
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 3-5 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:

Tyler

Game Complexity:



Game Time:

I like to use timed rounds. The round timer is set for 3-5 minutes. I will pause the timer for the first 3 defenses. If there isn't a day kill within the allotted time, we move to a tribunal.

Alternatively, I will use a 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:

This is a fast paced event for selecting a player to die as the least trustworthy citizen in the village. First, everyone stands up and must remain silent for the tribunal. Selected at random by the mod, one player will begin the tribunal. That player chooses the person in the village who they believe is the most trustworthy villager. Their selection is now 'safe' and will pick the person who they believe can be trusted. Once a player is identified as 'safe' by a member of the village, players sit down while making their selection of a safe villager. The last player left standing has been executed by the village tribunal and is eliminated from the game.

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 unanimous decision to sleep 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 placing their fist on top of their head. If at any point in the day phase all players have their fist on top of their head, the day is immediately over. 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 pointing while raising your hand or by pointing at them and loudly saying "I nominate Matt". For a person to officially be put on trial, it takes a 'nomination' and a 'second' from 2 members 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 call” 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 known as “Mob Mentality”. In my village, there is not a specific time when you vote. Once someone is on trial, you may not speak but you may raise your hand at any time indicating that you desire to execute the person on trial. You may put your hand up or down freely. Once the “last call” is issued, votes are immediately tallied. If your hand changes after I finish saying “last call” the change is not recognized. If a majority of the living village has raised their hand, the player is dead. If not, the day continues.

Role Reveal:

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 don’t 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 the Charm or Sandwich.