

Basic Game Rules:

Summary:

Ultimate Werewolf is an elimination based, social deduction game for 10-35+ players. Game-play happens over a series of rounds with each round consisting of a “day” phase and a “night” phase. At the beginning of the game, players are dealt role cards categorizing them as either village players or werewolves who are hiding in the village. The rounds continue until either the werewolf team has overtaken the village (wolves win) or, all wolves have been eliminated from the game (village wins). If eliminated, you are encouraged to watch the game but you must not engage with any active players or you may be asked to leave the room.

Play of the Game:

Day Phase:

This is a round of 2-4 minutes for open discussion. Often in early rounds, this starts slow with conversation which becomes more pointed and valuable as the game progresses. During the day phase, villagers can nominate each other as suspected werewolves. When a second player agrees with a fellow villager on a suspected wolf, they can put them on trial by “seconding” the nomination. This triggers a short final defense from the villager on trial and a town vote. During the defense, players who are not on trial should be silent.

If the majority agree that the person on trial is a werewolf, that person is executed and eliminated from the game. If the majority doesn’t agree, the day round continues until the timer runs out or the village executes someone.

Night Phase:

During the night phase, all players must have their eyes closed and their heads down. Some players may choose to pat their leg with one hand to distract from subtle noises heard in the night. This is allowed.

The moderator will wake individuals who have special night roles. This will almost always include the werewolf team who will choose a player to ‘eat’ that night, eliminating them from the game.

Once all players with special roles have been given a chance to use their night abilities, the moderator will wake up the whole village and reveal who was eaten, concluding the round and initiating the next day phase.

Individual Mod Rules:

Clinton aka ArmorWOLF aka Kamikaze Wolf

Game Complexity:



Game Time:

I like to use timed rounds. The round timer is set for 2-4 minutes. I will pause the timer for the first 3 defenses. If there isn't a day kill within the allotted time, we move on to the night phase. No tribunal.

Alternatively, I will use a set game timer. The timer is about 2 minutes per player (40-45 minutes for a 20 person game). In this situation, the timer never stops.

Tribunal:

I wouldn't say never, but my games have enough "fun entertainment" that this is not needed.

Going to bed:

In situations where the village believes there is no longer a threat worthy of hunting that day, the village may choose to go to sleep. Some moderators don't allow the village to sleep without a day-kill. In any game I run, a decision to sleep or day timer during a day phase will allow the village to go to sleep without killing a player. Players may indicate their desire to sleep at any time by a person having a nomination and a person seconding that nom. Conversation stops and the game advances to the night phase.

Nomination:

During the day phase, if you believe a player might be a wolf, you can nominate a player to be put on trial. You do this by clearly nominating a person for trial. This can be done by giving the thumbs down and loudly saying "I nominate Porkchop". For a person to officially be put on trial, it takes a 'nomination' and a 'second' from another member of the village. Anyone can second a nomination on a player. You may not nominate yourself but you can "take the stand" by seconding yourself. Regardless of how you were seconded, all trials require a vote of execution.

Trial/Defense:

During a trial, the only person allowed to speak is the person on trial. When you are put on trial, this is your opportunity to convince the village that you are not a werewolf but a member of the village worthy of life. If you have a card other than "villager", this may require lying. You may create any defense you feel is helpful to prevent your death. I will restrict your defense to 20-30 seconds. Once you are cut off or reach the end of your defense, players will be given a "last chance" warning. After that warning is given, if the majority of the village has voted for your execution, you are dead and eliminated from the game. If not, the day phase picks up where it left off.

Voting/Execution:

The way I handle voting is often the two party system "thumbs up" that person lives & "thumbs down" person eliminated. In my village, once someone is on trial, you may not speak until a vote

is called for. Once “three” is issued, votes are immediately tallied. If your thumbs change after I finish saying “three” the change is not recognized. If a majority of the living village has given the thumbs down, the player is dead. If not, the day continues.

Role Reveal:

As with most mods here I will typically have players reveal their cards. With rare exception, I will tell the village which team the dead players were on.

Artifacts:

I rarely use artifacts

Bonus Items:

I use the “Ivory Tower” which is given to the first player eliminated from the game. In the subsequent game, that player may not be the first player eliminated (by any method).

I do not use charms or sandwiches.