# Punch and Judy v1.0.0 *by Delinquent*

Ventriloquist
Djinn

## TOWNSFOLK



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



### Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



### Soldier
You are safe from the Demon.



### Farmer
If you die at night, an alive good player becomes a Farmer.



### Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

## OUTSIDER



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



### Tinker
You might die at any time.



### Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

## MINION



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

# Quick Reference

*Punch and Judy — by Delinquent*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Courtier
6. Godfather
7. Witch
8. Pukka
9. Grandmother
10. Chambermaid
11. Dawn

## FABLED, JINXES & LORIC

**Yaggababble & Exorcist**

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

### FABLED

**Djinn**

Use the Djinn's special rule. All players know what it is.

### LORIC

**Ventriloquist**

If a player is mad as a fresh character during their nomination, they might not die if executed today.

## OTHER NIGHTS

1. Dusk
2. Courtier
3. Innkeeper
4. Gambler
5. Monk
6. Witch
7. Lunatic
8. Exorcist
9. Zombuul
10. Pukka
11. Shabaloth
12. Assassin
13. Godfather
14. Professor
15. Farmer
16. Tinker
17. Grandmother
18. Chambermaid
19. Dawn

## PLAYER COUNT

| PLAYERS | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15+ |
|---|---|---|---|---|---|---|---|---|---|---|---|
| TOWNSFOLK | 3 | 3 | 5 | 5 | 5 | 7 | 7 | 7 | 9 | 9 | 9 |
| OUTSIDERS | 0 | 1 | 0 | 1 | 2 | 0 | 1 | 2 | 0 | 1 | 2 |
| MINIONS | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 |
| DEMONS | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

# First Night

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1 D **Dusk**
Start the Night Phase.

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

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

5  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

6  **Godfather**
Show each of the Outsider tokens in play.

7  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8  **Pukka**
The Pukka points to a player. That player is poisoned.

9  **Grandmother**
Show the marked character token. Point to the marked player.

10  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

11 D **Dawn**
Wait for a few seconds. End the Night Phase.

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

5  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7  **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

8  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

9  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

10  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

11  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

12  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

13  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

14  **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

15  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

16  **Tinker**
The Tinker might die.

17  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

18  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

19 D **Dawn**
Wait for a few seconds. End the Night Phase.