

FIRST STEPS

OVERVIEW OF PLOTS, ROLES AND INCIDENTS

PLOTS

Main Plot	Key Person	Killer	Brain	Cultist	Special Rules
Murder Plan	1	1	1		
Light of the Avenger			1		[Loop End] 2 Intrigue in Brain's Origin = LOSS
A Place to Protect	1			1	[Loop End] 2 Intrigue in School = LOSS
Subplot	Conspiracy Theorist	Serial Killer	Curmudgeon	Friend	Special Rules
Shadows of the Ripper	1	1			
An Unsettling Rumor	1				[MMA: 1 / Loop] Place 1 Intrigue on a location
A Hideous Script	1		?	1	[Script Writer] Choose 0, 1 or 2 Curmudgeons

Morning
Mastermind Cards
Protagonist Cards
Mastermind Ability
Goodwill Ability
Incidents
Evening

DAY PHASES

ROLES

Role	Goodwill Refusal	Optional?	Role Effect
Key Person	-	-	[Immediate] If Key Person dies, the Loop ends = LOSS
Killer	maybe	yes	[Day End] Key Person has 2 Intrigue and same Location: Kill the Key Person = LOSS [Day End] 4 Intrigue: Kill all Protagonists, the Loop ends = LOSS
Brain	maybe	-	Grant [MMA]: Place 1 Intrigue on any character at the Brain's location or the location itself
Cultist	always	yes	[Reveal] May ignore Forbid Intrigue on anything at this location
Conspiracy Theorist	-	-	Grant [MMA]: Place 1 Paranoia on any character at the Conspiracy Theorist's location
Serial Killer	-	-	[Day End] If alone with one other character, kill that character.
Curmudgeon	maybe	-	-
Friend	-	-	[Loop End] If Dead, reveal role = LOSS [Loop Start] If role has been revealed, this character starts with 1 Goodwill

INCIDENTS

Incident	Mandatory Mastermind Effect
Murder	One other character at culprit's location dies
Increasing Unease	Place 2 Paranoia on one character, 1 Intrigue on another
Suicide	The culprit dies
Hospital Incident	If at least 1 Intrigue on Hospital: everyone there dies If at least 2 Intrigue on Hospital: Protagonists die = LOSS
Faraway Murder	One character with at least 2 intrigue dies
Missing Person	Move culprit to any location. Put 1 Intrigue on that location.
Spreading	Move 2 Goodwill from any character to any other character.

Mastermind Cards	
Move Vertical	Move Horizontal
Paranoia +1	Forbid Goodwill
Paranoia +1	Forbid Paranoia
Paranoia -1	Intrigue +1
Move Diagonal	Intrigue +2

Move Diagonal and Intrigue +2 are usable only 1/Loop

Protagonist Cards	
Move Vertical	Move Horizontal
Paranoia +1	Forbid Intrigue
Paranoia -1	Goodwill +1
Forbid Movement	Goodwill +2

Forbid Movement, Goodwill +1 and Paranoia -1 are usable only once per loop per hero.

MASTERMIND ABILITIES

- SUBPLOT (An Unsettling Rumor)** Place 1 Intrigue on a location (once per Loop)
- ROLE (Conspiracy Theorist)** Place 1 Paranoia on any character at the Conspiracy Theorist's location.
- ROLE (Brain)** Place 1 Intrigue on any character at Brain's location, or the location itself
- CHARACTER (Doctor w 2Gw & GwR)** +1 or -1 Paranoia on any character at Doctor's location

CHARACTERS

Name	Paranoia Limit	Goodwill and other Rules
Nurse	3	2: -1 Paranoia on panicked near character [Not Refusable]
Patient	2	
Doctor	2	2: ±1 Paranoia to a nearby character 3: Allow patient outside
Shrine Maiden	2	3: Shrine Intrigue -1 5: [1/Loop] Reveal role of 1
Alien	2	4: [1/Loop] Kill near character 5: [1/Loop] Revive near corpse
Godly Being	3	[Script] appears mid-game 3: [1/Loop] Reveal 1 culprit 5: -1 Intrigue near character or location
Boy Student	2	2: -1 Paranoia on near student
Girl Student	3	2: -1 Paranoia on near student
Rich Daughter	1	3: +1 Goodwill on near character
Class Rep	2	2: [1/Loop] Leader regains 1 card
Mystery Boy	3	[Script] Get unused role 3: Reveal Role [Not Refusable]
Police Officer	3	4: [1/Loop] Reveal culprit of past incident
Office Worker	2	5: [1/Loop] Prevent near death 3: Reveal Role
Informer	3	5: [1/Loop] Reveal the subplot
Pop Idol	2	3: -1 Paranoia on near character 3: +1 Goodwill on near character
Journalist	2	2: +1 Paranoia on anyone 2: +1 Intrigue this location or near character
Boss	2	[Passive] Can act in his turf 5: [1/Loop] Reveal role of a character in his turf
Henchman	1	[Starts where MM determines] 3: Does not trigger incidents