



BALI

AFTER DARK

A VILLAGE OF SECRETS

Night falls.
Who will you trust?

HOW TO PLAY & THE CARD COMPANION

STORYBOOK GUIDE v4 / ENGLISH

Find your way

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PROLOGUE

Who will you trust?

BALI AFTER DARK

By day, the village trades stories. By night, someone acts in secret. A true clue and a convincing lie can sound alike. Can you find your allies?

What you do

Listen, question claims, reveal or conceal what you learned, and commit your judgment with a vote. In multi-round games, a one-use Experience gives every player another decision.

Choose your way into the village

Choose GM play with a dedicated narrator, GM-less when everyone wants a role, or One Night for one round of shifting identities. Choose on page 4, then follow your setup steps.



PROLOGUE / 1 OF 2

Choose your game

Read this first

Read pages 6–9 for cards and information handling, then follow your mode chapter. Quoted calls are for the narrator; instructions need not be read aloud.

With a GM | pages 10–22

7–12 players plus one separate GM. Use Roles, Experience and Events over repeated days and nights. The GM manages secrets and does not compete.

GM-less | pages 24–36

5–10 players, including a playing Host. Attack slips and public records replace a separate GM. Actual deaths reveal roles. Prepare the procedure before playing.



PROLOGUE / 2 OF 2

Choose your game

One Night | pages 37–47

3–5 players. Roles only: one night sequence, discussion, then voting. There are no night attacks or early eliminations.

Look up during play

Roles 48–56 / Experience 57–64 / Events 65–72 / interactions 73 / adjustments 75 / timing 77 / glossary 79–80. Use the contents and PDF bookmarks.



PROLOGUE / 1 OF 2

Three separate decks

Role | your identity

17 cards in the full pool. Deal one face down per player; only its owner checks it. It determines team and role ability. Remove unused Roles before dealing.

Experience | one-use power

12 cards: two of each of six types. Deal one separately to each GM/GM-less player, including Evil players. Initially only the owner sees it; keep it face down.



PROLOGUE / 2 OF 2

Three separate decks

Event | a change for everyone

Six cards, one of each. In GM/GM-less, keep a separate central face-down pile. Reveal one each morning for everyone. Neither Events nor Experience are used in One Night.

Count before you sort

21 designs, 35 physical cards: 17 Roles + 12 Experience + 6 Events. Never shuffle all types together. With older backs, sort by the category printed on the front.



PROLOGUE / 1 OF 2

Secrets, truth and bluffing

Good and Evil

Good is the village team, including Warga and Pemangku. Evil includes Leyak and Pengabdi Leyak. Kutukan has a separate One Night win condition.

Execution / attack / elimination

Execution is elimination by the vote. An attack is the Leyak night action and may be blocked. Elimination covers execution, fatal attacks and Ilmu Hitam victims.

Bluff in discussion only

You may lie about your role or what you learned. You may not falsify card handling, mechanical answers, vote counts or results. A truthful ability result does not force a truthful spoken report.



PROLOGUE / 2 OF 2

Secrets, truth and bluffing

Do not prove claims by showing cards

Only reveal or inspect Roles when a rule permits it. Claiming a role does not prove it. Reveal Experience as instructed when using it.

Sangkep means discussion

SANGKEP on a card means the daytime discussion window. Once voting begins, you cannot activate unused Experience as a reaction.



I / GM / 1 OF 2

GM: choose the cards

Players	Leyak	Pemangku	Pecalang	Pengabdi	Warga
7	2	1	1	0	3
8	2	1	1	0	4
9	2	1	1	0	5
10	2	1	1	0	6
11	2	1	1	1	6
12	2	1	1	1	7

Do not count the GM

Seven players means seven role-holders plus one separate GM. Select the Roles in this table and announce their counts before shuffling.



I / GM / 2 OF 2

GM: choose the cards

Experience and Events

Shuffle all 12 Experience cards, deal one per player and set extras aside unseen. Shuffle all six Events separately.

Start with the basic mix

Leave Balian and Penunggu for adjustments after learning the game.
Topeng and Kutukan are not used in this mode.



I / GM / 1 OF 2

GM: deal and prepare

Each player: Role + Experience / Center: Event

1 | Two cards per player

Deal one Role and one Experience to each player. Owners privately check both, then place them separately face down. There are no center Roles.

2 | The GM record

Privately record every Role and Experience. Seat numbers make silent targeting easier. Prepare paper, a pen and identical slips for tied-vote draws.

3 | Agree silent signals

With everyone else asleep, point to a target. Agree GM signals beforehand: for example, thumbs up = Evil, down = Not Evil. Exact-role powers use a private written name or card shown only to the user.



I / GM / 2 OF 2

GM: deal and prepare

4 | Introduction night only

GM: "Everyone, close your eyes. Leyak, wake and recognize one another. Leyak, close your eyes. Everyone, wake." Pengabdi stays asleep. No checks, protection, attacks or Experience.

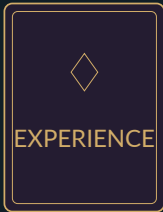
The first morning is next

There are no victims from the introduction night. Check the table diagram, then start morning on page 15.

GM: the table

Layout example only. Use the setup chapter (page 10) for actual counts.

1 IN FRONT OF EACH PLAYER



Check privately, then keep face down.

2 IN THE CENTER



Keep the pile face down. Only one active Event is face up.

Set extra Experience aside, unseen.

3 PRIVATE GM RECORD

Privately track Roles, Experience and protection targets. Never show the record to players. No center Roles.



I / GM / 1 OF 2

GM: morning and discussion

Morning → Event → Talk / use → Vote → Night

1 | Resolve the old night

Except on the first morning, use the old Event and shields to resolve the night. Announce the victim or “no death,” then check victory (page 21). Do not disclose protectors or why an attack failed.

2 | Reveal a new Event

If play continues, end the previous Event and overnight shields, then reveal and read one new Event. It affects today and/or the coming night. When empty, reshuffle all six completed Events.

3 | Talk and question

Ask whom people suspect, why, and what they learned. Give everyone a turn, then discuss freely. You may agree a 3–5 minute starter window; this is a teaching suggestion, not a mandatory limit.



I / GM / 2 OF 2

GM: morning and discussion

4 | Use Experience now

A living player reveals and announces a card. The GM checks the target and resolves it. Simultaneous requests go clockwise from the GM's left. Fix illegal targets before spending. No new use on Angin Kencang.

Close the window

Announce "Discussion and new Experience use are closed" before voting. The ban continues through any revote.



I / GM / 1 OF 2

GM: vote and resolve

1 | Simultaneous vote

On “3, 2, 1,” every living player votes for one living player; self-votes are allowed. Active Canang gives one vote each to two different players. Execute the sole leader.

2 | If leaders tie

Everyone revotes once, with only the tied leaders eligible. If still tied, write each second-ballot leader once on identical slips, shuffle face down and draw one. Execute only that player.

3 | Resolve armed Ilmu Hitam

If the executed player had armed Ilmu Hitam, they choose one other living victim. It cannot be newly activated after execution. This victim is not executed and cannot trigger another Ilmu Hitam.



I / GM / 2 OF 2

GM: vote and resolve

4 | Balian, then victory

Everyone sleeps. Call Balian and privately tell a surviving Balian whether the executed player was Evil. Balian closes their eyes, then everyone wakes. Check page 21 victory. Keep the same call interval even if Balian is absent.

If nobody has won, night begins

GM games use normal execution voting from day 1. Do not import the five-player GM-less practice ballot.



I / GM / 1 OF 2

GM: the night script

Everyone sleeps

Use this sequence after the introduction night. Call absent or dead roles too. Keep the same pauses even when an Event disables an action.

1 | Pemangku

“Pemangku, wake and point to a player to inspect.” Privately signal Evil or Not Evil for one living target. “Close your eyes.” No inspection under Nyepi.

2 | Pecalang

“Pecalang, wake and point to whom you protect.” Choose another living player, not the previous night’s target; record it. “Close your eyes.” No choice under Nyepi; record choices under rain or Ogoh-Ogoh.



I / GM / 2 OF 2

GM: the night script

3 | Leyak

“Leyak, wake and agree on an attack target.” Living Leyak jointly point to one living player for the GM to confirm. No agreement in 30 seconds means no attack. “Close your eyes.” Under rain, ask for no target and make no attack.

4 | Resolve protection, then morning

For an attack: Ogoh-Ogoh bypass first; otherwise external shields, then unused Penunggu. Nyepi disables Penunggu. See page 73, then return to morning on page 15.



I / GM / 1 OF 2

GM: when does it end?

Check after the full result

After the morning attack result, and after execution, Ilmu Hitam and Balian feedback, count living teams in this order:

1 | No living Evil

Good wins. This condition has priority even if nobody remains alive.

2 | Living Evil at least equals Good

Evil wins. Otherwise continue. Pengabdi counts as Evil even if all Leyak are dead.

Example | finish the reaction

At 1 Evil / 2 Good, execute a Good player with armed Ilmu Hitam. Do not end the game at the temporary 1-1 tie. If Ilmu Hitam eliminates the last Evil, Good wins.



I / GM / 2 OF 2

GM: when does it end?

Eliminated players

Keep their Roles hidden. They no longer discuss, vote or use abilities, but share their team's eventual win. Reveal all Roles after the game ends.

Before playing again

Optionally compare true information with spoken claims, then reshuffle Roles and Experience. Agree any setup changes before the next deal.

One day, one night

1

Morning: resolve the old night

In GM-less, reveal the attack slip first. Resolve with the old Event and shields; check victory.

2

Reveal a new Event

Only if play continues, expire the previous Event and overnight shields. Reveal one new Event.

3

Discuss and use Experience

Living players only. Announce new Experience activations during discussion, before voting.

4

Vote, execute, react

Resolve the executed holder's armed Ilmu Hitam. In GM play, privately inform the surviving Balian. Then check victory.

5

Night role actions

Pemangku → Pecalang (GM only) → Leyak.

Return to morning. Introduction night is recognition only. Five-player GM-less day 1 has one practice ballot: no execution, revote or draw. This cycle is not used in One Night.



II / GM-LESS / 1 OF 2

GM-less: choose the cards

Players	Leyak	Pemangku	Warga
5	1	1	3
6	1	1	4
7	2	1	4
8	2	1	5
9	2	1	6
10	2	1	7

Count the Host as a player

5–10 players, all with roles. Announce the selected Role counts in this table. Do not include Balian, Pecalang, Topeng or Kutukan.



II / GM-LESS / 2 OF 2

GM-less: choose the cards

Five players | six Experience

Shuffle 2 Melukat, 2 Ngayah and 2 Canang. Deal one each; leave the extra unseen. Exclude Sembahyang, Ilmu Hitam and Kerauhan.

Six to ten players | ten Experience

Remove both Kerauhan. Shuffle two each of the other five types; deal one each and leave extras unseen. Proposed narrower pools are not adopted defaults.

Events | all six

All six Events remain the basic setup at every count. Removing rain for five players is a comparison option on page 75, not a silent default change.



II / GM-LESS / 1 OF 2

GM-less: prepare the table

Each: Role + Experience / Center: Event + slips

1 | Deal

Deal one Role and one Experience separately to each player. Owners privately check them, then place them face down. No center Roles. Leave central spaces for the Event pile and active Event.

2 | Seats and attack slips

Number seats 1 to the player count. Prepare identical-size, identical-back slips: one per seat plus NO ATTACK. Put all face-down choices within reach and mark a separate committed-target area.

3 | Public record

Track Melukat/Ngayah targets, spent Experience, deaths and used Penunggu survival. Do not record living secret Roles publicly.



II / GM-LESS / 2 OF 2

GM-less: prepare the table

4 | Introduction script

“Everyone, close your eyes. Leyak, wake and recognize one another. Close your eyes. Everyone, wake.” The Host stays asleep unless they are Leyak. Pengabdi stays asleep.

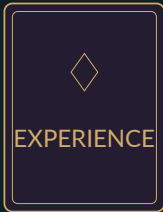
No powers on this first night

No inspection, attack, protection or Experience activation. Draw the first Event the next morning.

GM-less: the table

Layout example only. Use the setup chapter (page 24) for actual counts.

1 IN FRONT OF EACH PLAYER



Check privately, then keep face down.

2 IN THE CENTER



Keep the pile face down. Only one active Event is face up.

Set extra Experience aside, unseen.

3 ATTACK SLIPS AND PUBLIC RECORD

Prepare seat-number slips plus NO ATTACK. Separate face-down choices from the committed slip. Publicly track deaths, shields and spent cards, not secret Roles.



II / GM-LESS / 1 OF 2

GM-less: the first day

1 | Reveal the Event

Read one Event aloud at morning. Leave it in play for today and the coming night. After using all six, reshuffle completed Events at the next morning.

2 | Discuss and use Experience

Living players reveal a card to activate it. Melukat protects self; Ngayah protects another living player. Publicly record the target now; it cannot be changed later. No new activation under strong wind.

If requests are simultaneous

Resolve clockwise from the Host's left, including a living Host. Six-to-ten-player pools also include information and Ilmu Hitam cards (pages 57–64). Close activation before voting.



II / GM-LESS / 2 OF 2

GM-less: the first day

Five players only: one practice ballot

Vote simultaneously and show the votes, then go to night. No execution, revote or draw, even with ties. If Canang was activated, it expires after this ballot and stays spent. Unused Canang remains unused.

Six to ten players / later five-player days

Use normal voting on page 33. Events still apply on the five-player practice day: rain prevents that night's attack but not Pemangku's inspection.



II / GM-LESS / 1 OF 2

GM-less: night and morning

1 | Reset, then sleep

Reset the committed slip to NO ATTACK and leave numbered alternatives face down. “Everyone, close your eyes.” The Host closes theirs too. Use the same calls and pauses for absent or dead roles.

2 | Pemangku

“Pemangku, wake, inspect one living player’s Role and return it face down.” Only Pemangku sees the exact Role. “Close your eyes.” Do not inspect under Nyepi.

3 | Leyak

“Leyak, wake.” Living Leyak have 30 seconds to agree on one living seat. Commit its slip face down; return alternatives face down. “Close your eyes.” With no agreement or no living Leyak, leave NO ATTACK.



II / GM-LESS / 2 OF 2

GM-less: night and morning

Under rain

Nobody changes the attack slip; leave NO ATTACK. Inspection works normally.

4 | Wake, reveal, resolve

Everyone wakes. Reveal the committed target and resolve it using the previous night's Event and shields, even if the attack is blocked.

Ogoh-Ogoh bypasses all protection; otherwise shields precede unused Penunggu (disabled by Nyepi). An unprotected target dies and reveals their Role. An invalid target means no attack, never a replacement choice.



II / GM-LESS / 1 OF 2

GM-less: voting and victory

1 | Normal vote

Living players vote simultaneously for one living player; self-votes allowed. Active Canang votes once each for two different players. Execute the sole leader and reveal their Role. Five-player day 1 instead uses page 29's practice ballot.

2 | One revote, then a draw

Everyone revotes among the tied leaders. If still tied, write each second-ballot leader's seat once on identical slips, shuffle face down and have the Host draw one.

3 | Finish the reaction

An executed holder of armed Ilmu Hitam eliminates one other living player; reveal that Role too. No chain reaction. There is no Balian step in this mode.



II / GM-LESS / 2 OF 2

GM-less: voting and victory

4 | Victory after morning and execution

No living Evil: Good wins. Otherwise, living Evil at least equals living Good: Evil wins. Count Pengabdi as Evil. Finish all deaths/reactions before counting. Eliminated teammates share the win.

If play continues

After daytime execution, go to night on page 31. After morning resolution, expire the old Event/shields, reveal a new Event and return to page 29 discussion.



II / GM-LESS / 1 OF 2

GM-less: a worked day

Five-player day 1 | Hari Biasa

Use 1 Leyak, 1 Pemangku and 3 Warga. After the introduction night, reveal Hari Biasa and discuss. A activates Ngayah and publicly records B as the protected player.

Practice vote → night

Even if C receives three votes, nobody is executed. Everyone sleeps; Pemangku inspects one Role. Leyak then commits the attack slip for B.

Next morning

Reveal the attack on B. Ngayah blocks it, so nobody dies. If no team has won, expire the shield and reveal a new Event. Day 2 uses normal execution voting.



II / GM-LESS / 2 OF 2

GM-less: a worked day

What if the Host dies?

The Host continues only narration and public administration. No strategic discussion, voting or new powers; keep eyes closed at night. Other eliminated players also stop influencing play.

Visible is not the same as dead

Penunggu may reveal a Role while surviving. Track life state and used survival separately; a face-up Role alone does not mean elimination.



III / ONE NIGHT / 1 OF 2

One Night: Roles only

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

A separate one-night game

Return Experience and Events to the box. Shuffle the Roles in this table, deal one per player and three face down in the center. The narrator is one of the players.

Memorize your starting Role

Privately check your Role and return it face down. Center cards are not players. Do not inspect them or another Role unless an ability permits it.



III / ONE NIGHT / 2 OF 2

One Night: Roles only

Your goal

Good wins by executing any Leyak. Evil wins if a seated Leyak exists and none is executed. A deal with no seated Leyak has different outcomes (page 44).

Leave Kutukan out at first

After learning the basic game, replace one Warga with Kutukan; do not add an extra card.

One Night: the table

Layout example only. Use the setup chapter (page 37) for actual counts.

1 IN FRONT OF EACH PLAYER



Check your starting Role privately. Do not recheck after the night swap.

2 IN THE CENTER



Always three center Roles. Inspect only when a power permits.

3 KEEP ROLES HIDDEN UNTIL VOTING ENDS

No Experience or Events. Night order: Leyak → Pemangku → Topeng.



III / ONE NIGHT / 1 OF 2

One Night: three night calls

Everyone closes their eyes

The narrator also sleeps, opening eyes only for their starting Role. Call every role, even if absent or in the center; allow roughly ten seconds each. A recording may narrate instead.

1 | Leyak

“Leyak, open your eyes and recognize one another. Close your eyes.” A lone Leyak gets no extra information. Never inspect the center or attack.

2 | Pemangku

“Pemangku, wake.” Inspect either one other player’s Role OR one center Role, then return it face down. Not both. “Close your eyes.”



III / ONE NIGHT / 2 OF 2

One Night: three night calls

3 | Topeng

“Topeng, wake and swap your Role with one other player’s Role.” Do not inspect either card. Never swap with the center. “Close your eyes.”

Wake. Do not recheck your Role

A changed Role grants no additional night action. From now until voting ends, nobody rechecks their own Role either.



III / ONE NIGHT / 1 OF 2

One Night: discuss and vote

Discuss for about three minutes

Ask: "What role are you?" "What did you inspect?" "Whom did you swap with?" Bluffing is allowed. Claims are not proof; keep Roles hidden.

Connect information

At three or four players there is one Leyak. A true center-Leyak inspection means none is seated. At five players there are two: seeing one in the center does not locate the other.

Vote simultaneously

On "3, 2, 1," point to one OTHER player. No self-votes or abstentions. Execute the single player with a sole highest vote total.



III / ONE NIGHT / 2 OF 2

One Night: discuss and vote

If leaders tie

Everyone revotes once among the tied leaders; still no self-votes. If that vote ties, nobody is executed. Unlike the multi-round modes, do not draw a random victim.

If you suspect no seated Leyak

Agree to vote for the player on your right. If everyone follows this on both ballots, all receive one vote and nobody is executed. Breaking that promise is legal. A declaration alone never wins.



III / ONE NIGHT / 1 OF 2

One Night: final Roles decide

Final roles and vote	Winner
Execute a Leyak	Good
Leyak seated; none executed	Evil
No Leyak seated; no execution	Good
No Leyak seated; execute Good	Nobody

Reveal after voting ends

Use the Role now in front of each player, not their remembered starting Role. The center cards never count as seated players or teams.



III / ONE NIGHT / 2 OF 2

One Night: final Roles decide

Basic outcome table

“Leyak present” means at least one player’s final Role is Leyak. Executed members still share their winning team’s result.

With optional Kutukan

The final Kutukan holder wins only if executed. With Leyak present, Evil also wins; with none present, only Kutukan wins. An unexecuted Kutukan does not share a Good win.



III / ONE NIGHT / 1 OF 2

One Night: follow the swap

Starting Role → Night swap → Final Role determines team

Starting Roles

A is Pemangku, B is Leyak, C is Topeng. The center has three Warga. At night, A inspects B and sees Leyak.

Then Topeng swaps

C swaps with B without looking. Final Roles: A = Pemangku, B = Topeng, C = Leyak. A's inspection was accurate when made, but the Role later moved.

If C is executed

C is the final Leyak, so Good wins: A and B win. Although B started as Leyak, B is now Good.



III / ONE NIGHT / 2 OF 2

One Night: follow the swap

If B is executed

B's final Role is Topeng. The final Leyak, C, was not executed, so Evil wins and C wins.

After the result

Discuss what was learned and swapped, then reshuffle. With Kutukan too, its final holder—not the starting holder—gets its win condition.



IV / ROLES

Warga

Warga | Good | all modes

WHEN: discussion and voting. No special night action. Compare claims to find Evil. In multi-round games your Experience still gives you an active choice.



IV / ROLES

Leyak

Leyak | Evil | all modes

GM/GM-less: recognize partners on the introduction night; on later nights jointly choose ONE attack target, not one each. One Night: recognize partners only, never attack or inspect the center.



IV / ROLES

Pemangku

Pemangku | Good | all modes

GM: privately learn Evil/Not Evil for one living player. GM-less: directly inspect one living Role. In both, no check on introduction night or under Nyepi. One Night: inspect one other player OR one center card.

Roles: protect, learn, survive



IV / ROLES

Pecalang

Pecalang | Good | GM only

WHEN: at night after Pemangku. Protect another living player for that night. Not the previous night's target. Nyepi makes no choice and breaks the consecutive-night restriction. Rain/Ogoh choices still count for the next night.

Roles: protect, learn, survive



IV / ROLES

Balian

Balian | Good | GM only

WHEN: after execution and Ilmu Hitam, before victory. If still alive, privately learn whether the executed player was Evil. Never checks attack/Ilmu victims. Daytime feedback still works under Nyepi.

Roles: protect, learn, survive



IV / ROLES

Penunggu

Penunggu | Good | GM / GM-less

WHEN: hit by an otherwise unblocked night attack. Survive once per game and reveal your Role. External shields resolve first and preserve this use. Never stops execution, Ilmu Hitam, Nyepi-disabled survival or Ogoh-Ogoh attacks.



IV / ROLES

Pengabdi Leyak

Pengabdi Leyak | Evil | GM / GM-less

WHEN: passive, including victory checks. Does not know the Leyak, wake with them or attack. Shares Evil's win. Remains Evil after all Leyak die but never inherits their attack.



IV / ROLES

Topeng

Topeng | Good | One Night only

WHEN: after Pemangku at night. Swap your Role with one other player's without looking. No center swaps. Final Role determines your team; no extra action for that new Role.



IV / ROLES

Kutukan

Kutukan | separate win | One Night only

WHEN: final victory check. Its final holder wins only by being executed.
Evil may win simultaneously if Leyak are present. An unexecuted Kutukan does not share Good victory. Replace one Warga, never add a card.



V / EXPERIENCE / 1 OF 2

Experience: activation steps

Alive + discussion → Announce → Check target → Spend

Use while alive, during discussion

GM/GM-less only. No new activation on introduction night, at night, during ballots/revotes or after execution. Strong wind also forbids it. Save a card for a later day if you wish; death prevents unused activation.

1 | Reveal and announce

Show the card, announce its name and activation, and choose a legal target. Check eligibility before spending; correct an illegal target first.

2 | Resolve

Information goes only to its user. A GM Ngayah target is private to the GM; a GM-less target is public. Simultaneous activations resolve clockwise from the GM/Host's left.



V / EXPERIENCE / 2 OF 2

Experience: activation steps

3 | Turn sideways as spent

Face up and upright can still mean unused (Galungan). Sideways means spent. Spending and effect expiry are different: Ilmu Hitam remains armed after its activation spends the card.

Transfer, reuse and expiry

Spent cards cannot be transferred or reused. Overnight shields end the next morning. A shield already granted to another player remains until morning even if its giver dies in the daytime.



V / EXPERIENCE

Melukat

Melukat | protect yourself

WHO: living holder. WHEN: discussion. TARGET: self. Blocks the coming night's attack; ends next morning. Never blocks execution or Ilmu Hitam.

Event interaction

Both work under Nyepi. Ogoh-Ogoh bypasses them. Rain means no attack to block, but a used shield still expires next morning. Strong wind forbids new activation.



V / EXPERIENCE

Ngayah

Ngayah | protect another player

WHO: living holder. WHEN: discussion. TARGET: one other living player. Blocks the coming night's attack; ends next morning. Specify the target privately to a GM, publicly in GM-less.

Stacking adds no extra life

Multiple shields on one target block that night's attack, but do not create extra lives or carry into another night.



V / EXPERIENCE

Sembahyang

Sembahyang | an exact living Role

WHEN: discussion. TARGET: one living player. Only the user learns the exact Role. A GM privately supplies the name; in GM-less the user inspects and returns the card face down. The Experience is then spent.

Get information immediately

Resolve the information when activated, not at night. Strong wind prevents new activation.



V / EXPERIENCE

Kerauhan

Kerauhan | an executed Role

GM only. WHEN: discussion. TARGET: one already-executed player. The GM privately supplies the exact Role to the user. With no executed player yet, wait; do not spend it.

Excluded targets and secrecy

Kerauhan never targets attack or Ilmu Hitam victims. The mechanical answer must be true, but the user may later report it truthfully or bluff.



V / EXPERIENCE

Canang

Canang | one vote each for two

WHEN: discussion before voting. Vote once each for two different eligible players, replacing your ordinary one vote. Not three votes and never two on the same target.

When Canang ends

Applies to every ballot in that phase, including the revote. If the two tied candidates include you, vote once for each. Expires after that phase and stays spent; the five-player practice ballot also counts.



V / EXPERIENCE

Ilmu Hitam

Ilmu Hitam | prepare for execution

WHEN: discussion while alive. Reveal, spend and arm it. If later executed, eliminate one other living player. It stays armed across days.

What triggers Ilmu Hitam

Only your execution. An attack or another Ilmu Hitam eliminates you without triggering it. No activation after execution, no shield protection and no chain. Already armed effects still trigger on a strong-wind day.



VI / EVENTS / 1 OF 2

Events: reveal, apply, expire

Resolve old night → End old Event → Reveal new Event

GM and GM-less only

Reveal one of six Events each morning for all players. It affects the day and/or coming night. No Event on the introduction night.

Morning order matters

Resolve the previous night and victory using the OLD Event and shields. Only if play continues, expire them and draw the new Event. Never apply the new card backward to last night.

Only one active Event

Discard completed Events. At the next morning after the pile empties, shuffle all six completed cards. A repeat across the shuffle boundary is valid.



VI / EVENTS / 2 OF 2

Events: reveal, apply, expire

Expiry does not undo information

Experience revealed by Galungan stays face up. Spent cards stay spent, and armed Ilmu Hitam persists across mornings. Expire the previous Event and overnight shields; do not erase learned information.

Still applies on five-player day 1

The practice-only day still uses its Event: Galungan reveals, wind forbids activation and rain prevents the night attack.



VI / EVENTS

Nyepi

Nyepi | stop non-Evil night powers

REVEAL: morning. ACTIVE: coming night. No Pemangku inspection, Pecalang choice or Penunggu survival. Leyak attack normally. Experience and daytime Balian still work.



VI / EVENTS

Ogoh-Ogoh

Ogoh-Ogoh | bypass every protection

REVEAL: morning. ACTIVE: coming night. The attack bypasses Pecalang, Penunggu, Melukat and Ngayah. Still record Pecalang's target; it matters for the next night.



VI / EVENTS

Hujan Deras

Hujan Deras | no attack

REVEAL: morning. ACTIVE: coming night. No Leyak attack; use NO ATTACK in GM-less. Other powers work. Record Pecalang's choice. Activated shields expire next morning; Penunggu survival is not spent.



VI / EVENTS

Galungan

Galungan | reveal unused Experience

WHEN: immediately at morning reveal. Living holders turn unused Experience face up and upright. This does not activate or spend it. Do not reveal dead holders' cards, extras or Roles. No extra ballot.

After Galungan

A revealed unused card can be activated in a later legal discussion. Turn sideways when actually used. If all are spent, continue normally: no refill or reuse.



VI / EVENTS

Angin Kencang

Angin Kencang | no new activation

WHEN: today's discussion. No new Experience activation; cancel mistaken declarations without spending. Previously armed Ilmu Hitam still works. Role powers and voting are normal.



VI / EVENTS

Hari Biasa

Hari Biasa | no extra effect

WHEN: today and the coming night. Use normal discussion, Experience, voting and night rules.



VII / REFERENCE / 1 OF 2

Rulings: causes and protection

Night attacks: resolve top to bottom

Rain or no attack: no attack death. An Ogoh-Ogoh attack bypasses all protection. Otherwise apply an active external shield first; if absent, unused Penunggu survives once (not under Nyepi). Otherwise the target dies.

Example | Penunggu + Melukat + Nyepi

The Role survival is disabled but Melukat still blocks the attack. Keep the Role hidden and survival unused. Under Ogoh-Ogoh both are bypassed and the target dies.



VII / REFERENCE / 2 OF 2

Rulings: causes and protection

Execution and Ilmu Hitam are different

Night shields stop neither. An Ilmu Hitam victim is not executed: no Balian result, no Kerauhan target and no Ilmu Hitam chain.

After the last Leyak dies

A surviving Pengabdhi is still Evil. Continue with votes and no night attack. Check zero Evil first; otherwise Evil wins when living Evil is at least as numerous as Good.



VII / REFERENCE / 1 OF 2

After learning: tune one thing

Start from the basic setup

Use pages 10, 24 or 37. Play several games and rotate who gets each role before judging. Agree changes before the next deal; do not change Roles and Events together.

If Evil keeps winning

GM/GM-less: replace one Warga with Penunggu. GM only: Balian is another option. Try one, not both at once. Do not add duplicates beyond the physical deck.

If Good keeps winning

First return an added Penunggu/Balian to Warga. Removing Hujan Deras is another comparison option: cycle and reshuffle the five selected Events normally. This five-Event setup is not balance-validated.



VII / REFERENCE / 2 OF 2

After learning: tune one thing

Experience changes the style

Both teams receive it: more information or protection does not guarantee a Good advantage. Any custom pool must supply one per player; never add Kerauhan to GM-less.

Respect mode and count limits

Multi-round setup: at least one Leyak; Good at least Evil + 3, counting Pengabdi as Evil. This is setup-only. Do not apply it to One Night; start there with basics, then optionally replace one Warga with Kutukan.



VII / REFERENCE / 1 OF 2

At the table: when to act?

Role timing

Night: Pemangku → Pecalang (GM only) → Leyak. Introduction night: Leyak recognition only. After execution reactions: Balian (GM only). On an unblocked attack: Penunggu. One Night: Leyak → Pemangku → Topeng.

Experience timing

Activate only while alive in discussion. Melukat/Ngayah: coming night, expire next morning. Information cards: immediate. Canang: this voting phase. Ilmu Hitam stays armed after activation until your execution; an attack or another Ilmu Hitam ends it without triggering.

Events and morning

Old night result → victory → expire old Event/shields → reveal new Event → discuss. First morning has no prior attack to resolve. One Night has no Events.



VII / REFERENCE / 2 OF 2

At the table: when to act?

Voting and reveal differences

GM: dead Roles normally stay hidden. GM-less: actual deaths reveal Roles.

One Night: reveal all after voting. Multi-round second ties draw a victim;

One Night second ties execute nobody.

Edition and updates

Bali After Dark / rewritten guide, 2026-10-03. Organizes Edition 05 and existing presets; not a human balance certification. Full-deck print files are separate. Latest guide and history: baliafterdark.leomatsu.com/guide/.

Glossary: cards and information

Role	48
The card defining your identity and team.	
Experience	57
A one-use power activated while alive in discussion.	
Event	65
A morning reveal affecting the whole village.	
Good / Evil	08
Village / Leyak teams. Pengabdi also counts as Evil.	
GM / Host	04
A separate narrator / a narrator who also plays a role.	
Sangkep	57
Discussion; a timing label on cards.	
Reveal	70
Show a card. Revealing alone does not activate it.	
Center	37
The three unassigned Roles in One Night.	

Glossary: actions and outcomes

Execution	17
Elimination by the vote.	
Attack	19
The Leyak night action; a blocked attack is not a death.	
Elimination	08
Execution, fatal attack or Ilmu Hitam death.	
Ilmu Hitam	63
The reaction after an armed holder is executed.	
Spent	57
Already activated; turn the card sideways.	
Armed	63
Ilmu Hitam activated and awaiting execution.	
Revote	17
One additional ballot among tied leaders.	
Practice vote	29
Five-player GM-less day 1 only: no execution, revote or draw.	