First Dates   *by Schnauzer*

TOWNSFOLK

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

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS

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

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

MINIONS

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

DEMONS

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

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

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

Spirit of Ivory
There can't be more than 1 extra evil player.

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

Dusk
Start the Night Phase.

Kazali
Wake the Kazali, allow them to choose Minions.

Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ●

Minion Info
If there are 7 or more players, wake all Minions:
- Show the **THIS IS THE DEMON** token. Point to the Demon.
- Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

Lunatic
If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

Demon Info
If there are 7 or more players, wake the Demon:
- Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
- Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Marionette
Wake the Demon. Point to the player marked **IS THE MARIONETTE** and show the **THIS PLAYER IS** token and the Marionette character token.

Librarian
Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Village Idiot
Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

Ogre
The Ogre points to a player. ●

General
Give a thumb signal.

Dawn
Wait for a few seconds. End the Night Phase.

Dusk
Start the Night Phase.

Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ●

Lunatic
Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

Kazali
The Kazali chooses a player. ●

Sage
If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Village Idiot
Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

General
Give a thumb signal.

Dawn
Wait for a few seconds. End the Night Phase.