Trouble Brewing : Notes

Golden Rules:

Play nice (Be kind, no peeking, no lying about the rules)
Speak to the story teller; we are here to help! It is not suspicious

How do you win? (You win with your team even if dead!)

Good: Kill the imp
Note if the *Scarlet Woman* is in play and there five players left they will become the *Imp* and the game won't end
Or the mayor is alive in the final three living players

Evil: The Imp survives
The *Imp* is in the final two living players or kill all good players
or The *Saint* is executed

How can you die?

Killed by the demon at night (*Solider*, *Ravenkeeper*)
Executed by the village (*Saint*)
Demon slayed by the *Slayer*

So you died (it's not too bad)

When dead you take full part in the game socially but your character ability is gone and you have one vote.
Dying may make you more trusted.
Dying may help the empath and undertaker.

Drunk and Poisoning

Your information ability may read false information (*Empath, Chef* etc)
Your once per game ability (*Slayer, Virgin, Mayor*) will not work

First night characters

Four characters only wake up the first night
Some characters with a * don't wake up the first night

Dying at night- no one died

The *Imp* targeted, the *soldier* or the player protected by the *monk*.
The Imp may have targeted a player that was already dead on purpose to make people think a *Monk* or *Soldier* is in the game
The *Imp* may have been Poisoned by the *Poisoner*.

Outsiders

Outsiders are part of the good team but have abilities which can harm the team.
The drunk is a hidden role, you will have drawn a townsfolk but secretly be the drunk

You've found Evil

The *recluse* can register as evil
The *fortune teller* has a red herring which will falsely show as evil

Travellers

If you don't want to be the Imp, or you may arrive late or need to leave early, you can be a traveller, your role is known but not which team you are on.