# Toy Story

A BLOOD ON THE CLOCKTOWER SCRIPT · BY MAX

## Townsfolk



**Rex**
You start knowing if Zurg is in play.



**Woody**
Each night, choose two living players (not yourself). If both are good, they become Andy's Toys.



**Ducky & Bunny**
Each night that you both live, each Ducky & Bunny learns a player of a different character type. [+Ducky & Bunny]



**Mr. Potato Head**
Each night*, if you were "mad" about being Mr. Potato Head yesterday, you gain an in-play ability until dusk.



**Hamm**
Each day, ask the Storyteller to tell you one of the secrets the other players have shared with them.



**Buzz Lightyear**
You think you're a different in-play Townsfolk: if they privately guess you (once), you become one of the Demon bluffs that night.



**Bo Peep**
On Night 2, choose a player: if they're good, they die, and then you swap character tokens.



**Jessie**
You start knowing how many evil players are seated clockwise between you and Woody or that Woody isn't in play.



**Aliens**
Each night, choose a player: if they're an Outsider, they become Aliens if you die tomorrow. [+0 or +1 Outsider]



**Mr. Pricklepants**
Each night*, learn the alignment of the last player you publicly monologued about.



**Mrs. Potato Head**
Each night*, if another player was "mad" about being Mr. Potato Head yesterday, you might learn what ability they have.



**Slinky Dog**
Once per game, at night, choose a player: if they're chosen by an evil player, you are instead.



**Bullseye**
If you correctly name the in-play good characters (once), learn the Demon.

## Outsiders



**Forky**
You think you're a character that you're not. Evil knows you're Forky.



**Wheezy**
If you died today or tonight, the Demon chooses a character to die tonight.



**Etch**
You are the alignment of the player who died most recently.



**Combat Carl**
If Sid is in play, you start as one of Sid's Toys. [+Sid's Toolbox]

## Minions



**Big Baby**
Each night, choose a player: something bad happens to the Townsfolk they nominate tomorrow. [-1 Outsider]



**Al**
Once per game, at night*, choose a player: at dusk, if they're alive, their team loses. They learn this.



**Ken**
Each night, choose 2 good players: tomorrow, the 1st player is "mad" that they are the 2nd player's character, or one or both might die.



**Stinky Pete**
You register as good & a Townsfolk. If you nominate a player, they become poisoned, then you do.

## Demons



**Sid**
Each night*, choose a player: they become Sid's Toy. If all living good players are Sid's Toys, evil wins. [+Sid's Toolbox]



**Zurg**
Each night*, choose a player: they die. The first time Buzz Lightyear is killed this way, you become good, then a good player becomes an evil Zurg and learns the Minions. [+Buzz Lightyear]



**Lotso**
Each night*, choose a player: they die. One player that votes for you might have their ability malfunction until tomorrow dusk.

## Loric



**Sid's Rocket**
Once per game, during the day, an evil player may publicly name three players: they die unless they're Andy's Toys.



**Sid's Toolbox**
The Demon has a secret quest. If they complete it, Sid's Rocket is added to the game.

An unofficial fan project, not affiliated with Steven Medway & The Pandemonium Institute, Disney, or Pixar. Toy Story and its characters are © Disney / Pixar.

# Night order

## First night

**DUSK**
Start the Night Phase.

**MINION INFO**
If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**DEMON INFO**
If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



**SLINKY DOG**
Slinky Dog might choose a player. If an evil player chooses that player tonight, they choose Slinky Dog instead.



**ALIENS**
The Aliens choose a player. If they chose an Outsider, mark them as **BECOMES ALIENS**.



**BIG BABY**
Big Baby chooses a player.



**WOODY**
Woody chooses 2 players. If both are good, mark each as **ANDY'S TOY**, replacing any **SID'S TOY** token.



**KEN**
Ken chooses 2 good players. If the first isn't "mad" that they're the second's character, tomorrow one or both players might die.



**FORKY**
Wake all evil players. Show the **THIS PLAYER IS** & Forky tokens. Point to Forky.



**SID'S TOOLBOX**
Wake the Demon. Give them their secret quest. Put the Demon to sleep.



**REX**
Nod if Zurg is in play, otherwise shake your head.



**JESSIE**
Show the finger signal for the number of evil players seated clockwise between Jessie and Woody. If Woody isn't in play, shake your head.



**DUCKY & BUNNY**
If both Ducky & Bunny are alive: Show each Ducky & Bunny a player. The players shown must have different character types from each other.

**DAWN**
Wait for a few seconds. End the Night Phase.

## Other nights

**DUSK**
Start the Night Phase.



**MR. POTATO HEAD**
If Mr. Potato Head was "mad" yesterday: Choose a player. Mr. Potato Head has that player's ability until dusk. When that character would wake, wake Mr. Potato Head right after them.



**SLINKY DOG**
Slinky Dog might choose a player. If an evil player chooses that player tonight, they choose Slinky Dog instead.



**BIG BABY**
Big Baby chooses a player.



**KEN**
Ken chooses 2 good players. If the first isn't "mad" that they're the second's character, tomorrow one or both players might die.



**LOTSO**
Lotso chooses a player. If players voted for Lotso today, you might make one of them malfunction.



**ZURG**
Zurg chooses a player. If they chose Buzz Lightyear (once only): Give Zurg a thumbs up. Choose a good player. Replace their token with the Zurg token. Put Zurg to sleep. Wake the new Zurg. Show the **YOU ARE** & Zurg tokens, give a thumbs-down, then show the **THESE ARE YOUR MINIONS** token & point to the Minions.



**SID**
Sid chooses a player. If they aren't marked **SID'S TOY**, mark them as **SID'S TOY**, replacing any **ANDY'S TOY** token.



**ALIENS**
If the Aliens died today: Replace the token of the player marked **BECOMES ALIENS** with the Aliens token. Wake that player. Show the **YOU ARE** & Aliens tokens. If the Aliens are alive, they choose a player. If they chose an Outsider, mark them as **BECOMES ALIENS**.



**BUZZ LIGHTYEAR**
If the Townsfolk who Buzz thinks they are privately guessed Buzz today (once only): Replace the token of the player marked **IS BUZZ** with a Demon bluff token. Wake that player. Show the **YOU ARE** & new character tokens.



**WOODY**
Woody chooses 2 players. If both are good, mark each as **ANDY'S TOY**, replacing any **SID'S TOY** token.



**BO PEEP**
If it is night 2, Bo Peep chooses a player. If they chose a good player: Swap their token with Bo Peep's. Show Bo Peep the **YOU ARE** & new character tokens.



**AL**
Al might choose a player. Put Al to sleep. Wake the chosen player. Show the **THIS CHARACTER SELECTED YOU** & Al tokens.



**SID'S TOOLBOX**
If the Demon completed their quest, put the Sid's Rocket token in the Grimoire.



**WHEEZY**
If Wheezy died today or tonight, wake the Demon. The Demon chooses a character. Put the Demon to sleep.



**MR. PRICKLEPANTS**
If Mr. Pricklepants monologued about a player, give a thumbs up if the last player is good, otherwise a thumbs down.



**DUCKY & BUNNY**
If both Ducky & Bunny are alive: Show each Ducky & Bunny a player. The players shown must have different character types from each other.

**MRS. POTATO HEAD**