Blood on the Clock Tower is a 7-20 player, 90-minute, social deduction game, where everyone may lie and bluff to stay to alive, but don't worry death isn't the end, you win with your team even if dead and still take full part in the game! 9 to 12 players is 'best'.

Try if you like:

- *Werewolf*, *Mafia* or the TV show, *The Traitors.* You'll probably love it. There is a storyteller to help the game and support the players and no player elimination.
- If you enjoy the diplomacy and problem-solving elements of RPGs like *Dungeons and Dragons* then this could be for you.

All our games are beginner friendly. We limit the game to 12 players for the best experience and provide help and support as wanted.

The townsfolk and outsiders (blue team) want to kill the demon (red team). You can play this game by using social deduction or by solving the logic with the data provided. However, some information may be false, either lies or if you are poisoned or 'the Drunk' you may have false information and your powers may not work.

The game is split into three phases:-
Night, everyone closes their eyes and you will be woken up to do your character actions or get info.
Day, when you can chat with other players to share information (or lies!)
Evening when the village vote to execute.

We will be playing *Trouble Brewing*, the incredibly balanced introductory script.

Golden Rules:

Be Kind and play nice
This is a game about deception and trickery, so please treat others with respect and consideration. Kill with grace and die with dignity.

No peeking
Please keep your character token a secret (and don't peek at others!), and never look into the Grimoire, as it contains all the game characters. If you see something you shouldn't, it will spoil the fun.

Talk to the story teller and ask questions
If you get confused, or don't understand how your character works, or don't understand how the character that you are pretending to be works, or if something happens at night that you don't understand, or you just need some strategy advice... whatever it is, please ask. I'm neutral, and my job is to help you understand the rules and have fun playing.

You may say whatever you want at any time.
This is a talking game. You can talk publicly with the group or have private conversations; it is up to you. Avoid talking about what is happening during the night phase.

Game end conditions

Blue / good (townsfolk and outsiders) win if they kill the demon. Red / evil (demon and minions) win if the demon survives to the final two players.
Alternate game endings:-
Slayer kills the demon, then good wins.
If the Mayor is in the final 3 players and no one is executed good wins.
If the Saint if executed evil wins.

Key terms

Died at night means killed by the demon and can trigger the Ravenkeeper's power.
Execution is done by the village vote and will trigger the Saint win condition.

Evil tips

The Scarlet Woman becomes the new demon (Imp) if there are 5 or more players left alive when the demon dies.
The demon can kill themselves in the night by pointing to themselves to pass the demon token to another evil player (Scarlet Woman by default).
The demon will be shown 3 out of play characters, which they may wish to bluff as. They will need to pass this information to their minions.

Information

Players may lie about what they learned or make up information.
You may be drunk or poisoned. If you have an information role you MAY get false information
If you have a once per game ability like the Virgin or Slayer and you are drunk or poisoned the power won't work but will be spent.
No one will lie about the game mechanics.

Game play

There is the maximum of one of each character in the game. The Drunk will draw a townsfolk role and have to work out they are the drunk!
When you are dead you do not have to reveal any role information, your power is gone and you only have one vote but you still take full part in the game and win with your team.

Strategy

Holding information back on the first day is not suspicious. Revealing a powerful good role may get you killed and the evil team may need time to chat.

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If is not suspicious to speak with the storyteller

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How to play each role correctly

The most important thing to remember is there is NO RIGHT OR WRONG WAY to play Blood on the Clocktower! Everybody will have their own opinion on the way they think a role should be played, but as long as you are having fun and not causing anybody else upset or harm, then you are doing a great job!