RSVPs and player count policy

Since Blood on the Clocktower is a game which relies predominantly on discussion, we find that it has a sweet spot at 9-12 players, enough for interesting games but not so many that it leads to a lot of talking over each other. To try and hit this player count, we allow 14 players (plus two STs) to RSVP to our events.

What is your policy for how many players can attend?

We have the following process:

- We allow 14 players (and two STs) on the main RSVP list
- Anyone on the main list will be guaranteed a game
- If fewer than 12 players from the main list show up, these spots can be taken by players on the waitlist
- Players on the waitlist are welcome to come along to see if a spot is available. Players higher on the waitlist will be prioritised.

I signed up to an event but cannot come. What should I do?

Please update your RSVP as soon as possible to free up spots for other players. Note that if you do not update your RSVP before the event, this will be counted as “not showing up to the game”.

I did not show up to the game, is this a problem?

We understand that there are circumstances which may mean players are unable to attend a game to which they RSVPed. We appreciate when players drop us a message when this happens.

However, repeatedly RSVPing then no-showing to our games is not fair on players who would have been able to attend instead. We also have to be wary of bot accounts which may not be showing up at all. Therefore, we keep track of accounts which are regularly no-showing. We will message these accounts in the first instance, then if the behaviour continues, these accounts may be removed from the group.

I am on the waitlist, can I attend the game?

If any people on the waitlist show up to the event, they can be allowed to join the game, provided this does not increase the player count above 12 players. Players higher up the waitlist will be prioritised for spare spots.

Can I bring a friend?

We no longer allow players to bring guests. If you would like a friend to join, please ask them to register a (free) account with Meetup to sign up to our games.

(Note: we stopped allowing guests because if a player at the top of the waitlist had a registered guest, they were being passed over for spots when spaces opened up.)