# Falcon Punch v1.0.1 *by seaplus*

Pope Djinn

## OUTSIDER



### Golem

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



### Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

## DEMON



### Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. D — Dawn

## FABLED, JINXES & LORIC

**Marionette & Kazali**

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

### FABLED

**Djinn**

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

### LORIC

**Pope**

There are duplicate good characters in play. They might also be bluffs.

## 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  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

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