

## 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 2 players, add 2 "Ghost" players. If there are 3 players, add 1 "Ghost" player. Seat ghosts between players when possible. Ghosts do not have turns, but they will start the game with 5 Tryal cards (and they might start with the Witch or Constable card), 3 playing cards (which may be robbed or arsoned), and a Town Hall card (though character abilities are not active in 2-3 player games).

### On Your Turn

In addition to the two standard actions available to you (Drawing 2 cards or playing any number of cards), players may instead do the following for their turn action:

View 1 Tryal card belonging to a Ghost, then shuffle that Ghost's unflipped Tryal cards and put them back. Each time you take this action discard 2 cards from the top of the deck. Perform Conspiracy or Night if they are discarded.

### Conspiracy

Conspiracy happens as normal, but if you are passing to a Ghost then the player to your left gets to decide which Tryal you pass.

### Dawn & Night

Before Dawn and before each Night, shuffle the 4 Kill cards that match the 4 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 Kill card that matches their intended target at the top of the deck face down. If a Ghost happens to be the only Witch, then the target will be chosen at random based on which card is at the top of the deck. Before players open their eyes the Town Crier should move the Kill deck slightly while keeping his or her 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.

If a player is "killed" in the Night, instead of dying like normal that player loses two Tryal cards. The player to their left chooses which two Tryal cards are revealed.

### Winning the Game

Townspople Win if the Witch card is revealed.

Witches Win if:

the Constable card is revealed

OR

any player or ghost dies  
(including someone who formerly had a Witch card)

OR

all players become Witches  
(in which case the final player to become a Witch loses)