

## GM script

### Night 1:

- The city sleeps.
- Cupid awakes. "You must select two lovers." Cupid Sleeps. Lovers are awakened by GM – acknowledge each other. Sleep.
- Hunter awakes. Hunter sleeps.
- Little Girl awakes. Little Girl sleeps.
- Defender awakes. "Choose one villager to defend." Sleep.
- Werewolves awake. "Decide on victim." Sleep.
- Nurse awakes. Sees who was killed. "Will you save that person?" Sleep.
- Seer awakes. "Will you see the identity of another player? Who?" (GM can signal Werewolf or Villager.) Sleep.
- Witch awakes. Sees who is killed. "Would you like to use a potion? Which potion?" Sleep.

### Day:

- Who was killed during the night?
- Discussion ensues – who should be lynched? It must be a majority vote.

### Any night after night 1:

- The city sleeps.
- Defender awakes. "Choose one villager to defend." Sleep.
- Werewolves awake. "Decide on victim." Sleep.
- Nurse awakes. Sees who was killed. "Will you save that person?" Sleep.
- Seer awakes. "Will you see the identity of another player? Who?" Sleep.
- Witch awakes. Sees who is killed. "Would you like to use a potion? Which potion?" Sleep.

*Proceed to day phase etc.*