

MYSTERY CIRCLE

Overview of Plots, Roles and Incidents

Plots

Main Plot	Key Person	Brain	Killer	Poisoner	Fool	Conspiracy Theorist	Friend	Serial Killer	Therapist	Paranoiac	Obstinate	Twin	Private Investigator	Plot rules
Murder Plan	1	1	1											[none]
Tightrope Plan		1	1											[Loss condition: Loop end] If the Extra Gauge is 1 or lower, the Protagonists lose.
A Drop of Strychnine	1			1	1									[Incident step] When determining whether “Serial Murder” or “Suicide” triggers, count Intrigue also as Paranoia .
A Quilt of Incidents					1	1								[Loss condition: Loop end] If the Extra Gauge is 3 or more, the Protagonists lose
The Black School		1												[Loss condition: Loop end] If there are more than X Intrigue on the School , the Protagonists lose. X is 1 less than the current loop number.
Subplot	Key Person	Brain	Killer	Poisoner	Fool	Conspiracy Theorist	Friend	Serial Killer	Therapist	Paranoiac	Obstinate	Twin	Private Investigator	Plot rules
The Hidden Freak					1		1	1						[none]
Dance of Fools						1	1							[none]
Isolated Institution						1			1	1				[Loop start] If the Extra Gauge was 2 or less at the end of the previous loop, increase it by 1.
Psycho											1			[none]
An Absolute Will												1		[none]
Tricky Twins										1		1		[none]
Smell of Gunpowder								1						[Loss condition: Loop end] If there are a total of 12 or more Paranoia on the remaining characters, the Protagonists lose.
I am a Master Detective						1	1						1	[none]

Roles

Role	Max	Goodwill Refusal	Abilities
Poisoner		Optional	[Mandatory: Day end] (1x∞) If the Extra Gauge is at 2 or more, any one character in this location dies. [Mandatory: Day end] If the Extra Gauge is on 4 or more, the Protagonists die.
Killer		Optional	[Optional: Day end] If the Key Person has at least 2 Intrigue and is in this location: The Key Person dies. [Optional: Day end] If this character has at least 4 Intrigue : The Protagonists die.
Fool	1		[Mandatory: Script creation] This character must be the culprit of an Incident. [Mandatory: Incident step] After this character has triggered an Incident, remove all Paranoia from its card.
Private Investigator			[Mandatory: Script creation] This character can never be a culprit. [Mandatory: Always] This character cannot die. [Mandatory: Incident step] If the Extra Gauge is 0, and the culprit is in this location, the Incident triggers regardless of the number of Paranoia on the culprit.
Conspiracy Theorist	1		[Optional: Mastermind ability] You may place 1 Paranoia on a character in this location.
Serial Killer			[Mandatory: Day end] If there is exactly 1 other character in this location, that character dies. (Remember that corpses are not counted as characters.)
Friend	2		[Mandatory: Loop end] If this character is dead, reveal its role, and the Protagonists lose. [Mandatory: Loop start] If this character's role has been revealed, it gets one Goodwill .
Brain		Optional	[Optional: Mastermind ability] You may place 1 Intrigue on this location or on any character in this location.
Key Person			[Mandatory: Always] When this character dies, the Protagonists immediately lose and the loop ends.
Paranoiac		Mandatory	[Optional: Mastermind ability] You may place an Intrigue or Paranoia on this character.
Twin			[Mandatory: Script creation] This character must be the culprit of an Incident. [Mandatory: Incident trigger] When this character triggers an Incident, it is considered as being on the diagonally opposite location.
Obstinate		Mandatory	[Mandatory: Script creation] This character must be the culprit of an Incident. [Mandatory: Incident step] This character always triggers its Incidents (if alive), regardless of the amount of Paranoia on it.
Therapist			[Mandatory: Mastermind ability] If the Extra Gauge is 1 or above, remove 1 Paranoia from any other character in this location.

Incidents

Incident	Effect
Serial Murder	One other character in the culprit's location dies. The same character may be the culprit of several “Serial Murder” Incidents.
Hospital Incident	If at least 1 Intrigue on the Hospital : Everyone in the Hospital dies. If at least 2 Intrigue on the Hospital : The Protagonists die.
Portent	[When determining whether this Incident triggers or not, treat the culprit's Paranoia limit as 1 less than its printed limit.] Place 1 Paranoia on any character in the culprit's location.
Increasing Unease	Place 2 Paranoia on any character, then 1 Intrigue on any other character.
Terrorism	If at least 1 Intrigue on the City : Everyone in the City dies. If at least 2 Intrigue on the City : The Protagonists die.
Bestial Murder	[When determining whether this Incident triggers or not, treat the culprit's Paranoia limit as 1 more than its printed limit.] Resolve “Serial Murder” and “Increasing Unease” in that order. Then increase the Extra Gauge by 1 more step.
Suicide	The culprit dies.
A Suspicious Letter	Move any character in the culprit's location to any location. If the character actually changed location, that character cannot be moved the next day.
Faked Suicide	Set an Extra card on the culprit. During the remainder of the loop, the Protagonists may not play Movement cards on character(s) with an Extra card.
Closed Circle	Reveal the culprit's location. For 3 days, including the day the Incident occurred, any movement to or from that location is nullified.
The Silver Bullet	The loop ends after this Incident step (resulting in a Protagonist victory unless any loss condition is fulfilled). This Incident does not increase the Extra Gauge.

Characters

Boy Student Paranoia limit 2 student / boy	Goodwill 2: -1 Paranoia on student in same location.
Girl Student Paranoia limit 3 student / girl	Goodwill 2: -1 Paranoia on student in same location.
Rich Man's Daughter Paranoia limit 1 student / girl	Goodwill 3: (School/City) +1 Goodwill on character in same location.
Class Rep Paranoia limit 2 student / girl	Goodwill 2 (1x∞): Leader gets one (1x∞) card back.
Mystery Boy Paranoia limit 3 student / boy	Passive: Always has role not associated with current plot. Goodwill 3: (immune to Goodwill Refusal) Reveal own role.
Shrine Maiden Paranoia limit 2 student / girl	Goodwill 3 (Shrine): -1 Intrigue on Shrine. Goodwill 5 (1x∞): Reveal role of character in same location.
Alien Paranoia limit 2 girl	Goodwill 4 (1x∞): Kill one character in same location. Goodwill 5 (1x∞): Revive one corpse in same location.
Godly Being Paranoia limit 3 man/woman	Passive: Enters game on predefined loop. Goodwill 3 (1x∞): Reveal culprit for 1 incident. Goodwill 5: -1 Intrigue on same location or character.
Police Officer Paranoia limit 3 adult / man	Goodwill 4 (1x∞): Reveal culprit for former incident. Goodwill 5 (1x∞): Prevent one death here.
Office Worker Paranoia limit 2 adult / man	Goodwill 3: Reveal own role.
Informer Paranoia limit 3 adult / woman	Goodwill 5 (1x∞): Reveal subplot A or B.
Pop Idol Paranoia limit 2 student / girl	Goodwill 3: -1 Paranoia on character in same location. Goodwill 4: +1 Goodwill on character in same location.
Journalist Paranoia limit 2 adult / man	Goodwill 2: +1 Paranoia on any character. Goodwill 2: +1 Intrigue on same location or character.
Boss Paranoia limit 4 adult / man	Passive: May be regarded as in his turf. Goodwill 5 (1x∞): Reveal role of character in turf.
Doctor Paranoia limit 2 adult / man	Goodwill 2: +/- Paranoia on character in same location. Goodwill 3: Revoke location restriction for Patient.
Patient Paranoia limit 2 boy	
Nurse Paranoia limit 3 adult / woman	Goodwill 2: (immune to Goodwill Refusal) -1 Paranoia on panicked character in same location.
Henchman Paranoia limit 1 adult / man	Passive: Mastermind chooses start location each loop. Goodwill 3: Does not trigger incidents.
Scientist Paranoia limit 2 adult / man	Passive: At the start of a loop, place either a Paranoia, a Goodwill or an Intrigue on this character. Goodwill 3: Remove all counters from this character. Then, if you use the Extra gauge, increase or decrease this gauge.
Forensic Specialist Paranoia limit 3 adult / man	Goodwill 2 (1x∞): Move any one counter between any two other characters in this location. Goodwill 5 (1x∞): Reveal the role of any one corpse.
A.I. Paranoia limit 4 construct	Passive: At script creation, this character cannot be a Person. Passive: When determining whether an Incident triggers, to which this character is the culprit, all counters on this character count as Paranoia. Goodwill 3 (1x∞): Resolve one of the Incidents noted in the open information. The culprit is considered to be the A.I.; but all the choices made are not done by the Mastermind, but the Protagonist Leader. (This does not count as triggering an Event.)
Illusion Paranoia limit 3 fabrication / woman	Passive: No action cards can be placed on this character. All cards placed on this location are also applied to this character. Goodwill 3 (1x∞): Move any character from this location to any other location. Goodwill 4 (1x∞): Remove this character from the board for the rest of the loop.

Mastermind cards	
Movement	↕
Movement	↔
Movement	⊗ (1x∞)
Paranoia +1	(2)
Paranoia -1	
Forbid Paranoia	
Forbid Goodwill	
Intrigue +1	
Intrigue +2	(1x∞)

MIDNIGHT ZONE

Overview of Plots, Roles and Incidents

Plots

Main Plot	Key Person	Brain	Cultist	Conspiracy Theorist	Ninja	Friend	Serial Killer	Obstinate	Magician	Immortal	Witch	Factor	Prophet	Plot rules
The Sealed Item		1	1											[Loss condition: Loop end] If there are at least 2 Intrigue on the Shrine, the Protagonists lose.
Secret Record	1	1		1										[Loss condition: Loop end] If the Brain, Factor or Magician were revealed during this loop, the Protagonists lose.
The Devil's Hand Male Confrontation	1		1		1									[none] [Loss condition: Loop end] If the Ninja (or its corpse) has at least 2 Intrigue , the Protagonists lose. [Script creation] The Ninja must be a man (not a boy).
Fated Connections				1		1	1							[Loop start] Choose one character that died during the previous loop. Place any Extra Card on that character. Character(s) with an Extra card has their role changed into a Key Person.
Subplot	Key Person	Brain	Cultist	Conspiracy Theorist	Ninja	Friend	Serial Killer	Obstinate	Magician	Immortal	Witch	Factor	Prophet	Plot rules
Love-Hate Spiral						1		1						[none]
Showtime of Death									1	1				[Loss condition: Loop end] If there are 6 or less characters alive, the Protagonists lose.
Witches Tea Time Dice of the Gods				1		1					2			[none]
Unanswered Heart Unsafe Trigger				1				1	1					[Loop start] Choose one character that died during the previous loop and place any Extra card on that character. "Forbid Goodwill" also has the effect of "Forbid Movement." [Optional: Mastermind ability] (1x∞) Place 1 Intrigue on the (living) Factor's location.
Worshippers of the Apocalypse													1	[Script creation] There must be at least one Suicide Incident. [Incident step] When determining whether an Incident triggers, and the culprit is a Person, if the Prophet is alive, the culprit is regarded as having 1 less than its printed Paranoia limit .

Roles

Role	Max	Goodwill Refusal	Abilities
Cultist		Mandatory	[Optional: Card resolve] Ignore all "Forbid Intrigue" effects on this location and on all characters on this location.
Brain		Optional	[Optional: Mastermind Ability] Place 1 Intrigue on this location or on any character in this location.
Magician			[Optional: Mastermind Ability] Move one character with at least one Paranoia from this location to an adjacent location (not diagonal). (1x∞, for all magicians combined.) [Mandatory: On character death] When this character dies, remove all Paranoia from its corpse.
Ninja		Optional	[Optional: When this role is to be revealed] Instead of saying the truth, state any other non-Person role that is in this script. [Optional: Day end] If there is any character with at least 2 Intrigue in this location, you may kill that character.
Friend	2		[Mandatory: Loop end] If this character is dead, reveal its role, and the Protagonists lose [Mandatory: Loop start] If this character's role has been revealed, it gets one Goodwill . [Mandatory: Day end] If there is exactly 1 other character in this location, that character dies. (Remember that corpses are not counted as characters.)
Serial Killer			[Optional: Mastermind ability] You may place 1 Paranoia on a character in this location.
Conspiracy Theorist	1		[Mandatory: Script creation] This character must be the culprit of least 1 Incident. [Mandatory: Incident step] This character always triggers its Incidents, regardless of the amount of Paranoia on it.
Obstinate		Mandatory	[Mandatory: Always] When this character dies, the Protagonists immediately lose and the loop ends.
Key Person			[Mandatory: Always] If the School has at least 2 Intrigue , this character gets the abilities of the Conspiracy Theorist . [Mandatory: Always] If the City has at least 2 Intrigue , this character gets the abilities of the Key Person .
Factor		Optional	[none]
Witch		Mandatory	[Mandatory: Mastermind Action step] The Mastermind cannot place cards on this character. [Mandatory: Incident step] When determining whether an Incident triggers, and the culprit is another character in this location, that Incident does not trigger, regardless of the number of Paranoia on the culprit.
Prophet			[Mandatory: Always] This character cannot die.
Immortal			

Incidents

Incident	Effect
Serial Murder	One other character in the culprit's location dies. The same character may be the culprit of several "Serial Murder" Incidents.
Missing Person	Move the culprit to any location. Then place 1 Intrigue on that location.
Suicide	The culprit dies.
Conspiracies	[Check Intrigue instead of Paranoia to trigger Incident.] Resolve either a "Serial Murder" or "Missing Person" Incident.
Increasing Unease	Place 2 Paranoia on any character, then 1 Intrigue on any other character.
Hospital Incident	If there is at least 1 Intrigue on the Hospital : Everyone in the Hospital dies. If there is at least 2 Intrigue on the Hospital : The Protagonists die.
Uproar	If there is at least 1 Intrigue on the School : Everyone in the School dies. If there is at least 1 Intrigue on the City , everyone in the City dies.
Fake Incident	If there are at least 2 Intrigue on the culprit's starting location, the Protagonists die. [Optional: Script creation] On the Open Information card, put down the name of a completely different Incident. [Mandatory: Script creation] On the Secret Information card, state "Fake Incident".
Breakthrough	The Protagonist Leader chooses one location or character, and removes 2 Intrigue from there.
Faked Suicide	Set an Extra card on the culprit. During the remainder of the loop, the Protagonists may not play Movement cards on character(s) with an Extra card.
Confession	Reveal the culprit and the culprit's role.

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