

## One Night Ultimate Werewolf Game Play



**About the game:** One Night Ultimate Werewolf is a “hidden character” game for 3 to 10 players. The goal is to figure out which player is a werewolf – or if you’re a werewolf, to evade detection.

**Overview:** In One Night Ultimate Werewolf, each player takes on the role of a villager, a werewolf, or another special character. It’s your job to figure out who the werewolves are and to kill at least one of them in order to win... the trick is that overnight, you may have become a werewolf yourself!

**How to Play:** At the beginning of the game, each player is given a character card, which they look at but keep secret. Each character falls into one of two teams:

### Villager Team

Villagers (3)

Seer (1)

Robber (1)

Troublemaker (1)

Tanner (1)

Mason (2)

Insomniac (1)

Drunk (1)

Hunter (1)

Doppelgänger (1)

### Werewolf Team

Werewolves (2)

Minion (1)



Not all cards are used in every game. The number of cards included will always be three more than the number of players – so a game with five players will use eight of the cards listed above. Please see several suggested character sets for starter games at the end of these instructions.

Once each player is dealt a card, they will look at it and then place it face-down in front of them, but within easy reach of all other players. The remaining three cards are placed face-down in the centre of the table.

Once everyone gets their role and the cards are placed face-down, the game proceeds in two distinct phases: **Night** and **Day**.

### Night

When night falls, several characters have an opportunity to perform special actions that can change the game – they may exchange secret signals with other players, look at other people’s character cards, or even switch cards around. During the night phase of the game, all players keep their eyes closed unless instructed to open them.

Instructions for which characters may open their eyes and in what order are included in the game’s rule book.

**Note:** we strongly recommend downloading the free One Night Ultimate Werewolf app that can call out instructions so you do not have to read them during the game. It is available at the App Store or Google Play.



### Day

When everyone’s special moves have been made, morning comes. In the daytime, players can talk about what happened during the night, guess what roles other players may have, and accuse others of being a werewolf. As a player, you can be honest about who your character is and what actions you may have taken, or you can choose to lie and cast suspicion on another player. Be warned: you may be lying to yourself too – someone may have switched your character card during the night.

No matter who your character is or which tactic you choose, your goal is to convince players to accuse the person you want them to. If you’re a werewolf, you want to put suspicion on a villager – if you’re a villager, it’s your job to make sure a werewolf is found.

Players can use the character tokens to mark the top of a card that they believe they’ve positively identified. This is a tracking feature of the game, but isn’t required for voting.

**Voting:** After a few minutes of discussions and accusations, everyone votes by pointing at the player they are going to “kill.” The player with the most votes “dies” and turns over their character card to show it to the other players. In case of a tie, all players tied with the most votes die and reveal their cards. If no player receives more than one vote, no one dies.

### Winning the game:

- The village team wins if at least one Werewolf dies, or if no one dies and it is discovered that the werewolf card is one of the three unused cards in the centre of the table.
- The werewolf team wins if at least one player is a werewolf and no werewolves are killed.

Note: if you are playing with the Tanner, there are special rules regarding who wins; see the Tanner’s role description in the full game instructions for details.

### Tips for Facilitators:



**Tip 1:** Use a timer to limit the length of the discussion during the Day portion of the game. Generally, five minutes or less is ideal, although you may want to make this time longer for large groups. If you use the App, you can set the included timer for an agreed upon length of time, and it will notify players when it's time to vote.

**Tip 2:** Players must be able to reach each other's cards during the Night phase of the game. This game is ideally played on a small table, so if players are at a large table and cannot reach each other's cards, you will need to reconfigure the setup.

**Tip 3:** During the Night phase of the game, a player's chair or the table may shift (especially if they lean on it to reach a card) and the sound of a player's actions could be heard, giving away their role. Consider placing a tablecloth or towel on the table's surface to muffle sounds. You can also play background music to help cover the sound of player's actions. If you use the free One Night Ultimate Werewolf app, it includes music to help distract from the sounds of game play.

**Tip 4:** You can use any combination of characters from the villager and werewolf teams when playing this game. However, experience has shown us that there are some cards that work better either when you have a large number of players (roughly 7 or more), or when you're already comfortable with basic game play and what each character does. Some suggestions:

- Be sure to include both werewolves and at least one or two regular villagers in each game, even if there are only 3 players.
- The Robber and the Seer are excellent characters to include regardless of the number of players.
- The Insomniac and the Masons are best used in larger games, as their actions have a dramatic impact and that makes them more obvious in a smaller group.
- Add the Tanner only once you're comfortable with One Night Ultimate Werewolf game play. He only wins if he is killed, and if introduced while people are learning how to play can lead to a lot of confusion.

**Tip 5:** The first game or two are an opportunity to learn, and the Day phase of the game may be a bit quiet. Players may be tentative or unsure of how much to be honest about, how much to lie, and how to convince each other to agree with their point of view. Reassure players that this is normal – they'll get the hang of it, and by game two or three they'll be great. This is an excellent opportunity to draw a comparison to learning new skills outside of a gaming environment – no one starts something new knowing how to do it perfectly, and it's when we try (even when we don't succeed) that we learn.