Jinx! Double Jinx! Triple Jinx! v3.0.1 *by Louiza44*

Sentinel

TOWNSFOLK



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Assassin

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

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FABLED, JINXES & LORIC

FABLED



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

OTHER NIGHTS

1 (D) Dusk

2  Al-Hadikhia

3  Assassin

4  Acrobat

5  Barber

6 (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  **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

3  **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.

4  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

5  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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