



BALI WEREWOLF

AN EVENING IN THE VILLAGE

Night falls. Who do you trust?

A Leyak is hiding in your Balinese village.
Talk, investigate, and sometimes bluff.
In the end, your vote makes the difference.

Your first night starts with just four pages.

ILLUSTRATED PLAY GUIDE / ENGLISH

Pick a night. Start there.

Choose your mode. Look up the extra abilities when you need them.



One Night

3–5 players

One night, one verdict. Start here.

Read just pages 03–06 →

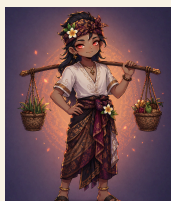


GM

7–12 players + 1 GM

A longer game of nights and debate.

Start with pages 07–10 →



GM-less

5–10, including the Host

Everyone plays. A tabletop trial mode.

11–12 + voting on 10 + abilities →

Sort 35 cards by their back colors.



Role / 17

Your identity



Experience / 12

A one-use ability



Event / 6

A twist for the day

Deep green: Role. Indigo: Experience. Russet: Event. Shuffle separately. One Night uses only Roles.

Roles 13–14 / Experience 15–16 / Events 17 / Rulings 18 / Mode chart 19

Deal a card. Find your side.

One card per player. Three more stay face down in the center.

Good tries to execute a Leyak; Evil tries to escape execution. Shuffle the Role cards listed below. Deal, secretly check your own role, then put it back face down. No Experience or Events.

Players	Leyak	Pemangku	Topeng	Warga
3	1	1	1	3
4	1	1	1	4
5	2	1	1	4

Three-player setup: center cards are not players.

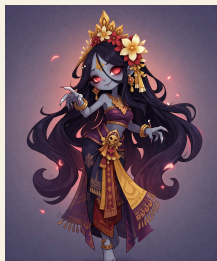


A player can host. All close their eyes; the Host opens theirs only for their own starting role. A recording may call the roles instead.

Begin with this basic mix. Later, you may replace one Warga with the optional Ketukan.

Three roles. One quiet night.

Wake only when your role is called. Act, then close your eyes again.



Leyak

Find your fellow Leyak.

Leyak recognize one another. Alone? That is fine. Do not attack anyone or look at a center card.



Pemangku

Choose one card to look at.

See one other player's card OR one center card, not both.
Return it face down to the same place.



Topeng

Swap yourself with someone else.

Swap your card with one other player's. Do not look before or after the swap. Never swap with the center.

Host: call all three roles in this order, at equal intervals, even if a role is in the center. About ten seconds each is a useful starting point.

Do not recheck your card after the night. A changed role does not grant another night action.

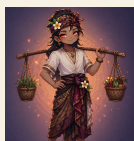
Talk. Doubt. Then vote.

Discuss for about three minutes. Bluffing is part of the game.



3–4 players / 1 Leyak: "I saw Leyak in the center."

"If true, nobody here is Leyak."



5 players / 2 Leyak: "I saw one Leyak in the center."

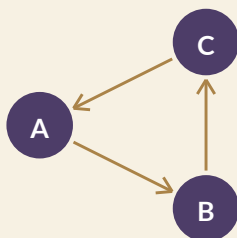
"Even if true, another could be here."

Everyone speaks once. Ask "Who or what did you see?" Claims may be false. Center cards are never swapped.

Everyone votes at once.

On "3, 2, 1," everyone points to another player. No self-votes or abstentions. Execute the single player with the most votes.

A tie? Everyone revotes once, choosing only among the tied leaders. If it is still tied, nobody is executed.



No Leyak at the table?

Three or four players suspect no Leyak? Each can vote clockwise on both ballots to avoid execution. A player may break that promise. Saying "no Leyak" alone does not win.

Your final card tells the story.

Only after voting ends does everyone reveal their card.

Any Leyak executed	Good wins
Leyak in play / no Leyak executed	Evil wins
No Leyak / no execution	Good wins
No Leyak / Good executed	No winner

Use final roles, never center cards. Executing either Leyak wins for Good, even if another remains. No Leyak and no execution: everyone wins in a basic all-Good deal. Executed teammates share their side's win.

What if Topeng swapped your card?



The former Topeng holding a Leyak is now Evil. Teams follow the final cards, not the roles you first saw.

Only when you add Ketukan

An executed Ketukan wins. If Evil remains, both win. With no Evil and an executed Ketukan, only Ketukan wins. An unexecuted Ketukan never shares a Good win.

That is one game. Who will you trust next time?

One person guides the village.

7–12 active players, plus a GM with no role or vote.

Shuffle Roles, Experience and Events separately. Deal one Role and one Experience each. The GM privately records them and does not vote.

7–10 2 Leyak, 1 Pemangku, 1 Pecalang; the rest Warga.

11–12 Also add 1 Pengabdi Leyak; fill the rest with Warga.

GM7 B1: use the BASIC pool (2 Leyak, 1 Pemangku, 1 Pecalang, 3 Warga). INFO (+Balian, 2 Warga) and SURVIVAL (+Penunggu, 2 Warga) are optional village boosts. Include Leyak; at setup Good must exceed Evil by 3+; copy limits apply. No Topeng or Ketukan.

First night: introductions only.

All close their eyes. Leyak recognize each other; Pengabdi does not join them. No attack, inspection, protection or Experience use. Reveal an Event on the first morning.

In GM, dead roles stay hidden, except a revealed Penunggu. Dead players do not discuss, vote or take night actions.

These are playtest starting mixes. The 12 Experience cards cap this kit at 12 active players.

A day in the village.

Morning → discussion → vote → night. Repeat until a side wins.

1

Morning

Announce the last night's result; check victory. If play continues, expire old shields and the Event, then draw a new Event.

2

Discussion

This is Sangkep. Living players may reveal and use an Experience. The GM announces when this window closes.

3

Vote

Vote together. Resolve execution, Ilmu Hitam and Balian, then check victory. If no one wins, go to night.

4

Night

All close their eyes. Act when the GM calls; results come at morning. The very first night is introductions only.

Check these in this order.

No living Evil

Good wins

Living Evil $\geq$ living Good

Evil wins

Check no Evil first: even if everyone dies, Good wins. Pengabdi counts as Evil. Finish Ilmu Hitam before counting; dead teammates share their side's win.

Lead the night, step by step.

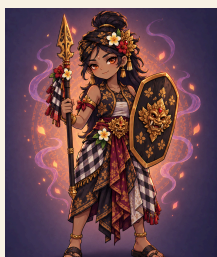
Keep the same calls and intervals for absent or dead roles, too.



Pemangku

Answer privately: Evil or Not Evil.

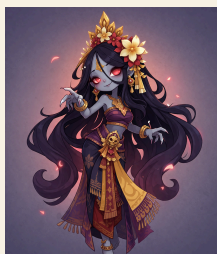
Choose one living player. Tell only Pemangku their alignment, never the exact role. Skip this check under Nyepi.



Pecalang

Protect one other living player.

No self-protection or same target as last night. Record each choice. Nyepi: no choice. Ogoh-Ogoh: still record it.



Leyak

One shared attack, not one each.

Living Leyak agree within 30 seconds or make no attack. Pengabdhi never joins or takes over when all Leyak die.

Protection order: page 18. Announce only the victim or “no deaths,” not a blocked target, protector or reason. Only a successfully surviving Penunggu reveals its role.

GM notes: previous Pecalang target / shield expiry / used Penunggu / current Event / armed Ilmu Hitam / causes of death.

Execute. Resolve. Then count.

A final act of Ilmu Hitam can still change the winning side.

All living players vote together: one vote each, or one vote to each of two people with Canang. GM allows self-votes. Ties get one revote among leaders; another tie means a fair random draw among the second ballot's leaders.

Example: execution makes it 1 vs 1, but Ilmu kills the last Evil. Good wins. Do not end the game halfway through the deaths.

1

Execution

The sole leader, or the randomly selected tied leader, dies.

2

Ilmu Hitam

If armed, take one other living player down. No protection stops this death; it cannot trigger another Ilmu Hitam.

3

Balian

All close their eyes. Privately tell a surviving Balian the executed player's alignment. Call even if absent.

4

Victory

Resolve all deaths, then count the remaining sides.

A Balian killed by Ilmu gets no answer. Only the executed victim is checked. This daytime check still works under Nyepi. Everyone closes their eyes again before all wake.

Resolve Experience requests clockwise from the GM's left. Fix illegal targets before spending. No new use during ballots or revotes, or on Angin Kencang.

The Host gets to play, too.

5–10 players, including the Host. Everyone receives a role.

5–6 1 Leyak, 1 Pemangku; the rest Warga.

7–10 2 Leyak, 1 Pemangku; the rest Warga.

Start with Leyak, Warga and Pemangku. Penunggu/Pengabdi replace Warga only with at least three more Good than Evil. Adding Pengabdi to presets fits at 9–10. Publish counts; no center cards.

Balian, Pecalang and Kerauhan are GM only. Do not use Topeng or Ketukan in GM-less either.

5-player B1: shuffle only 2 Melukat, 2 Ngayah and 2 Canang. Deal one each; leave one unseen. At 6–10 players use the usual ten (no Kerauhan). Shuffle Roles and six Events separately. Page 19 is general mode eligibility.

Number the seats. Make identical-backed slips: one for each seat and one NO ATTACK. Mark a central place for the chosen attack slip.

First night: Leyak introductions only. No inspection, attack, protection or Experience. Pengabdi stays asleep. Draw an Event on the first morning.

B1 at 5 players: day 1 is practice only (next page). Other counts use R4. Include Leyak; a Good lead of 3+ is setup-only. Victory unchanged. Human balance untested.

Choose at night. Show at dawn.

Living roles stay hidden. Reveal a role when that player actually dies.

1

Day: record the shields

Record shields publicly; simultaneous use: Host-left clockwise (living Host included). 5-player B1 day 1: practice vote only, no execution/revote; used Canang expires. Otherwise p10.

2

Night: look, then choose a target

Pemangku: Look directly at one living player's role. No center cards. Skip under Nyepi. / Leyak: Within 30 seconds, agree on one living seat and leave its slip face down. No agreement or no Leyak means NO ATTACK.

3

Morning: reveal and resolve

Reveal the slip; resolve using the previous Event and shields. Even a blocked target is public. No late shields or retargeting. An invalid target is a handling error: record it and resolve no attack.

A revealed, surviving Penunggu is still alive and still votes. Record being face up separately from being dead.

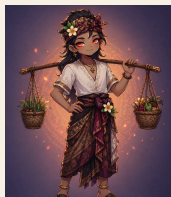
Reveal every death: night, execution and Ilmu. Finish reactions, then subtract deaths from the published starting counts to check victory. Pengabdil is Evil. If play continues, expire shields/the old Event and draw the next Event.

Handle roles and results truthfully; bluff only in discussion. Call absent roles too. The Host resets the attack slip to NO ATTACK before every night.

A dead Host still narrates and keeps their eyes closed at night. No strategy, voting or new abilities. Their already-armed Ilmu still resolves on their execution.

Meet your new neighbors.

A different card. A different view of the village.



Warga

Good / all modes

No special ability. Listen, decide whom to trust, and find Evil through discussion and voting.



Leyak

Evil / all modes

GM/GM-less: one shared night attack. One Night: recognize other Leyak only; never attack.



Pemangku

Good / all modes

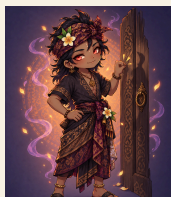
GM: one living player's alignment. GM-less: one living role. One Night: another player's role OR one center card.



Topeng

Good / One Night

Swap your card with another player's without looking. Never with the center. Final cards decide teams.



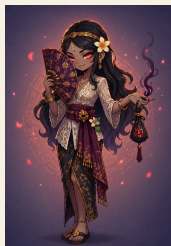
Ketukan

Special / One Night

Win if executed, possibly alongside Evil. An unexecuted Ketukan does not share Good's victory.

Give the village a new twist.

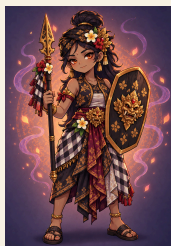
Replace Warga within the card supply and the starting team limits.



Pengabdi Leyak

Evil / GM + GM-less

You do not know the Leyak, but win with Evil. No introductions or night attack. You still count as Evil when all Leyak are dead.



Pecalang

Good / GM only

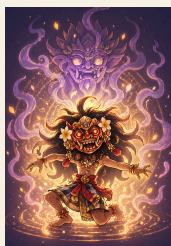
Guard one other living player, not yourself or last night's target. Nyepi skips the choice; Ogoh-Ogoh bypasses protection.



Balian

Good / GM only

If alive, privately learn Evil/Not Evil for the executed victim from the GM. Night deaths and Ilmu victims are not eligible.



Penunggu

Good / GM + GM-less

Survive one unblocked night attack and reveal your role. Once only; not against execution or Ilmu. Beware Nyepi and Ogoh-Ogoh.

A little help. Just once.

One card per player. Reveal during Sangkep; use once per game.



Melukat

GM + GM-less

Keep yourself safe tonight.

Protect yourself from the coming night's attack. Expires at morning. Not against execution or Ilmu.



Ngayah

GM + GM-less

Look after someone else.

Shield another living player tonight, not yourself. Reveal use; tell only the GM the target. In GM-less, name it publicly. Ends at dawn; not execution or Ilmu.



Sembahyang

GM + GM-less

Discover someone's true role.

Privately learn one living player's exact role. The GM answers in GM; look at the card directly in GM-less.



Kerauhan

GM only

Look back at a past execution.

Learn an already-executed player's exact role. No night or Ilmu victims. With no eligible victim, keep the card for later.

Used cards cannot be passed on or reused. Stacked shields give no extra lives or later nights. Experience works under Nyepi; Ogoh-Ogoh bypasses shields.

One move changes the mood.

Both work in GM and GM-less, never in One Night.



Canang

One vote each. Two different people.

Vote once for each of two people, not an extra vote. Applies to tie revotes and GL5's day-1 practice. Expires after this voting phase; the card stays spent.

Never two votes for one person. GM/GM-less allow yourself as one target. If you are one of two tied candidates, give one vote to each, including yourself.



Ilmu Hitam

Arm it first. Take someone with you.

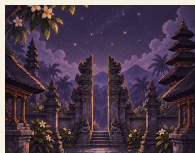
Reveal and arm during Sangkep. If later executed, take one other living player down. Shields and Penunggu cannot stop it. It stays armed across rounds.

Night death or another Ilmu kill does not trigger it. No chain reactions. You cannot first reveal an unused Ilmu after being executed.

Unused Experience is lost on death. But a shield already given to someone else lasts until morning even if its giver is executed that day.

A new morning. A new twist.

One Event per day. Resolve the old night before drawing for the next.



Nyepi

Disable non-Evil night powers: Pemangku, Pecalang and Penunggu. Experience and daytime Balian still work.



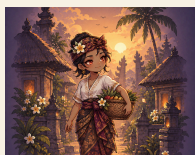
Ogoh-Ogoh

Tonight's attack bypasses every shield and Penunggu. Still record Pecalang's choice.



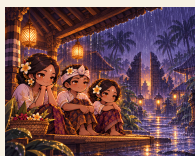
Galungan

Living players show unused Experience; leave it face up. Reveal is not use. Turn it sideways when spent. Vote normally.



Hari Biasa

No extra effect. Use the normal discussion, vote and night rules.



Hujan Deras

No attack tonight. Other powers and Experience work. Record Pecalang's choice; shields still expire at morning.



Angin Kencang

No new Experience today. Keep unused cards. Already armed Ilmu Hitam and all role powers still work.

Resolve the old night, then draw. Reshuffle all six when empty. Never stack Events. GL5 day 1: one practice ballot, no execution, on every Event.

Stuck? Start here.

Hujan Deras: no attack. For any other night attack, work down this list.

- 1 Ogoh-Ogoh?
Bypass all protection. The target dies.
- 2 A valid shield?
Block the attack. Save Penunggu's ability.
- 3 An unused Penunggu?
Unless Nyepi, survive and reveal the role.
- 4 None of the above
The attacked player dies.

Who can Pecalang guard next?

Nyepi makes no choice, so an old target is legal. A choice under Ogoh-Ogoh or Hujan Deras still bans that target next night.

Should a shielded Penunggu reveal?

No. An outside shield resolves first and leaves the role hidden and unused. In GM-less, a face-up survivor is not dead.

The last Leyak died. Is it over?

Not with a living Pengabdi: Evil remains. There are no more night attacks, but daytime voting continues.

Can this order stop execution or Ilmu?

No. Night shields and Penunggu cannot stop either. Resolve all execution reactions before checking victory.

Which mode uses this card?

Shared card text uses GM rules; consult this guide for mode differences.

CARD		ONE NIGHT	GM	GM-less
Leyak	13	●	●	●
Pengabdi Leyak	14	—	●	●
Warga	13	●	●	●
Pemangku	13	●	●	●
Pecalang	14	—	●	—
Balian	14	—	●	—
Penunggu	14	—	●	●
Topeng	13	●	—	—
Ketukan	13	●	—	—
Melukat	15	—	●	●
Sembahyang	15	—	●	●
Ngayah	15	—	●	●
Canang	16	—	●	●
Ilmu Hitam	16	—	●	●
Kerauhan	15	—	●	—
Nyepi	17	—	●	●
Ogoh-Ogoh	17	—	●	●
Galungan	17	—	●	●
Hari Biasa	17	—	●	●
Hujan Deras	17	—	●	●
Angin Kencang	17	—	●	●

● Use — Do not use Select a card name to jump to its page

GM dead roles normally stay hidden. GM-less reveals deaths. One Night reveals all after voting. Follow the specific rules for inspections and Penunggu reveals.



Ready for another night?

After the result, try an optional one-minute reveal.

- 01 Reveal all roles. Who saw what?
- 02 Reconstruct swaps and the decisive claims.
- 03 Celebrate a clever bluff; reshuffle for next time.

Set up One Night	03	Voting and winning	05
GM night calls	09	GM-less morning	12
Conflicting abilities	18	Card mode chart	19

Edition 05 / September 2026. B1 setup and One Night retained.

Revised Galungan + two new Events. 21 designs / 35 cards.

Reveal is not use: upright = unused, sideways = spent.

New edition: no measured human balance or print proof.