Herefordshire Board Gamers has a focus on introducing new players to the hobby and championing inclusion. These are a list of guidelines / rules for games beginner Trouble Brewing games.
We also play in non gamers spaced i.e. festivals which attract a wider audience. We've had 15 player games, where only 1 player has played before and 7 hadn't heard of werewolf / mafia!

Support the players!
Stress speaking to you is not an issue. Speak to ALL new players on the first 2 maybe 3 days.
Offer strategy advice / logic checking if wanted.
Give them the benefit of the doubt, remind the demon of Bluffs, remind players about using dead votes.
Stop the clock and explain complex interactions, Slayer, Virgin etc. DO NOT let experienced players do it, this puts the spot light on them and they are more likely to be killed!

For example!
A player claims to be the virgin.
"I'm going to stop the clock to explain the virgin role
If X is the virgin character, and is not drunk or poisoned, and Y is a townsfolk, they would die immediately by execution ending the day as only one execution is allowed. Make sense?
Back to the game.
X nominates Y, Y dies by execution good night everyone.
OR X nominates y, nothing happens now we run the nomination.

Support the social game.
Make sure quieter players get a chance to speak, - nominations.
If quieter players aren't mingling during the day phase make introductions or ask experienced players to include them. (This also goes for folks with lower mobility) Manage louder / confrontational players if needed.
Don't' be frighten to shut down a player over explaining the rules, bad advice or very loud players either publicly or take them to one side

Focus on the game play and not theatrics.
Keep focus on the games mechanic use the terms and summarise. *X is has received over 50% of the votes and is about to die by execution unless someone gets more or the same votes*
Be mindful of narrating deaths if it can confuse the players.
DO NOT put the players on the spot to be funny of creative.
I personally do not narrate deaths or executions, you can do so as long as you use the words died / executions and it does not 'punch down' maybe use an aspect of their costume? If in doubt don't.

Modding the game.
Replaced the reminder cards with both larger and higher and large print version.
Replaced the status markers with candles, white = alive, black and lit = is dead with vote, black = dead vote used.
Death status medalions, Red died at night, Yellow died during the day, these speed up the night phrase dramatically.
Dead vote tokens and seat numbers (Please collect them back!)
Name / pronoun tags
Optional: Before you wake people, hands up if you think I've forgotten to wake you.

Example I was 'forced' to run a 17 player very newbie heavy game and a brand new player got the spy, they were overwhelmed so I let them ask me who two players were each day phase. This is effectively what the spy does at night and seemed a good fix.

Rules reminders and timings

First night	Wake and narrate the evil team
Upon waking on the first day	1. Name and pronoun introduction 2. New players are to talk to the story teller, 3. Talking to the story teller is not suspicious 4. Be quieting is not suspicion but equally go and chat and share info 5. Speak to every new player 1 to 1. Rules understood? Check their strategy? (Consider approaching on the 2nd day too) IMPORTANT: LOOK approachable, approach the new players for conversations. Work to include quiet players
1st evening	6. Introduce Life status markers (Candles) and Death Status markers (lanyards) 7. Note these and a few of the other props are aftermarket additions to make the game more accessible 8. Do a mock nomination 9. Explain death, don't reveal your role, take full part
2nd evening	10. Remind dieing is a not a problem, it can help a few characters 11. Remind about the difference between died at night and executed.
Half way	12. Remind how the game ends 13. Optional- Outsider count and maths Approach players who look stressed or confused, perhaps died recently.
5 players remaining	14. Remind them final three and choosing not to vote
Closing the game	15. Debrief the game 16. Check in if people are confused 17. If there time before the game is due to end, and you can run again do so 18. If not and running timed slots invite the folks to hang out and chat until time is up (This allows them to make friends)

Short teach guide for advanced players:

1) Etiquette, play nice, no lying about rules no gas lighting.
2) Game modes and improvements: reminders of our mods to the game, medalions, seat numbers.
3) Accessibility stuff, how to be woken, swapping seats, any extra support needed.

Blood on the Clock Tower Storyteller Guide (Here for Games)

Intro	I'm your storyteller, here to make the group run smoothly, apply the rules and support you to ensure the game is as fun and interesting as possible for all.
Knowledge Check	1. Have you played **Clocktower? Werewolf / Mafia**? Have you only played online or in person? a. *If yes to Werewolf / Mafia* The difference is day phases and no player elimination 2. Have you **seen it played**? 3. Have you seen **No Rolls Barred**. a. *If enthusiastic yesses* No rolls Barred is an amazing show mostly run by performers and comedians so can set the bar very high. I won't be theatrical, I won't describe deaths or executions and don't expect you to be entertaining or creative, we will focus on the mechanics of the game to make it easier for new players to learn
Game overview	4. This is a 90 minute traitor game which includes **bluffing, lying and accusations**. The good team wants to find and kill the demon, the demon wants to survive to the end! , you win with your team **death is not the end**, it can be very useful! If you can't play the whole game let me know at the end of the teach. 5. The game is split into three phases a. **Night**: everyone closes their eyes, players wake up (Open their eyes) to do their actions, this includes the demon killing a player each night from night 2. b. **Day**: where you can chat with other players to share information feel free to wander around but please **return to the same seats** when I ring the gong c. **Evening:** The village hunts for the evil team by voting for someone to execute. I will introduce **voting and executions later** 6. You can play it **socially** reading people or by putting together information and **puzzle** 7. but there is **Drunk** and **poisoning**, some information or abilities may not work! 8. At night, we also stay silent so we communicate with **signals and Cards**, let me demonstrate. a. I will wake you up by touching your knee or shoulder- **is that OK?** b. Sleep, Numbers, Yes/No, confirm choice 9. I will **stop the clock** and explain key rules and situations to help with the flow of the game
Etiquette	10. Etiquette **we don't win by cheating**, this includes opening your eyes when people take their tokens or at night. Or for example listening in on conversations or at night. 11. No One will **lie about the rules**. 12. We are in this to have fun together. 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.
Key tips	13. Everyone may lie, **being quiet or not revealing information** in the first few day is fine, powerful good characters want to stay hidden too. 14. **Speaking to the story teller isn't suspicious**, in fact I will take all new players aside the first few days, I'm happy to check rules or strategy logic to make sure you have a great game.
Closing	15. The theme- I've been murdered, there is a **demon among you… avenge me** 😊 16. Is everyone still happy to play, it is fine to leave if the game doesn't' sound like your thing. This is a 90 minutes game and if you need to leave or are nervous there is an option (**Offer traveler to nervous players)** 17. **Your seat** is yours for the whole game, please return to it, on that note **are you happy with your location,** if not lets swap. 18. The seats are numbered, this another way to identify each other. 19. If anyone has any **questions,** or **accessibility concerns** please let me know now or privately in a moment or during tomorrows day time 20. Please take a token, secretly and memorise it, as a reminder these are not double sided, if you get a **double fuzzy or double smooth,** you have two tokens. 21. When you take your token, Keep it hidden it and **memorise the character you are,** the ability it is on the script, so you can read it later. I will collect the token shortly 22. Reminder take careful note of the difference between **died at night** (Killed by the demon) and **executed** (Voted on by the village) for example Saint, ravens keeper and virgin (Reminder folks about this on day 3?) 23. **Mentors:** If you have reliable experienced players, who are willing to support new players, identify them 24. I am going to set up the **grimoire (show it)** Feel to chat generally about roles and gameplay information, don't talk about your roles.

Knowledge Check	Played? Watched? Played Online? If no rolled barred etc- set expectations If not? Werewolf / Mafia / Among us
Game Overview	Beginner friendly, fully supported, Win criteria / Win with your team Rules taught in phases 90 minutes, no leaving, lying, bluffing, accusations Solve by Logic- but drunk and poisoning Solve by social Dying is part of the game, don't reveal role, continue to take part Died at night vs executed Your seat is yours for the whole game
Etiquette	Play nice, No lying about the rules,
Accessibility	How to be woken up Seat swapping Visual impairment options (bigger night cards) Seat numbers Medallions (Not a memory game) Last chance to leave the game / Travellers Teaching notes on the wall. See me about anything else We can support with
Tips	Talk to the story teller for support Being quiet is not suspicious Everyone may be lying
Token draw	Double fuzzy Memorise your role, not your ability
KEY NOTES	Talk to all newbies first day(s), offer support Look accessible and approaching Step in, to support quieter players, or 'bad / aggressive play'