Game Master Chaos Phase Instructions By Round

1. Players enter the game master’s first room one-by-one; each has 30 seconds to write a rumor about another character on the board. (Players will refer to their rumor addendum for what they must do.) Note during the Suspicion round this turn, as the Game Master, you cannot share any motive cards with the players. This means the GM may have nothing that can help a player.

2. Players may sell information they have on other characters. They have two minutes to exchange money and information. The round ends even if transactions are not complete. During the Suspicion phase, the Game Master cannot share any motive cards with the players.

3. Room Change. Group Photo Time. Take a picture of the players in the room. Players may buy and sell motive cards.

4. Rumor time; Write rumors about characters in the other room.

5. Room Change. Banish two players to the other Game Master’s room. Their Suspicion phase continues as normal in the other room.

6. For $5 players can purchase one piece of information the Game Master in the room has on them. For $15, they can buy whatever the GM has on them. However, the information will remain in the hands of the other Game Master.

7. Room change. GM is willing to accept bribes to share one piece of motive about one other player.

8. Players nominate another player as tribute. (Don't tell players in advance: That player has no suspicion phase this round, but receives two pieces of dirt (Motive cards or suspicion info) from the GM.)

9. Room change. One player from each group is exchanged.

10. Rumor time; write rumors about a character, or yourself, in the room currently.

11. Room change. Auction for the right to make two suspicions this round.

12. The girls can pay another player to skip their turn. At least one player must agree not to take a turn, but the entire room could skip their turn. Prices are negotiable.

13. Room Change. Rumor time. Players need to nominate another tribute: this time the tribute loses her turn, no reward.

14. Auction: one suspicion, but two cards can be shown.

15. Room Change. Banish two players.

16. Buy a piece of information the GM has on another player.

17. Room Change. Everyone must stop and do the Time Warp. No Time Warp, no turn.

18. Players can buy motive cards about themselves from each other. Prices are negotiable. Give them no more than 3 minutes to complete the transactions.


20. Three players are banished.


22. Final rumors.
23. Room change. Players vote on room that they want to revisit. Groups maintained.
24. GM auctions any final bits of motive to the players, if any are left.
25. GM intervention ends. Players are free to visit any room they want and mingle in any group until the mystery has been solved by everyone.