15 **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.

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

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

18 **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.

19 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 

Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 

Cerenovus

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 

Scarlet Woman

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

6 

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.

7 

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.

8 

Fang Gu

The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9 

Lleech

The Lleech points to a player. That player dies.

10 

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.

11 

Damsel

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

12 

Grandmother

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

13 

Empath

Show the finger signal (0, 1, 2) for the number of evil neighbours.

14 

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.

15 

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.

16 D

Dawn

Wait for a few seconds. End the Night Phase.