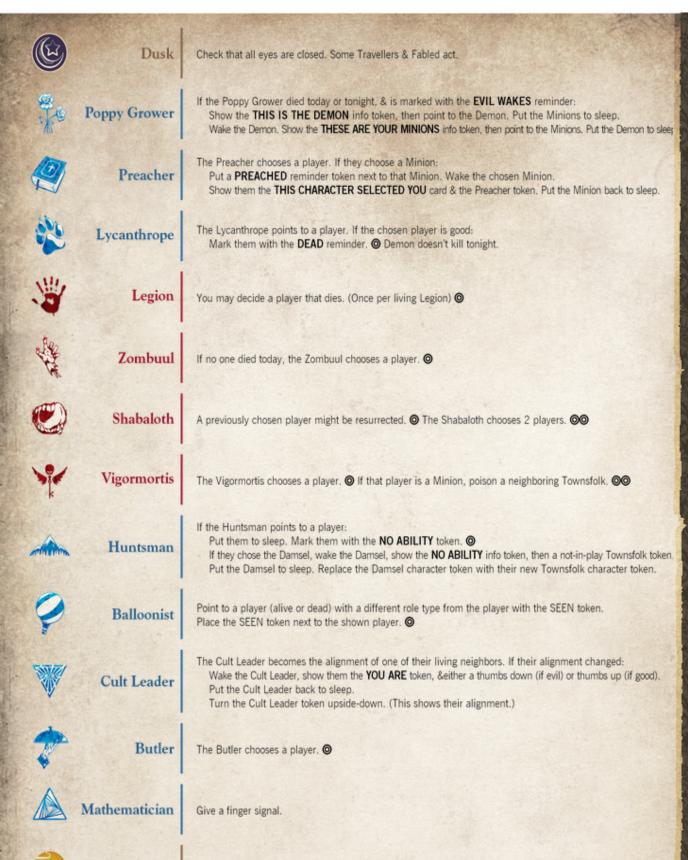
16/10/00 N		
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
E		Wake the Boffin and the Demon.
	Boffin	Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
		Frace this second character token by the Demon Character token.
		Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
6	Alchemist	Mark the Alchemist with the IS THE ALCHEMIST token. Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
		Turn the million token apside down. (This shows they are sain good.).
\$ _	D C	Wake the Demon.
- * A	Poppy Grower	Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.
M	M:	If there are 7 or more players, wake all Minions:
. Al	Minion Info	Show the THIS IS THE DEMON token. Point to the Demon.
1	Demon Info	If there are 7 or more players, wake the Demon:
CV.	Demon Inio	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.
(D)	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.
	Freacher	Show them the THIS CHARACTER SELECTED YOU card & the Preacher token, Put the Minion back to sleep.
^		If the Huntsman points to a player: Put them to sleep, Mark them with the NO ABILITY token.
- Antinon	Huntsman	If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token.
		Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
N. Committee	Butler	The Butler chooses a player.
63		
69	Clockmaker	Give a finger signal.
0		Point to a playor (alive or dead)
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player.
75077		The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
	Cult Leader	Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep.
		Turn the Cult Leader token upside-down. (This shows their alignment.)
	Mathematician	Give a finger signal.
1	Dawn	Wait a few seconds. Call for eyes open.
65/5/3		

Declare that the Vizier is in play, and which player it is.

Vizier



Wait a few seconds. Call for eyes open & immediately say who died.

Dawn