

Welcome to the sleepy town of Ravenswood Bluff. Our story begins on a night much like this one (gesture around me — this part's funnier if we're playing at midday) during a hellish thunderstorm, at the stroke of midnight.

You hear a scream! (At this point, typically one of my experienced players screams) You rush to the town square to investigate, and find, to your horror, that the town's beloved storyteller, myself, has been murdered — impaled on the hour hand of the Clocktower, blood dripping down onto the cobblestones below. You suspect, correctly, that this is the work of a demon. A demon who kills by night and takes on human form by day, blending into the town.

You're about to receive a character token which tells you your unique secret identity in the game. All of the characters are unique, so nobody else will have the same as you. If you get a blue token, you're on the Good team; your goal is to figure out who the demon is, and execute them. I'll explain how executions work when we get there, just know that each day you'll have a chance to decide as a group who to kill. If you get a red token, you're on the evil team. Your job is to make sure the demon survives and is one of the last TWO players remaining. To do this, you will almost certainly have to bluff, pretending you're one of the good characters. To help the Evil team, all X (where X is the number of evil players, based on the player count) of the players on the Evil team will know who each other are, and I will tell the Demon 3 characters that aren't in play so that they know characters that are completely safe to bluff as.

The game plays out in a series of day and night phases. During the day, everyone talks and shares information from their abilities. During the night, everyone closes their eyes. Some characters have abilities that affect the game or give information. If you have an ability like that, I'll wake you up and communicate with you at night. To do this, I'll use a few signals. (Demonstrate tapping to wake, numbers, nodding, selecting a player/confirming their selection, putting back to sleep)

Most of you will die at some point in the game. This is a good thing! In Ravenswood Bluff, dead players stick around as ghosts. You'll still be on the same team, you can still win with your team, you'll still close your eyes at night, and most importantly, you can still talk to your teammates.

One thing you should be aware of is that much like real life, you could be drunk or poisoned. If you are drunk or poisoned, your ability will stop working. However, I will pretend that it still works! For instance, if you wake at night to get information, but you're poisoned, I'll still wake you and show you information, but I could lie to you. If your ability would affect the game, it will fail to do so. But don't worry — there are only a couple ways of being drunk or poisoned, which you can find on the character sheet you have. It's not like I can just lie to you whenever I feel like it, only when an ability allows me to.

Finally, there are four main rules to remember.

1. You can say anything at any time
2. You can talk to me about anything. I would highly suggest that you come talk to me on your first day no matter what character you are. If you're Good, I'll help you make sure

you understand your ability. If you're Evil, I'll also make sure you understand any abilities that you want to bluff, to make sure you don't mess up the rules and get caught.

3. No peeking! I use this grimoire here to keep track of everything that's happening in the game, so don't look in it please — it would ruin the game.
4. Kill with grace, die with dignity. Basically, treat each other with respect, and have fun. If you notice someone is trying to speak but being spoken over, make space for them. My job is to make sure everyone has a good time, but you need to help me with that.