The same of the same	CONTRACT STREET	
	C	Place the NIGHT 1 reminder.
	Summoner	Show the Summoner 3 not-in-play characters as bluffs.
		Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
4	Lord Of Typhon	Show each of these players a unique Minion token, and give a thumbs down.
	Lord Of Typhon	Replace these players' good character tokens with these Minion tokens and put these players to sleep.
		Then, do the Minion Info and Demon Info steps as normal.
	And the second	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Dusk	Check that an eyes are closed, some maveners & rabled act.
数据8000		
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
V		
100		Website Deffered the Design
上 上	Boffin	Wake the Boffin and the Demon.
THE REAL PROPERTY.	Domin	Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token
		Place this second character token by the Demon character token.
000000	The second second	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
5	Lord Of Typhon	Show each of these players a unique Minion token, and give a thumbs down.
	Dord Or Typhon	Replace these players' good character tokens with these Minion tokens and put these players to sleep.
		Then, do the Minion Info and Demon Info steps as normal.
AA		
X	Minion Info	If there are 7 or more players, wake all Minions:
MC		Show the THIS IS THE DEMON token. Point to the Demon.
		Place the NIGHT 1 reminder.
	Summoner	Show the Summoner 3 not-in-play characters as bluffs.
		Show the Summoner Shockin-play characters as bluins,
AND THE LOCAL		
67	D I6-	If there are 7 or more players, wake the Demon:
U	Demon Info	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.
100		
	Lycanthrope	Place the FAUX PAW reminder @ next to a good player.
4.4	E HT.	Wake both twins. Allow eye contact.
	Evil Twin	Show the good twin's character token to the Evil Twin &vice versa.
6	Witch	The Witch chooses a player.
000		
	Pukka	The Pukka chooses a player.
500		
191	Clockmaker	Give a finger signal.
The Kind	Clockinikel	and a migor orginal.
A MORE		
-		
555	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Fortuna Talles	The Fortune Teller change 2 players Med if either in the Deven (or the DED HERDING)
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
0.6		
STREET, STREET	ALCOHOLD BOOK	Wake any player with a Townsfolk character:
000	Bounty Hunter	Show them the YOU ARE token, & a thumbs down. Put them back to sleep.
W W	Doubty Hunter	Turn their token upside-down. (This shows they are evil.)
		Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player.
	MARCH CONTRACTOR	
18	Damsel	Wake each Minion. Show the Damsel token.
100	Danisel	Trane each Million, Offew the Damser token,
September 1	W. Carlotte	
AND REAL PROPERTY.	THE RESERVE TO SHARE THE PARTY OF THE PARTY	THE RESIDENCE OF THE PARTY OF T

Dawn Wait a few seconds. Call for eyes open.