

# Explaining the rules

## (Game Setup)

*A long time ago in the sleepy town of Ravenswood Bluff, during a hellish thunderstorm, on the stroke of midnight... you hear a loud scream. Rushing to the town square to investigate, you find your beloved Storyteller, myself, has been murdered... impaled on the hands of the Clocktower, blood dripping onto the cobblestones below. This is the work of an evil power — a Demon that kills by night and takes human form by day.*

Welcome to Blood on the Clocktower! I am your Storyteller, (*your name*), and this is the (*edition name*) edition.

You will receive a red or blue character token. The colour tells you which team you are on: If blue, you are good. If red, you are evil. Whether dead or alive, you win when your team wins.

The aim of the good team is to find and kill the Demon. **If the Demon is dead, good wins.** The aim of the evil team is to destroy the town. **If just 2 players are left alive in the town, evil wins.**

The game is split into two phases, a day phase and a night phase. **During the day**, we talk. Your token tells you your secret identity, a character on the list. Generally, the good players want to share whatever they know and attempt to find out who is who. Most good players will be telling the truth, but some characters have an incentive to lie. If you are evil, you should definitely be lying! Your best option is to pick a good character to pretend to be, spreading as much false information as possible.

**During the night**, everyone closes their eyes. I will wake some players so that they can use their ability, or gain some type of information. At night, I will be silent, but communicate using the following signals: (*Demonstrate the following as you talk*)

- 2 taps on your shoulder or on your knee means **eyes open**
- This means **eyes closed**
- This means **yes** & this means **no**
- This means **0, 1, 2, 3** and so on
- To choose a player at night, just point **like this**

Most of you will die. This is a good thing! In Ravenswood Bluff, **death is not the end**. Some players may even want to die, as they gain information when they do. If you are dead, you still participate in the game, and you still win or lose when your team wins or loses.

There is a lot of information in this game. I must follow the rules and tell you the truth about them. But the rules allow me to lie to you in some ways. If you are **drunk or poisoned**, you will not know it. Your ability will malfunction – any information that you get may be incorrect, and any effect of your ability will not happen – but I will pretend that it is working.

This can be a lot of information to take in at once, so to keep things simple, there are only 4 things you need to remember:

1) **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.

2) **No peeking.** Please keep your character token a secret, 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.

3) **Ask me any questions you need to.** 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 if you just need some strategy advice... whatever it is, please ask.

4) **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.

# Explaining the rules

(Before the 1st nomination)

Once each day, the town may execute a resident of the town. I am about to call for nominations. **To nominate a player**, simply say who. For example: "I nominate Bob". Then everyone **votes on whether or not to execute that player**. For example: I will put my arm out like this (*Point to Bob*), and say "Votes to execute Bob, starting now". I move my hand in a clockwise direction (*demonstrate this*) and if **your hand is up when I get to you**, that's a vote, and if your hand is down, it's not a vote.

Each day, you may vote for as few or as many players as you wish, and whoever has the most votes is executed. This player needs a vote tally of **at least 50% of the living players**, or the vote fails and that player is not executed. On a tie between players, neither player is executed.

If you die, you are still a major part of the game. You still talk, and you still close your eyes during the night time. Most importantly, you still win or lose with your team. In fact, the game is usually decided by the votes and opinions of the dead players. **When you die**, you lose your character ability, you may no longer nominate, and you have only one vote for the rest of the game, so use it wisely.

# End of the game

(After declaring the victorious team)

(*roll call*) (*explain important events*) (*show the Grimoire*)

That was the (*edition name*) edition of Blood on the Clocktower. My name is (*your name*), thank you all for playing!



Clip and stand the Grimoire. Add all death shrouds, night reminders, and information cards.



Choose an Assistant to set up the Town Square and hand out character reference sheets.



Read the rules (reverse of this sheet) to players that need it, or ask the Assistant to do so.



Select character tokens. Use the total player count for the game, to determine the number of each character type.

Players, Townfolk, Outsiders, Minions, Demons					5	6	7	8	9	10	11	12	13	14	15+
3	3	5	5	5	7	7	7	9	9	9					
0	1	0	1	2	0	1	2	0	1	2					
1	1	1	1	1	2	2	2	3	3	3					
1	1	1	1	1	1	1	1	1	1	1					

Add these, plus the remaining characters, to the Grimoire.



If a character token has an orange leaf, then some character tokens need to be exchanged.



For each leaf at the top of a character token, add that character's marker tokens to the Grimoire.



Put the in-play character tokens in the bag. Each player in turn draws one token.



Prompt all players to secretly remember their character.



Retrieve the character tokens from all players. Place each token in the Grimoire to represent the player's seating position.



Prepare the First Night.

*Setup*