

# ULTIMATE WEREWOLF

The party game with dozens of roles  
and components for 5-68 players  
by Ted Alspach

*Ultimate Werewolf* is an interactive game of deduction for two teams: Villagers and Werewolves. The Villagers don't know who the Werewolves are, and the Werewolves are trying to remain undiscovered while they slowly kill off the Villagers one at a time. A Moderator (who can be any player) "runs" the game, facilitating each stage of *Ultimate Werewolf*.

The game is over when either all the Villagers or all the Werewolves are dead.

## COMPONENTS

80 Role cards, a rulebook, and a score pad.

## BASIC GAME

Werewolf takes place over a series of game days and nights. During the days, the players work together to determine who among them is a Werewolf, and vote to lynch them. *Ultimate Werewolf* requires some players to mislead other players in order to win. Each night, the Werewolves choose a victim, and the lone Seer checks one player and learns if that player is a werewolf or not.

### BASIC GAME SETUP

For a basic game (great for first-time *Ultimate Werewolf* players), you'll need the following cards:

**1 Seer card, Werewolf cards (1 for 6-8 players, 2 for 9-11 or 3 for 12-15), and 1 Villager card** for each of the remaining players.

Determine who will be the Moderator for the game and give them the Moderator score pad and a pencil. The players should be seated in a circle (around a large table or group of tables if possible).

The Moderator shuffles the cards and deals one face down to each player. Each player should look at his card, being careful not to reveal it to anyone else.

At this time there should be no talking from anyone except the Moderator, until the following game day.

## THE FIRST NIGHT

On the first game night, the Moderator will call out the roles of Werewolves, and then the Seer separately, so he knows which players are in those roles, and so the Werewolves can see who the other Werewolves are. The Villagers are *never* woken up at night. The night process works by the Moderator saying the following:



**“Everyone in the village falls asleep. All players should close their eyes.”**

*The Moderator checks to be sure that all players have their eyes closed.*

**“Werewolves, open your eyes and look around.”**

*The Werewolves open their eyes and see who else is a Werewolf (quietly, so no one can hear them). The Moderator jots down the names of the players who are Werewolves on his Moderator score pad.*

**“Werewolves, close your eyes.” (Pause) “Seer, open your eyes and indicate a player.”**

*The Werewolves close their eyes, then the Seer opens his eyes and silently points to a player. The Moderator shows “Thumbs up” if the target is a Villager, or a “Thumbs down” if the target is a “bad” Werewolf. The Moderator jots down who the Seer is on his Moderator score pad.*

**“Seer, close your eyes.” (Pause) “Everyone wakes up to find that Werewolves have overrun your once-peaceful village. It is up to you to seek out and lynch those Werewolves.”**

*All players open their eyes.*

## THE FIRST DAY

The first day should be used for introducing each of the players by going around the table and having each player say something about themselves. This can be as simple as “My name is Bob, and I’m a Villager,” to something more elaborate such as “I’m Bob, the village donut maker, and as everyone knows, Werewolves don’t like donuts.” Players do *not* want to claim to be a Werewolf or a special character, and players with those roles should lie about their true identity at this time, claiming to be a simple Villager, and nothing more.

After the players introduce each other, the Moderator should describe how to nominate someone for lynching and then the voting process.

**“To nominate someone for lynching, point at them and say ‘I nominate Bob.’ If another player seconds the nomination, the nominated player will be able to defend himself, and then we’ll vote. Thumbs up to live, thumbs down to die, when I say ‘3’ on a count of 1, 2, 3. If you lynch a player, his role will be revealed and the village will fall asleep immediately. If not, you may continue discussions until the next nomination.”**

*If more than half of the players vote down on a player, that player is lynched, and their role card is revealed. That player may not speak at all once his card is revealed, and should leave his place in the circle (but should stick around to silently watch the rest of the game).*

The Moderator should set a predetermined time limit on the length of the first day (such as 10 minutes), and if no one has been lynched, the village falls asleep immediately. Be sure to inform the village when it is getting close to nightfall so they can squeeze in a nomination or two.

## SUBSEQUENT NIGHTS

Every night after the first, the Moderator should call the Werewolves and have them indicate the player they’d like to kill. The Werewolves must all agree on a victim.

The Moderator should also call the Seer each night and have him point to a player, giving him the “Thumbs up” for Villager or “Thumbs down” for Werewolf signs.

## SUBSEQUENT DAYS

Each morning, the Moderator should announce the player who was killed by the Werewolves and show his card to all the players. That player may not speak at all once his card is revealed, and should leave his place in the circle (but should stay around to watch the rest of the game silently).

## ENDING THE GAME

If the Villagers manage to lynch all the Werewolves, the game is over and the Villagers have won. If the Werewolves ever achieve parity (equal number of Villagers/Seer to

Werewolves) with the Villagers, the Werewolves win; the Moderator should announce this only at the time it happens.

## POST GAME DISCUSSION

A great deal of the fun of *Ultimate Werewolf* is the discussion that takes place immediately following the end of the game. This should be encouraged among both surviving and dead players. This is a great time to set up a follow up game.

## ADVANCED GAME

Once you have a few basic games of *Ultimate Werewolf* under your belt, there are all sorts of variations that can be played. Typically this involves adding new roles to the game to make things more interesting, but it also can mean tweaking various rules. Some groups like very specific game types involving only certain roles, while other groups like different rules sets each time they play. There's no right or wrong way to play!

## ADVANCED GAME SETUP

Discuss with all of the players which roles they would like in the game, and which set of rules. The Moderator should have the final say while still trying his best to accommodate all players.

Use the chart in the Scenarios section to determine the proper mix of Werewolves, Villagers and special roles, or create a new custom mix.

## SPLITTING INTO MULTIPLE GAMES

Once you get to about 25-30 players in your group, consider splitting the group into multiple games; the games will go faster and players will have more chances to take on special roles.

If you decide to split your group into multiple games, you'll need at least one Moderator for each game, and the games should be far enough apart that they aren't disturbing each other.

Treat each game as a game in itself. If your group has played *Ultimate Werewolf* before, consider some of the variants described in the Rules Variations section.

## RULES VARIATIONS

The following rules variations can be mixed and matched as you see fit; this allows your *Ultimate Werewolf* game to be fully customized.

### ROLE REVEALING

While the basic *Ultimate Werewolf* game has you reveal the specific role of each player after they are killed (by showing the card to all players), you might choose to handle this aspect differently. The following variants employ more limited role reveals.



## REVEAL WEREWOLF/VILLAGER ONLY

This variant results in the Moderator revealing only if the player was a Werewolf or not. Specific roles are never revealed. Sometimes it's obvious what those roles are. As the Moderator, you'll need to call roles of dead players each night as necessary ... for instance, if the Seer is killed on the 2<sup>nd</sup> night, you'll need to call her every night after the 2<sup>nd</sup> night, and pretend to have her indicate a player to you. Sometimes the players will figure out who is dead; sometimes they won't. Only if it's plainly obvious to the players should the Moderator skip a killed role that is called every night.

## TEAM REVEALS

The team of the deceased is revealed (Werewolf, Villager, Vampire, Cult, etc.).

## NO REVEAL

Following a death, nothing is revealed about the player except that they're dead. This provides the least information to the Villager team, and makes the game easier for the Werewolf team. Many experienced players love playing this variation, as it opens up many more possibilities for deception and trickery on the part of the Werewolf team (for instance, a Werewolf can claim to be the Seer, and the real Seer can't disprove it ... instead you can have two or more players claiming to be the Seer at one time, with the players uncertain who really is the Seer, even after those players' deaths).

With no reveal, you can have many more special roles in *Ultimate Werewolf*, as the players will not be able to easily claim roles because no one will know for sure when they are dead.

## VARIABLE ROLES/WEREWOLVES

Some of the roles, such as the Lone Wolf and Idiot, benefit greatly if they "might" be in the game. In order to pull this off, the players should be experienced and familiar with all of the potential roles. This also allows for there to be more roles in the game than otherwise. In addition, it can be fun to make actual number

of Werewolves uncertain as well. Uncertainty helps the Werewolf team more than the Villager team.

In order to set up a game with variable numbers of Werewolves or variable roles, mix the roles/Werewolves you want to be variable with a number of Villagers (the more Villagers, the better for the Werewolf team), and randomly discard a number of cards equal to how many Villagers you added. As the Moderator, you may then look at the cards before you mix them with the rest of the roles so you have some idea of what you're in for. Remember to never mix the Seer or *all* the Werewolves in with the other roles ... you always want at least one Seer and one Werewolf in a game!

## NOMINATING AND VOTING

Changing how votes are cast and how players are nominated can make the game more interesting, and also serve to speed it up or slow it down. The following variants change the standard nomination/vote process:

## TWO PLAYER NOMINATIONS (BIG BROTHER STYLE)

The first two players nominated and seconded are voted on. The Moderator designates the first player as thumbs up, and the second as thumbs down. The players vote, and the player with the most votes is lynched. In the case of a tie, both players are lynched. This variant ensures at least one lynching per day, and can make the game move along quickly.



## THE PROCESS OF ELIMINATION

One player declares that another player is safe, and is definitely not a Werewolf. At that point, all the players (including the one who made the declaration that another player was safe) raise their hands, except for the safe player. Then the safe player declares another safe player, who puts his hand down, and so on until only one player has his hand up. That player is lynched.

Discussion throughout the process is encouraged, though the 2nd-to-last safe player is the one who is making the decision each time.

## SECRET BALLOT (SURVIVOR STYLE)

Each of the players writes down the name of another player. The Moderator reads the ballots out loud, and the player who receives the most votes is lynched.

If two or more players are tied for the most votes, there is a revote, but players may only write down the names of the players who were tied. If another tie occurs, all tied players are lynched.

## 1, 2, 3, POINT! (GERMAN STYLE)

The moderator tells everyone there will be a vote, then says "1, 2, 3, vote!" All players must point at another player. The player with the most fingers pointing at them is lynched. In case of a tie, there's a revote, where players may only point at the tied players.

This method can take a *lot* of time for the moderator to count votes, but that time can be used by the players to see who is pointing at whom, giving them additional fodder for the next day's conversation.

## DAILY CHANGES

To keep the game fresh, you can invoke various changes each day. When the game slows down, or just to keep things interesting, pick one of the following daily variants for the next day.

## DICE ROLLING FOR DAILY CHANGES

Use the following chart if you'd like a dynamic, everchanging *Ultimate Werewolf* game. At night, roll two six-sided dice and use the variant shown below for the next day. The variant should be announced immediately to the players.

ROLL	DAILY VARIANT
2	The next night, the target of the Werewolves becomes a new Werewolf
3	The first player nominated and seconded is instantly lynched, with no vote
4	Two lynchings instead of one Indicate the player last chosen by the Seer
6-8	No Variant
9	Same as the previous day
10	Process of Elimination is used
11	No discussion except for nominating and seconding nominations
12	The next night, the target of the Werewolves loses his special ability instead of dying

## ROLE CHANGES

It can be fun to have certain roles change hands during the game. The actual roles to be exchanged needs to be clear prior to the game starting, and carefully chosen so as not to break the game, and done secretly during the night.

As a rule, the players should not know the previous owners of the roles they are given. Role swapping needs to be done in a very limited fashion, or it is very easy to have multiple players declare their previous roles and be safe from lynchings. Moving a player to Werewolf status is much easier than the other way around; a player who was a Werewolf knows the identities of the Werewolves and would have to be placed on the Werewolf team (Sorcerer, Minion, etc.).

## THE AMULET OF PROTECTION

The Amulet of Protection protects one of the players when they are targeted to die by lynching, to be eaten by Werewolves or some other method of dying.



### SETTING UP WITH THE AMULET

In games where the Amulet is being used, add it to the deck as an *extra* card, so the total of cards is one more than the number of players.

The card not dealt to the players initially will be the role given to the Amulet holder.

If the Werewolves have the Amulet, this can be a significant advantage for them, so at your discretion you might want to mix all the non-Werewolf cards with the Amulet and pull one of those cards out; that guarantees that the first Amulet holder will not be a Werewolf. However, if you choose to do this, do not inform the players, or they'll know that the first Amulet holder is definitely not a Werewolf.

### GIVING THE AMULET TO A PLAYER

The first night, the Amulet holder is called *first*, and the Moderator either gives them their actual role card or shows them that role card (depending on the physical positions of the players).

On nights following the first night, let players know that if they feel a tap on the shoulder after the Amulet holder is called, that they are the new possessor of the Amulet.

### PASSING THE AMULET

The last player to be called each night is the Amulet holder. They are given the opportunity to pass the Amulet to another player by pointing at that player.

If the current Amulet holder indicates a player who already had the Amulet, or declines to pass it after they've been targeted, the Amulet is

destroyed and won't be used again that game. Anyone may claim to have the Amulet and any role may actually possess the Amulet.

### KILLING THE AMULET HOLDER

If the player with the Amulet is lynched or otherwise targeted for death during the day, the player is told that they have the Amulet, and are safe (if the player was lynched, this counts as a successful lynch, and the players still go to sleep). At night, the amulet owner must indicate the player who is to be the new owner of the amulet, or the Amulet is destroyed.

If the player with the Amulet is targeted to be killed at night, they survive.

### MULTIPLE GAMES

When playing multiple simultaneous games, there are opportunities that add interesting options to the games, most of them involving players moving from one game to another.

This can result in Werewolves changing villages, having two Seers in one village (they get the same single vision each night), and all sorts of other interesting predicaments. As the Moderator, you'll need to check the card of the player who is entering your game so that you're aware of these situations.

### BANNING PLAYERS

Each village votes on a player to ban each day prior to lynching one player. The banned player goes to another village immediately (or the next "day" if it is nighttime). Any role may move from one village to another, and that role should not be revealed to the players.

### ALTERNATING VOTES/NIGHTS

A single Moderator can moderate multiple games at one time, provided that the nights don't take place at the same time. The best way to do this is to tell the village that they can't vote until you're "back" to their village. After each unsuccessful vote, go to the next village, which may then vote. If they aren't ready to vote, go to the next one, etc. If they vote to lynch, walk them through that night, and then move to the

next village after that. If you'll be using this variant, be sure to write down the roles, as it gets very confusing very fast otherwise.

### FUN MODERATOR VARIANTS

As the Moderator, you have an enormous amount of control over how the game plays out. The most important thing to keep in mind while playing is that you want everyone to have fun. If one of the variants below is something that would be a lot of fun for your group on a rare occasion, go for it.

#### NO WEREWOLVES OR SEER

As the title states, this is a game without Werewolves or the Seer. But the players don't know that. Instead, you as the Moderator call the Werewolves and Seer each night, and choose a victim to die that evening.

The result is a game that will be talked about for a long time in the future ... however, prepare for pretty much everyone in the game to be really irritated with you. On the positive side, it adds another layer to future games when you're moderating and no Werewolves have been found after a few days.

#### ALL WEREWOLVES

This makes for a really short game (and can only be done with as many players as there are Werewolf cards), but it's a lot of fun to do once. Give every player a Werewolf card, send them all to sleep, and wake the Werewolves. There's nothing like the awkward silence of seeing every other player opening his or her eyes at once. Of course, the game is over instantly, and the Werewolves win!

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## MODERATOR GUIDE

As the Moderator, you'll be responsible for setting up the room, choosing the right set of roles for your group, explaining the game and answering questions, and leading them through the game. Ideally you should try to participate as a player in a game of *Ultimate Werewolf* before you moderate, but it isn't required.

As the moderator, your role is critical, but you are the least important "player" in the game. It's your job to make each of the other players feel that they are critical to the outcome of the game. You should be invisible during the day, only helping to facilitate voting and to resolve issues.

## ATMOSPHERE

Each Moderator has his or her own style of moderating; some add significantly to the ambience of the game, some keep their involvement to as little as possible and let the players create the story. There's no right or wrong way to moderate, and the players will undoubtedly push you in one direction or another as the game progresses.

Having a richly-themed game occasionally can be exceptionally fun, such as the following scenario:

### RICK THORNOQUIST'S ENGLISH PUB™

In this scenario which takes place at the infamous Slaughtered Lamb pub, all players are required to speak with a proper English accent. Roles include the local Drunk and the pub Ghost (who has been "hanging" around the pub for years). In order to get everyone in the spirit of the game, hand out a sheet with some English sayings on it that they can use during the game, such as "I'll put the kettle on," "Bob's your uncle" "Poppycock!" and "I'm knackered, old chap!"

Just a little bit of effort such as this sets the mood and can make for a memorable *Ultimate Werewolf* game!

## ROOM SETUP

Try to keep the room where *Ultimate Werewolf* is played as quiet as possible, and limit the number of *Ultimate Werewolf* games to one per room (unless the room is large enough to support two games where one game won't disturb the other).

Arrange the chairs in a circle, giving each player a few inches of space on either side of him or her. Some Moderators prefer to play with a table (or tables) in the center of the chairs, as it allows for an easy place to put name card tents and a place for players to put their cards. Some Moderators like the intimacy created by empty space between the players, which also allows them to walk into the middle of the circle. If possible, allow for enough space between the chairs and the walls so that the Moderator can walk behind the players, and so that the players who are killed can leave the circle but still watch the game.

If you're playing with people who don't know each other, provide a name card tent (a small folded piece of paper) and marker to each of the players. Name badges/stickers for the players work great as well.

## THE MODERATOR SCOREPAD

The Moderator score pad helps you to keep track of roles and other special circumstances depending on the roles and variants that you're playing with.

☉ SEER	Bobby	<i>Cult Members</i>	<i>WV Tappers</i>
☉ WEREWOLF	Bill	Bobby	Roger
☉ Werewolf	Christine	Christine	Tom
☉ Cult Leader	Frank		
☉ Pure Seer	<del>Steve</del>		
• Mason #1	Stephen		
• Mason #2	David		
• Cop	<del>Steve</del>		
☉ Specialised	Severing		
• Lover #1	Bill		
• Lover #2	Bobby		
• Lycan	Jim		

When you are setting up the game, list the special roles on the left column (a Seer and the first Werewolf are preprinted). Circle the moon to the left of each of the roles that has to be called each night.

Enter the roles in the order that they should be called (e.g. Werewolves before Witch), as shown in the list on page 22.

On the first night, write the name of the player with that role to the right of the role. If you aren't using name card tents or badges and don't know the players' names by heart, use descriptors like "Hawaiian shirt" to help you remember the person in each role.

Use the other columns to track victims (this is especially useful in games with lots of roles called out each night so you don't forget who was targeted), cult members, and other special events as necessary.

## SHOULDER TAPPING

Some special roles require tapping the shoulder of a player to alert them to a new role, a new power, or something else. As a rule, tell the player that if they are tapped on the shoulder they should open their eyes. Tap the players on the shoulder during the appropriate "call" for things like passing the Amulet of Protection, letting the Apprentice Seer know that the Seer is dead and that she is the new Seer, telling someone that they are the new Cult Leader, etc.

## TILTING THE GAME

Different roles have differing amounts of impact on each team, indicated on the lower left corner of each card. The higher the positive number, the more in favor the game will be for the Villagers. The greater the negative value, the more in favor the game will be for the Werewolves. The numbers are guidelines, but keeping the sum close to zero will result in the most balanced game possible.

If your group contains a lot of people who don't know each other, the Werewolf team will have an advantage. Add about +5 points worth of special roles in order to balance the game.

If your group contains mostly experienced players who have played *Ultimate Werewolf* together, the Werewolves need a boost. Add in +5 to an experienced group when balancing the game.



## EXPLAINING TO NEW PLAYERS

Once everyone has been seated, the person who is moderating should start explaining the game of *Ultimate Werewolf*. Cover the following topics:

- 1) A village with Werewolves in it
- 2) Winning conditions for each team
- 3) The basic day/night flow
- 4) The rules about nighttime
- 5) The rules about lynching
- 6) The roles in this particular game
- 7) Dead players must be quiet/leave

After this explanation, it's time to take questions from the players (you don't want them asking questions about gameplay during the game, as it might look to the other players as if they have a special role).

## KEEPING THE GAME MOVING

If this is the first game of *Ultimate Werewolf* for many of the players, it will take a little longer than subsequent games. At the same time, part of your role as Moderator is to keep the game moving, and if conversation starts to falter, to encourage nominations. However, be careful not to add any editorial opinions or information that can be interpreted by the players to provide the identities of any roles.

Keeping the number of nighttime wakeup roles limited will help keep the game moving fast (and be easier to manage for the moderator).

Some groups will procrastinate in their nominations or just not talk that much on the first day when there is very little information to go off of. As the Moderator, encourage the village to nominate a player for lynching because "it's getting late." After a few warnings, put the village to sleep without a lynching. A good Moderator can get the game moving at a brisk pace by providing a single warning each day, and then just putting the village to sleep a few minutes later if they still haven't voted on enough players or have a lynching take place.

If you'd like, put a timer in place with a 5-10 minute time limit for each day's discussion. If the timer is viewable by all the players (an iPad or laptop screen is very effective), they'll keep things moving at a brisk pace, and the players will encourage each other to move things along.

While it's good to keep the game moving, part of the fun of *Ultimate Werewolf* is the discussion process. If the group is actively involved in a heated debate, you probably want to let the discussion continue for a little while, even if the day is longer than usual.

## NIGHT MODERATOR BEHAVIOUR

Each night as you call out the roles, be sure to walk around the players, changing directions often, being sure not to speak directly to anyone. Take different amounts of time between your requests, so the players can't deduce anything from how long it took to do any action.



## NIGHTTIME PRONOUN USAGE

When calling out roles at nighttime, try to refrain from gender-based pronouns like he and she, and his and hers. It's a natural part of speaking to do this, but this can give information to the group that would be unfair if you happen to be accurate. This tends to be more of a problem later in the game, often when a single Werewolf remains, so be extra aware of avoiding pronoun usage then.

## MODERATOR MISTAKES

You may make a mistake when moderating. Because of the hidden nature of roles, it might be difficult for the players to tell you (for instance, if you accidentally kill a different target than the Werewolves indicate). In most cases, if you can correct the mistake by stating that you made a mistake and undoing something, without having a negative impact on the game, that's the best thing to do. If it's too late, and the mistake has had an impact on gameplay in favor of one team or another, try to balance the mistake if possible.

If you forget to call a role or do something else at night, put the players back to sleep immediately and correct the mistake.

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## TEAM BUILDING

*Ultimate Werewolf* is a great team building exercise when played properly. It's a great way to get to know people on a team that doesn't normally have a great amount of interaction, and a fun way for a team to build relationships on a personal level. *Ultimate Werewolf* provides several stimulating problem-solving tasks that help group members develop their capacity to work effectively together, including decision-making, logic, and especially the ability to convey their opinions and build trust within their group.

*Ultimate Werewolf* can be played in meetings, following presentations, as part of

larger workshops, and as a refreshing break from back-to-back seminars, education programs, or corporate training. *Ultimate Werewolf* games may be adapted for virtually any setting, young or old players, large or small groups, and across cultures.

## POST-GAME ANALYSIS

An important part of team building exercises is the participants' reflection and discussion about the activity, how they approached the situation, and possible points of learning. The post-gamediscussion is the area that the Moderator/facilitator should focus on.

Immediately following a game of *Ultimate Werewolf*, have a focused group conversation about the game, how things played out, and why different players chose different actions throughout the game.

First, separate the players into their respective teams, then have each of the participants briefly talk about their experience in the role that they had. Don't let the special roles overshadow the plain Villagers: being a Villager and keeping under the radar or being falsely accused can be just as intriguing as one of the more visible roles.



Second, ask the teams what they would have done differently in hindsight. What mistakes did they make? Were there lapses in logic?

Third, direct the players to discuss who among them was the best leader during the game. Who did they trust the most, and was there a real or just perceived reason to trust them? Who seemed suspicious? Who played the game “under the radar” and survived to the end as a result?

## PRIZES VS. JUST WINNING

Everyone likes to win, but sweetening the pot with a token prize (gift cards, tshirts, etc.) tends to enhance the intensity and level of participation for most players. This should be added at the discretion of the Moderator.

## THINGS TO WATCH OUT FOR

*Ultimate Werewolf* involves being deceitful and lying directly to other people. While this is done in the context of a game, it needs to be made very clear to all players that playing this game successfully requires those tactics. What happens in *Ultimate Werewolf* should stay in *Ultimate Werewolf*; depending on the maturity level of the group, this may need to be emphasized.

Because players who are eliminated early are still watching the game, there's often an urge to comment or make obvious motions/noises when something happens that the deceased finds particular frustrating or bad for his team. Before the game, and after the first few players are eliminated, remind them to be quiet and not communicate *anything* to the players in the game, because that really does wreck the game for everyone.

Encourage eliminated players to stick around to watch the game play out. It's fascinating for those players to see who are in each of the roles, and then to watch them play with that knowledge.

# SCENARIOS

Use the Scenarios chart below to quickly determine which mix of roles to use for your game. If you or the group is new to *Ultimate Werewolf*, it can be a good idea to use fewer than the suggested number of special roles. If you think you'll have enough time for more than one game, you might try one basic game (as described in the Basic Game section) with just Villagers, Werewolves and the Seer, and then add in additional roles in subsequent games.

While the following games have player counts next to them, you can easily play the scenario with a different number of players by adding or removing roles. Use the values in the Role chart to keep the balance correct (the roles you remove should equal a sum of zero if possible). All player counts do not include the Moderator.

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### VILLAGE OF VISIONS (5)

This tiny village has a single Werewolf who is also a Sorcerer. In this game, the Seer should not get a vision on the first night, but the Werewolf/Sorcerer should.

**3 Villagers, 1 Seer, 1 Werewolf/Sorcerer**

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### VILLAGE OF DOOM (9)

The villagers only have a few days to seek out and kill both Werewolves, but the Old Hag must expel a player from the village discussions each day.

**5 Villagers, 1 Seer, 1 Old Hag, 2 Werewolves**

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### VILLAGE OF UNCERTAINTY (10)

A single Werewolf is joined by a Sorcerer and an unwilling Lycan (to help confuse the Seer) to battle the Villager team.

**5 Villagers, 1 Seer, 1 Lycan, 1 Hunter, 1 Werewolf, 1 Sorcerer**

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### VILLAGE OF ATONEMENT (11)

This small village has two Werewolves, but one of them is the selfish Lone Wolf.

**6 Villagers, 1 Seer, 1 Witch, 1 Werewolf, 1 Lone Wolf, 1 Sorcerer**

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### TINY VILLAGE/BIG SECRETS (15)

Secrets abound in this village, with Masons, a Cursed, Cupid's soulmates, the Spellcaster keeping things quiet, and the Cult Leader working in the background each night.

**4 Villagers, 1 Seer, 1 Aura Seer, 2 Masons, 1 Cupid, 1 Spellcaster, 1 Lycan, 2 Werewolves, 1 Cursed, 1 Cult Leader**

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### CLASSIC WEREWOLF VILLAGE (16)

This is exactly the game you want after completing your first basic game; it uses a few new roles that work exceptionally well together. This can be run at the same time as the "Little Village of Big Secrets" scenario.

**8 Villagers, 1 Seer, 1 Witch, 1 Hunter, 1 Mayor, 3 Werewolves, 1 Sorcerer**

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### PARTY VILLAGE (21)

All sorts of crazy goings on are happening here, with several teams vying for the win.

**6 Villagers, 1 Seer, 1 Troublemaker, 1 Mayor, 1 Aura Seer, 1 Bodyguard, 1 Old Hag, 4 Werewolves, 1 Minion, 1 Sorcerer, 1 Cult Leader, 1 Tanner, 1 Hoodlum**

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### VILLAGE OF PAIN (22)

The Village has very little going for it, with 5 Werewolves and a Lycan.

**7 Villagers, 1 Seer, 1 Witch, 1 Hunter, 1 Cupid, 2 Masons, 1 Priest, 1 Martyr, 1 Tough Guy, 1 Lycan, 4 Werewolves, 1 Wolf Cub**

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### VILLAGE OF PEACE (22)

The Apprentice Seer is the acting Seer with no first night vision.

**7 Villagers, 1 Apprentice Seer, 1 Magician, 1 Spellcaster, 1 Pacifist, 1 P. I., 1 Ghost, 1 Old Man, 1 Diseased, 1 Prince, 4 Werewolves, 1 Cursed, 1 Drunk**

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### VILLAGE OF VOICES (20)

At the 20 player mark, adding the Ghost and the Troublemaker adds an additional layer to the game and can speed it up as well.

**6 Villagers, 1 Seer, 1 Witch, 1 Hunter, 1 Mayor, 2 Masons, 1 Ghost, 1 Troublemaker, 2 Werewolves, 1 Wolf Cub, 1 Sorcerer, 1 Lone Wolf, 1 Drunk**

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### VILLAGE WITH NO SEER (22)

The Seer has vanished, so the village has to take on the Werewolves without her help. Fortunately, there are a lot of characters with special roles willing to help out.

**4 Villagers, 1 Aura Seer, 1 Witch, 1 Hunter, 1 P.I., 1 Bodyguard, 1 Cupid, 1 Ghost, 1 Spellcaster, 1 Mayor, 1 Martyr, 1 Old Hag, 1 Pacifist, 1 Idiot, 4 Werewolves, 1 Cursed**

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### VILLAGE OF THE VAMPIRES (27)

Vampires have taken over the Village and a Werewolf is making a kill every night. The Minion is on the Vampire team, and the Sorcerer is on the Werewolf team. The Hunter is a Vampire Hunter; if he is killed by Vampires, he automatically kills the Vampire sitting closest to him.

**7 Villagers, 1 Seer, 1 Magician, 1 Bodyguard, 1 (Vampire) Hunter, 2 Masons, 1 Ghost, 1 Tough Guy, 1 Mayor, 1 Prince, 1 Idiot, 1 P. I., 4 Vampires, 1 Minion, 1 Drunk, 1 Werewolf, 1 Sorcerer**

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### VILLAGE, INCORPORATED (33)

This is a typical village setup that's a great starter village for a large group using the base rules.

**10 Villagers, 1 Seer, 1 Mayor, 1 Prince, 1 Ghost, 1 Apprentice Seer, 1 Magician, 1 Diseased, 1 Martyr, 1 Tough Guy, 1 Hunter, 1 Cupid, 1 Old Hag, 1 Old Man, 1 Cult Leader, 1 Tanner, 6 Werewolves, 1 Cursed, 1 Sorcerer**

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### BIG VILLAGE/TINY SECRETS (35)

For this scenario, you should not reveal roles when characters die. The small Vampire team has their work cut out for them.

**10 Villagers, 1 Seer, 1 Lycan, 1 Witch, 3 Masons, 1 Aura Seer, 1 P.I., 1 Spellcaster, 1 Priest, 1 Bodyguard, 1 Idiot, 1 Pacifist, 1 Troublemaker, 6 Werewolves, 1 Minion, 1 Lone Wolf, 3 Vampires**

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### TOURIST TRAP VILLAGE (40)

This scenario has three teams (Vampires, Werewolves and Villagers), and plays fast thanks to a limited number of "call every night" roles.

**19 Villagers, 1 Seer, 1 Hunter, 1 Tough Guy, 3 Masons, 1 Idiot, 1 Martyr, 1 Prince, 1 Lycan, 1 Apprentice Seer, 1 Mayor, 4 Vampires, 4 Werewolves, 1 Cursed (Vampire or Werewolf)**

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### VILLAGE OF UNSPEAKABLE ACTIONS (50)

This is a very large village with just two teams. It's the classic good vs. evil on a grand scale.

**20 Villagers, 1 Seer, 1 Hunter, 1 Tough Guy, 3 Masons, 1 Aura Seer, 1 Martyr, 1 Prince, 1 Lycan, 1 Apprentice Seer, 1 Witch, 1 Ghost, 1 Spellcaster, 1 Cupid, 1 Bodyguard, 1 Idiot, 1 P.I., 1 Diseased, 8 Werewolves, 1 Cursed, 1 Sorcerer, 1 Minion**

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### THE ULTIMATE VILLAGE (68)

This is the biggest game you can play with *Ultimate Werewolf*. It's crazy huge, and has two full teams of Werewolves and Vampires, as well as two Seers (boy and girl, call them separately), the Magician and Witch.

**20 Villagers, 2 Seers, 1 Hunter, 1 Tough Guy, 3 Masons, 1 Aura Seer, 1 Martyr, 1 Prince, 1 Lycan, 1 Apprentice Seer, 1 Witch, 1 Ghost, 1 Spellcaster, 1 Cupid, 1 Bodyguard, 1 Idiot, 1 P.I., 1 Diseased, 1 Mayor, 1 Magician, 1 Priest, 1 Cupid, 1 Old Hag, 1 Old Man, 1 Pacifist, 1 Troublemaker, 6 Werewolves, 1 Sorcerer, 1 Minion, 1 Cursed, 1 Wolf Cub, 5 Vampires, 1 Tanner, 1 Cult Leader, 1 Cursed (Vamp or Werewolf), 1 Drunk, 1 Hoodlum**

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## BUILDING CUSTOM SCENARIOS

While the scenarios listed above are tuned to provide unique, specific experiences, you can always alter or add roles as necessary. Part of the fun of *Ultimate Werewolf* is setting up different games with different roles and seeing how the games play out. Unless the game is severely imbalanced (try to avoid this by keeping the sum of the village impact number in the lower left close to zero), you'll probably still have a great game on your hands. Sometimes an odd set of roles can make for a game that's much more compelling than you'd expect.

Use the following guidelines in conjunction with keeping the village impact sum close to zero:

**Always include plain "vanilla" Villagers.** Villagers with no powers might be less interesting to play to some, but they keep the village going and provide a baseline for all the other special powers in the game. If you're using the basic game's "fullrole reveal," where all players know the role of each player when they die, you have to have more plain Villagers than normal, or a

game will quickly devolve into each of the Village team's players stating their roles, leaving the Werewolf team quickly exposed. You can get away with less plain Villagers if you don't tell the players what roles are in the game, but then you'll either need to provide the rules to the players or ensure that everyone knows what each role does. Another reason to include plenty of plain Villagers is that it provides a nice break from some of the more stressful roles in the game, and makes getting special roles occasionally that much more exciting.

**The more people know each other, the more you need to help the Werewolf team.** A group of total strangers playing a balanced game of *Ultimate Werewolf* usually favors the Werewolf team, and the opposite is true as well. The more the same group plays *Ultimate Werewolf* together, the more you'll need to boost the Werewolf team (or reduce the Villager team) to keep things fair.

**Adapt to fluctuating player counts.** Players tend to drift in and out of *Ultimate Werewolf* games right before they start. When you're setting up a game, and it seems likely but not guaranteed that there will be a few more players joining, put a few low-impact roles (villagers, etc.) off to the side that you can add in without severely impacting the balance of the game. Once three or four more additional players have joined, rereview the scenario and determine if the original mix of roles still makes sense (often you'll be able to add one or two additional special roles).

**The more players, the more special roles.** In low player count games, each special role has a greater impact on the balance of the game than in high player count games. The ratio of special roles (including Werewolves) to Villagers in low player count games (less than 15 players) should be closer to 1:1. As you increase player count, increase the special role ratio up to and above 3:1.

## ROLE CARDS

This section lists all of the role cards included with *Ultimate Werewolf*, as well as a few that aren't in the game. In addition, you can use the blank *Ultimate Werewolf* cards to create totally new roles of your own devising.



Each of the roles shows the Village Impact on the lower left; when you put several roles together in a game, you should be aiming for the sum of all the numbers on all the cards to be as close to zero as possible. Negative numbers make it more difficult for the Villager Team, while positive numbers, like the Seer card above, help the Villager Team.

At the top center is the name of the role, in the color of the team. The Villager team is **blue**, and the Werewolf team is **red**. Some roles are on other teams, and some roles change teams; these are different colors and are noted in the text below.

To the right is how often the role is woken up. A full moon means that role is woken up each night, while a crescent moon indicates that the role is woken up only on the first night. If no moon is present, that role is not woken up at night.

## VILLAGER TEAM

These roles are all working to help the Villager team to win. In all scenarios, the Villager team is the largest team, but as a group, the Villager team knows less than the Werewolf team. Not only do players on the Villager team not know who the Werewolves are, they often don't know anyone else on their own team, either.

### +4 APPRENTICE SEER

The Apprentice Seer becomes the Seer if the Seer is killed. The Apprentice Seer is woken up when the Seer is called after the Moderator has indicated to the Apprentice Seer that the Seer is dead (by a tap on the shoulder during the calling of the Seer at night).

**Alternate:** In addition to taking over for the Seer when she dies, the Apprentice Seer targets a player every night, but only learns if they are a Werewolf or not after choosing them twice. This requires additional bookkeeping by the Moderator, but gives the Apprentice Seer a way to contribute without the Seer having to die first.

### +3 AURA SEER

The Aura Seer looks for players with special roles that are not plain Villagers or Werewolves.

The more special roles in the game, the more powerful this role becomes. Be sure to have at least one "evil" special role, so the Aura Seer isn't just functioning as a Villager-finder.

**Alternate:** The Aura Seer can be used to learn if the player is on the Villager team. This should only be used if there are a large number of non-Villager roles (at least 3 in addition to the regular Werewolves). The Cursed, Doppelgänger and Drunk appear to be on their current team.

### +3 BODYGUARD

The Bodyguard chooses a different player each night to protect (but not the same player twice in a row). That player cannot be killed that night. He may not choose himself.

**Alternate:** The Bodyguard may not protect the same player twice in the same game.

**2nd Alternate:** The Bodyguard's protected target can't be killed the next day (by lynching or any other means).

### -3 CUPID

Cupid awakes the first night and points at two players (one of which can be himself). Those players become Soulmates and know who the other is (see "Soulmates," in the Switching Team section below). If one of them dies, the other dies of a broken heart instantly.

**Alternate:** Include Cupid as an extra card when dealing out roles. After Cupid selects his targets, he receives the left-over card, and becomes that role for the rest of the game.

**2nd Alternate:** The Moderator randomly (or intentionally) chooses the soulmates, so no one knows who the soulmates are except themselves.



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**+3****DISEASED** 

If the Werewolves eat the Diseased player, they skip feeding the following night because they get sick. If the game does not have role reveal, the Werewolves still pick a target the following night, but that target does not die. If the game does have role reveal, the Werewolves do not pick a target.

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**+2****GHOST** 

The Ghost dies the first night. Each night (including the first) he may write one letter on a piece of paper for the village, as a message from beyond, with the only limitation being that he may not attempt to identify any player by name or initials. This player may only observe the game from outside the circle, and may not speak to, make eye contact with, or in any other way communicate to the village during the day. This can be a really fun role as the clues given by the Ghost (maybe the first few letters of a color or an object in the room that's near someone) can be interpreted in many ways, and makes conversation during the first day much more animated than otherwise.

**Alternate:** The first player to be killed becomes the Ghost, except that he retains his original team, so for instance if a Werewolf is lynched on the first day, he becomes the Ghost that night. He sees who the Seer and other roles are, and writes his clues to help his team. If the game is not a role reveal game, the players will have to guess what team the Ghost is on.

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**+3****HUNTER** 

If the Hunter is killed (during the day or night), he immediately fires his weapon at a target (or into the air) by pointing at a player to kill them or pointing straight up to not shoot anyone. No discussion should take place before the Hunter chooses a target. If the Hunter is killed at night, he picks his target the next morning, as soon as the moderator tells him he is dead.

**Vampire Hunter:** In a game with Vampires the Hunter is a Vampire Hunter. When he dies, the Vampire seated closest to him is killed. This is usually a good role to have in a game with Vampire and Werewolf teams, as it serves to offset a bit of the advantage that the Vampires have over the Werewolves.

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**+2****IDIOT** 

The Idiot always votes for players to die. This role along with the Pacifist should be added at random to the deck. Players should not know beforehand if either or both roles are included.

**Alternate:** Do not deal this card, but instead randomly determine who the Idiot is. The Idiot does not know he is an Idiot, and his vote is always recorded as a vote to die.

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**-1****LYCAN** 

The Lycan has a dormant strain of werewolfism, and appears to be a Werewolf to the Seer even though she's not.

**Alternate:** In role reveal games, the Lycan is shown to the players to be a Werewolf when she is killed.

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**+4****MAGICIAN** 

The Magician may use his power of healing one night during the game to save someone killed at night. He may also use his power of killing once during the game to kill the player of his choice. The Moderator should call the Magician every night and ask if he would like to use each of his special powers, even if they have been used. Both powers may be used on the same night. The Witch has the same powers as the Magician.

**Alternate:** The Magician may cast two spells during the game, in any combination: either two heals, two kills, or one heal and one kill, and may cast them both on the same night.



**+3****MARTYR**

The Martyr may take the place of anyone who is lynched, immediately after the vote but before the role reveal. The Moderator should say “You have chosen to lynch this player. Does the Martyr wish to sacrifice themselves for this player?”

**Alternate:** The Martyr is woken up each night after the Werewolves target someone and has the option to take their place. The original target survives and the Martyr dies in their place.

**+2****MASON**

The first night the moderator calls for the Masons to open their eyes and look for the other Mason(s). No one in the village may directly or indirectly speak of the Masons, or the players who speak of them are killed that night by the secret society in order to keep it a secret. If they are killed by the secret society, they automatically lose, even if they are on a winning team.

The Moderator needs to use discretion here; it's much better for gameplay if the subject is never discussed directly or indirectly by the players. If a player says, “well, Bobby knew Joe was safe, but Bobby's not the Seer,” that's a clear reference to the Masons, and that player should be killed. Players will only make this mistake once if the Moderator jumps on this right away.

**+2****MAYOR**

The Mayor's vote counts twice when voting to lynch a player. The moderator should secretly count the Mayor's vote twice when determining who is lynched.

This can be done as a normal role (handed out to a player), or the players can vote (nominate/vote as in lynching) on a Mayor on the first day, with that Mayor being in place until he dies, at which point another Mayor must be elected.

**+1****OLD HAG**

Each night, the Old Hag places a pox on a player; that player must leave the game area for one day, and may not take place in discussions, lynching or any other activities that happen during the day (that player is also safe from the Hunter's shot or any other method of attack from another player). The Old Hag may not place a pox on herself.

**Alternate:** After the initial target returns, that night the target chooses the next player to place a pox on, and so on. If a player who had the pox placed on them dies at night, the Old Hag places a pox on another player the following night.

**0****OLD MAN**

The Old Man will die on night x, where x is the number of Werewolves in the game +1. This is in addition to any other deaths (Werewolf target, etc.). When a Werewolf dies, it means the Old Man will die sooner than he previously expected to.

**+3****P. I.**

One night during the game, the Paranormal Investigator indicates one player, and is told if at least one of the players to the target's left or right, or the target himself, is a Werewolf. The moderator does not say which of those players is a Werewolf, just that one of them is.

**-2****PACIFIST**

The Pacifist always votes for players to live. The Pacifist is a nice boost for the Werewolf team, as it's one extra vote to keep players alive during the day, helping to prevent Werewolves from being killed by lynching.

This role along with the Idiot should be added at random to the deck. Players should not know beforehand if either or both roles are included.

**Alternate:** The Pacifist may not nominate or second the nomination of another player, and must still vote for all players to live.

**+3****PRIEST** 

One night during the game, the Priest may choose any player to be protected by holy power. The next attempt to kill that player by any means fails. The Priest may not choose himself. If the Priest dies after “blessing” someone in this way, that player is still protected.

**Alternate:** Once per game, the Priest may learn the role of a killed player. This version of the role is only used in games where roles are not revealed, and typically is only found in the “No Reveal” variant.

**+3****PRINCE** 

The first time this player is voted to be lynched, he is revealed as the Prince, and does not get lynched. The Village falls asleep immediately after this failed lynching.

**+7****SEER** 

Each night, the Seer points at a player, and the moderator shows her the “V” sign for Villager and the “W” sign for Werewolf. To be extra clear that the Seer knows that a targeted player is a werewolf, the moderator may use another indicator (such as bringing up both hands as claws and making a “growling” face).

**There are two Seer cards:** one female and one male. In larger games, you can use both Seers in a single game, calling out the “Girl Seer” and the “Boy Seer,” allowing each to point at a player each night.

**+1****SPELLCASTER** 

Each night, the Spellcaster may choose one player to be muted for the following day (they may not speak, but may still vote and use charade-like motions). The Spellcaster may choose to mute themselves, but may not mute the same player twice during a single game.

**Alternate:** Each night, the Spellcaster must choose one player to be muted for the following day. This changes the role from a fun one in the first few rounds to an agonizing decision for the Spellcaster in later rounds.

**+3****TOUGH GUY** 

If targeted by the Werewolves, dies the following night (instead of the same night he was attacked). The players are told that no one has died the previous night. The following night there may be two or more player deaths: the Tough Guy as well as any other characters targeted or killed that night.

**+2****TROUBLEMAKER** 

Once during the game, the Troublemaker indicates to the Moderator at night that there will be two lynchings the following day. Each night, the Moderator should say, “Does the Troublemaker want to stir up trouble?” If the Troublemaker does, the Moderator should announce this to the village after the first successful lynch the next day.

**+1****VILLAGER**

Villagers’ sole purpose is to find the Werewolves in their village and lynch them during the day.

**+4****WITCH** 

The Witch may use her power of healing once during the game to save someone attacked at night. She may also use her power of killing once during the game to kill the player of her choice. The Moderator should call the Witch every night and ask if she would like to use each of her special powers, even if they have been used. Both powers may be used on the same night.

**Alternate:** The Witch may only use one of her two powers during the game, but may choose which one to use.

## WEREWOLF TEAM

### -3 SORCERER



The Sorcerer looks for the Seer each night (the Moderator shows a “thumbs up” if the Sorcerer points to the Seer). The Werewolves do not know who the Sorcerer is, and the Sorcerer does not know who the Werewolves are. The Seer sees the Sorcerer as a Villager.

**Alternate:** The Sorcerer is shown who the Werewolves are on the first night. This is a significant advantage for the Werewolf team.

### -6 MINION



No card is required for the standard use of this role. The first night, the Werewolves pick a player, and that person becomes the Werewolves' Minion and moves to the Werewolf team. The Player learns who the Werewolves are, but does not wake with them at night. The Seer sees the Minion as a Villager. If the Minion has another special role, that role remains intact (so it is possible to have a Seer Minion, for instance, though that would be *very* bad for the Villager Team).

If playing with both Vampires and Werewolves, each team may have a Minion.

**Alternate:** Deal this card as a regular role, and show the Minion who the Werewolves are, and also show the Werewolves who the Minion is. The card prevents the Minion from having a dual role.

In either version, the Minion is a very strong Werewolf team role. This works best in a setting where the Moderator can walk behind the players and discreetly tap them on the shoulder.

### -6 WEREWOLF



The Werewolves learn the identity of the other Werewolves the first night. Each night after the first night, the Werewolves must agree on a target to kill. If the Werewolves spend more than a minute or so determining a target for the night, they do not get to choose a target that night. The Werewolves may not target another Werewolf at night.

Werewolves try to keep their identity a secret during the day.

### -8 WOLF CUB



The Wolf Cub is a Werewolf, and wakes with them each night. If the Wolf Cub is killed, the Werewolves get two kills the next night. The Werewolves may target the Wolf Cub at night (all Werewolves and the Wolf Cub must agree on the Wolf Cub as a target). In return for this sacrifice, the Werewolves may select two additional players to be killed that night immediately following the selection of the Wolf Cub.



## SWITCHING TEAMS

These roles are either two roles at once, or they switch from one team to another during the game.

### -3 CURSED



The Cursed is initially on the Villager team (and is seen as a Villager to the Seer). If the Cursed is attacked by Werewolves, the Cursed does not die, but instead becomes a Werewolf the following night (and from that point on will be seen as a Werewolf by the Seer). The Moderator calls the Cursed each night separately (even after he becomes a Werewolf) and shows him the "V" for Villager sign or the "W" for Werewolf sign.

If there is a Vampire team, the Cursed will become a Vampire if attacked by the Vampires at night, indicated by the Moderator by showing his teeth as an overbite (front teeth hanging out).

### -2 DOPPELGÄNGER



The Doppelgänger selects a player the first night. If that player is killed, the Doppelgänger secretly takes over that role. Until her target is killed, the Doppelgänger is on the Villager Team. The Moderator should clearly indicate to the Doppelgänger what her new role is by secretly tapping her on the shoulder at night as soon as she gets her new role. The Doppelgänger is shown to the Seer as a Villager until her target dies, then is shown as her new role after that time.

**Alternate:** The Doppelgänger selects a player the first night and she instantly becomes that role (the original holder of that role is also that role). The Doppelgänger must be called every night when using this variant to allow her to do her special action if she has one (if she doesn't have a special role, she should still be called so that the other players don't know what role she has). While this can be a lot of fun, it can tilt the game viciously in one direction or another depending on the role obtained by the Doppelgänger.

-3

DRUNK

3<sup>RD</sup>



The Drunk thinks he is a regular Villager for the first two days, and does not know what he really is until the third night, when the Moderator wakes him and shows him his real role. The Drunk is seen by the Seer as his actual role.

During deck preparation, mix a Werewolf, a Villager, and most or all of the other special roles together and pull one out without showing it to the players. That will be the Drunk's role.

**Alternate:** The Drunk is shown his role on the first night. While he knows what he is, he isn't allowed to use his special power, if any, so he does not awake when called on the first two nights. For instance, if the Drunk is a Werewolf, he knows he is a Werewolf but may not open his eyes on the first two nights when the Werewolves are called. If he is a Seer, he may not open his eyes on the first two nights when the Seer is called.



## SOULMATES



There are no cards for the Soulmates; they are chosen by Cupid on the first night. The Moderator will wake both of them on the first night so they can see who they are. From that point on, if one of them dies, the other dies as well (but from a broken heart).

If they are both on the Villager team, they win with the Villager team. If they are both on the Werewolf team, they win with the Werewolf team. If they are on different teams, they become their own team and only win if they are the last two living players.

The Soulmates may have any other role in addition to being a Soulmate.

## OTHER TEAMS

These roles are on different teams than the Villager team or the Werewolf team.

### +1 CULT LEADER



The Cult Leader picks a player each night to add to the cult (players picked do not know they are in the cult). The Cult Leader only wins if all players left alive (not necessarily including himself) are part of the cult. Normal victory conditions for the other teams are still present. The Moderator will need to keep a running list of cult members.

**Alternate:** If the Cult Leader dies, the first cult member he picked becomes the new Cult Leader (the Moderator will tap this player on the shoulder when calling for the Cult Leader). The new Cult Leader continues to add members to the cult at night, in addition to any other role they might have. The new Cult Leader joins any previous Cult Leaders on the Cult team, and will only win if the only players alive at the end of the game are in the cult.

0

## HOODLUM



On the first night, the Hoodlum indicates two players. The only way the Hoodlum can win is if both of those players are dead at the end of the game and the Hoodlum is still alive. Normal victory conditions for the other teams are still present, so the Hoodlum needs the Villager team to win in order for him to win as well.

**Alternate:** The Hoodlum picks four players, and if the Hoodlum is still alive when those players are dead, the game is over and the Hoodlum wins instantly, and all other teams (except possibly the Cult Leader) lose.

+1

## TANNER



The Tanner only wins if he is killed. Victory conditions for the other teams are still present. This card should be added to the deck randomly.

-5

## LONE WOLF



The Lone Wolf only wins if he is the last player standing (or achieves parity with the village by having only one other non-Werewolf player surviving). The Lone Wolf wakes with the Werewolves to choose a kill each night.

It's fun to let the players know there might be a Lone Wolf in the mix, and then to secretly randomly determine if there is one.

-8

## VAMPIRE



The Vampires are a third major team in addition to the Werewolf team and the Villager team. Vampires choose a victim each night (in addition to the Werewolves' victim), but that victim is not revealed until a nomination occurs; the Vampire target dies right then in the middle of the day. Vampires can't be killed by Werewolves, making them slightly more powerful than their furry counterparts.

With three major teams, the Vampires or Werewolves need to totally wipe out the other two teams before declaring a victory. Vampires may

be used in experienced large groups, substituting Vampires for Werewolves (the total number of Werewolves + Vampires should be the same as the number of Werewolves in a regular game). All special roles that target Werewolves (Seer, P.I., etc.) also target Vampires, but do not distinguish between the two teams.

## OTHER CARDS

### +1 AMULET OF PROTECTION

Refer to “The Amulet of Protection” in the Rules Variations section above.

### 0 MODERATOR

The Moderator card is used when randomly selecting a Moderator for a game.

For experienced groups, add the Moderator card into a deck that already consists of one card for each player besides yourself, deal the cards, and have everyone go to sleep. The player with the Moderator card then starts moderating that first night.

### ? BLANK ROLE CARDS ?

You can write whatever you'd like on these cards, and use them for any roles you manage to come up with.

If creating a new role, be sure to think about how it works before adding it into a game. You can also use the blank cards to duplicate another role in the game, typically when you're running two or more simultaneous games.

### ROLL CALLING ORDER (NIGHT)

Some of the roles have prerequisites to be called at night. For instance, you can't call the Witch until you know who the werewolves have targeted. The following is a list of all the roles that are called *everynight* and the order they should be called.

### Amulet of Protection

Priest

Bodyguard

Werewolves  
(including Lone Wolf and Wolf Cub)

Vampires

Cursed

Magician, Witch

Seer

P.I.

Aura Seer

Sorcerer

Spellcaster

Old Hag

Cult Leader

Troublemaker

## HISTORY

*Ultimate Werewolf* has evolved from a traditional Russian folk game in ages past to the party game played around the world today. The 1980s saw the rise of “mafia” as a theme for similar day/night hidden role games, replaced several years later with werewolves, villagers and other 16th century-rooted special roles. While multiple individuals have claimed responsibility for various milestones in the game's history, the real development has occurred as players tried different themes, roles, and scenarios, keeping what worked (like having descriptions on the cards) and leaving behind what didn't (broken roles like the “little girl”).

Over the years, a number of related commercial games have appeared, but all have had various limitations in terms of roles, player count and rulesets, causing many players to resort to traditional decks of playing cards with roles written on them.

## ABOUT THE DESIGNER

Ted Alspach is the designer of several games, including *TieBreaker*, *Ticked Off*, *Perpetual-Motion Machine*, *Beer & Pretzels*, *Rapscallion*, *Start Player*, *Mutant Meeples* and dozens of expansions for other popular games. Ted is also the author of more than 35 books on graphics and publishing and the writer of the award-winning *Board 2 Pieces* comic strip.

## ABOUT THE ARTIST

Sanjana Baijinth is an illustrator from Auckland City, New Zealand. [www.sanjanasart.com](http://www.sanjanasart.com)

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**Pegasus Spiele**



# Village

Inka und Markus Brand

Carpe Diem! Life in this village is tough but it offers its residents a lot of room for development. Some make their career in the council chamber, some in the church, while others journey into the world...

But never forget the most important thing: Time cannot be stopped, and those that worked hard during their lifetime may find themselves immortalized in the village chronicle! Village is a game with a clever action mechanism that requires especially one thing: smart time management!

Village from eggertspiele and Pegasus Spiele is a game full of tactical challenges, available in English for 2-4 Players age 12 onwards, playing time up to 90 minutes



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