

2-3 PLAYER RULES

OVERVIEW

For the most part, 2-3 player games are played like a normal game so please read all standard set up and rules first. Then apply the following adjustments.

SET UP

If there are two players, add two “ghosts”, placed to the left of each player. If there are three players, add one “ghost” to the left of the youngest player. Ghosts and players each start the game with five tryal cards (see the table on page 3) and a town hall card. Character abilities are not active in 2-3 player games. Remove the two matchmaker cards from the game.

ON YOUR TURN

In addition to the two standard actions available to you (drawing two cards or playing any number of cards), players may instead do the following for their turn action:

View one tryal card belonging to a ghost, then shuffle that ghost's unrevealed tryal cards and put them back. Each time you take this action discard two cards from the top of the deck. Perform conspiracy or night if they are discarded.

ON A GHOST'S TURN

Ghosts do not have hands of cards, but each time the ghost has a turn simply place one card from the top of the deck into the discard pile. If it is a black card, immediately carry it out.

CONSPIRACY

Conspiracy happens as normal, but if you are passing to a ghost the player on your right chooses which one you will pass. Be sure to shuffle the ghost's new set of tryal cards.

DAWN & NIGHT

Before dawn and before each night, shuffle the four frame cards that match the four town hall cards and place them face-down on the table. The town crier should instruct all players to close their eyes and then have the witch(es) place the frame card that matches their intended target face-down at the bottom of the deck. If a ghost happens to be the only witch, then the target will be chosen at random based on which card is at the bottom of the deck. Before players open their eyes the town crier should move the frame deck slightly while keeping their eyes closed (to mask deck movement from the witches).

Confessions, asylum, and the constable are available to protect players from the night. Unlike the normal rules, the constable has the option of not placing the gavel on anyone (perhaps to imply that a ghost is the constable). The constable may place the gavel on themselves in a 2- or 3-player game.

Instead of being eliminated (as in a normal game), players and ghosts who are framed during the night phase lose two trial cards. The player to their left chooses which two trial cards are revealed.

WINNING THE GAME

TOWNSPEOPLE WIN

WHEN THE WITCH CARD IS REVEALED

WITCHES WIN

WHEN ANY PLAYER OR GHOST IS ELIMINATED

including someone who formerly had a witch card

OR

ALL PLAYERS BECOME WITCHES

(in which case the final player to become a witch loses)