



LOUP-GAROU

POUR UNE NUIT

One night. One day.
One decision.

Game instructions

For 3–10 players, aged 9 and over

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Dear Players,

Don't let the lengthy instructions for this game put you off!
You only need to read the rules and role texts you're
playing with before you begin your first game.
The remaining texts will help to gradually further
the playing experience.
Now, go have some fun!

Setting the scene

At the depths of the forest lies a little village that is beset by a terrible curse: seemingly harmless villagers transform into terrifying werewolves at night. Only if the community manages to drive out the werewolves can it be saved ...

In *Werewolves—Full Moon*, each of you assumes a random role: there are normal villagers, villagers with special abilities, and werewolves. You win if you manage to work out who the werewolves are and name the right players—unless you're a werewolf yourself, of course. Then it's a matter of using your cunning to deceive your fellow players as best possible and draw the suspicion to others!

Contents

16 role cards (3 villagers, 2 werewolves, 1 seer, 1 robber, 1 troublemaker, 1 tanner, 1 drunk, 1 hunter, 2 masons, 1 insomniac, 1 minion, 1 shapeshifter), 16 round role markers

Setup

Before your first game:

Carefully remove all of the role cards and role markers from the punchboards.

Tip: If you have a smartphone, download Ravensburger's free "Werewolves—Full Moon" app. This will then assume the role of gamemaster, leaving you all to concentrate fully on playing the game. You're also able to play without the app though.

Before each game:

Choose which role cards you want to play with. There must always be three role cards more in the game than there are players. You can choose whichever roles you like, or play one of the recommended scenarios. The different scenarios are described in this instruction manual from page 4 onwards.

Tip: Ideally, play "The First Night" scenario for three to five players in the first round, even if there are more than five players. Then you won't need to learn as many roles at once. Since the rounds are very short, no one will have to watch for long.

Now place the corresponding role marker face up at the center of the table for each of the role cards you've selected. Use the role markers to remind you which roles are in play.

Shuffle the role cards you've selected. Deal one role card to each player turned face down. Place the remaining three role cards face down next to each other at the center of the table. Ensure that no one can see the fronts of these cards.

Now each player should take a look at their card and learn about their role. Then they place the card face down in front of them again. The cards must be easily accessible to all players.

Now designate a gamemaster or start the app.

Don't forget: The gamemaster is also a player and has a random role!

Dear Gamemaster,

You'll find everything you need to know to lead your fellow players through the game in the separate instruction sheet.

You have the following tasks:

- Summon the different roles during the night.
- Moderate the discussion during the day.
- Call the vote at the end of the day.

How to play

There are two groups in the village: the **werewolf pack** and the **village community**. One of these groups will win at the end.

A game always lasts one night and one day. At the end of the day, all of the villagers vote on who could be a werewolf. The player role with the most votes “dies”—and their group loses!

Night:

At the beginning of the night, all of the players close their eyes.

Different roles awaken one by one at night and can then use their special abilities. All of the roles and their special abilities are explained in this instruction manual from page 8 onwards. You'll also find tips on how to play the different roles.

Tip: For the first game, it's enough to just read through the roles you're playing with.

You don't need to remember when it's your turn and what you need to do. The gamemaster (or app) will summon you and tell you what actions you need to perform.

Day:

All of the players can now open their eyes again.

Discuss during the day who might be a werewolf. You can claim anything, but mustn't show your card to anyone. You're also not allowed to look at your card again yourself. The werewolves among you should pretend to be a different role to avoid arousing suspicion.

Tip: Unlike other werewolf games, it's often important to reveal something about your role in this game and to use your special abilities to share what you know with your fellow players. For example, as a troublemaker, you can admit that you switched around role cards. Careful though: If you're a werewolf, you must pretend to be another role! Only in this way will you manage to deceive your fellow players ...

A good start to the discussion: simply ask your fellow players what their role is. You'll learn quite a bit ...

Vote:

After a few minutes discussing, take a vote. All count to three together, then simultaneously point at your chosen player. The player with the most votes dies. In the event of a tie, all of the players involved in the tie die.

Exception: When each player receives **exactly one vote**, no one dies!

Tip: Make the game even more exciting by setting a time limit for the discussion. In your first few games, you can take more time. The more often you play, the shorter the discussion should be. Play with about ten minutes of discussion time initially and later with just five—or even fewer—minutes. When you play with the app, you can set the discussion time as desired.

Now all turn your role card over to reveal your identity to your fellow players.

Switched role cards:

Players will often be surprised by the role card that is in front of them:

some of the villagers switch cards around at night. In the end, the role card that is in front of the player counts—even if it's different to the one that they saw at the start of the game. The player may even change groups as a consequence!

Beware: You're not allowed to look at your card again during the day. So sometimes you can't be too sure who you are when you wake up again in the morning ...

End of game – who won?

In principle:

1. The werewolf pack wins if no werewolves die.
2. The village community wins if at least one werewolf dies.
(The village community still wins if a tie also leads to one or more of the villagers dying.)

No werewolves among you?

If none of the players is a werewolf, as the role cards are at the center of the table, you'll need to work together well: the village community only wins if no villagers are killed. No one dies if each player receives exactly one vote.

Tip: If you think that there aren't any werewolves, then it's best to agree that everyone will point to their left neighbor. That way, no one will die and you'll all win together—in case there really weren't any werewolves that is ...

Special cases with special roles

(minion and tanner):

Minion:

The minion is part of the werewolf pack.

If at least one werewolf is in play, the minion wins if no werewolf dies. This also applies if he himself dies. If no werewolf is in play, the minion wins if he is

himself does not die, but at least one villager dies.

tanner:

The tanner is his own party. He only wins if he dies. If at least one werewolf dies, the village community also wins.

Roles

Each role has the following information in its title:

Role name, group, actions (awakening order), difficulty level.

Groups:

All roles belong to either the village community or the werewolf pack. Only the tanner is in a group of his own. At the end of the game, either all or none of the members of a group win.

Actions:

Certain roles are summoned and awaken at night (**sleepwalkers**) and others are not summoned (**night sleepers**).

Awakening order:

Each sleepwalker has a number that indicates when they awaken at night.

Difficulty level:

The roles have varying levels of difficulty. There are three levels in total: *, ** and ***. Only play with levels * and ** in your first few games.

Drunk: Village community, sleepwalker (8), **

The drunk can no longer remember his role: at night, he swaps his role card with one of the role cards lying face down at the center of the table. He doesn't look at this new role card. He assumes the role and is a member of the according group—but doesn't know which group.

Villager: Village community, night sleeper, *

The villager doesn't have any special abilities.

Tip: The werewolves will often claim to be villagers. So if you're villager, you'll need to take care that your fellow players don't think you're a werewolf!

Shapeshifter: Alternating groups, alternating actions (1), ***

Beware! The shapeshifter is a very complex role. Don't include her in the game until you're fully familiar with all of the other roles!

The shapeshifter imitates another role. She also joins the group that this role belongs to. At night, the shapeshifter awakens before anyone else. She looks at the card of a fellow player and imitates this role, but does not exchange the cards. She behaves differently depending on the role she imitates:

1. Villager, tanner or hunter:

She assumes this role and does nothing else that night. If she dies as a tanner, she wins. If she dies as a hunter, the role she points at also dies.

2. Werewolf or mason:

She awakens when the werewolves or masons are summoned. If she's a werewolf, she now belongs to the werewolf pack and wins if the werewolf pack wins. If she's a mason, she belongs to the village community.

3. Seer, troublemaker, robber or drunk:

If she is one of these characters she performs their role immediately and does not wake up again when their role is summoned.

4. Minion:

The shapeshifter does not close her eyes again after looking at the minion's card. She waits for the werewolves to raise their thumbs and make themselves known. She's now part of the werewolf pack.

5. Insomniac:

The shapeshifter insomniac is called at the end of the night, after the "real" insomniac has been summoned. She can now check who she is.

If another player receives the shapeshifter's card during the night, they assume the role she imitated. At the end of the game, after the vote, the player who originally drew the role of shapeshifter reveals which role they looked at.

Beware! If the "real" insomniac reveals their card at the end of the round, for example, and is now the shapeshifter, they don't know what their role is ... Then it's a case of showing cunning and not getting killed!

Mason: Village community, sleepwalker (4), ***

The mason cards only come into play together. At night, the masons open their eyes and look at each other. If only one mason opens their eyes, the other role card is at the center of the table. They aren't allowed to look at a card at the center of the table though.

Tip: Together, the masons are very powerful as they can give each other an alibi. Brave werewolves can also claim to be masons. The real masons may then find themselves in a tight spot though. The masons should only be used when there are seven or more players, else they're too powerful!

Tanner: Tanner, night sleeper, **

The tanner is a sorry fellow: he hates his job so much that he just wants to die. He can only win if he dies. The following applies at the end of the game:

1. If the tanner dies but **no** werewolf, **only** the tanner has won.
2. When the tanner and **at least one** werewolf die, the tanner **and** the village community have won.

Minion: Wolf pack, sleepwalker (3), **

The minion awakens right after the werewolves. Without opening their eyes, the werewolves raise a thumb to make themselves known to the minion. The minion then knows who the werewolves are. The werewolves do not know who the minion is though. The following applies at the end of the game:

1. If there are werewolves in play, the minion can die and still win! If the minion dies but no werewolf, then the werewolf

pack (and thus also the minion) has won.

2. No werewolf in play? In that case, the minion only wins if he survives and another player dies.

The minion can be a very powerful partner for the werewolves.

Tip: If you're the minion, you can draw suspicion to yourself and distract from the werewolves in the game—for you usually still win anyway even if you die. You mustn't be too obvious about it though, of course ...

Hunter: Village community, night sleeper, **

The hunter takes a player with him to their death: If the hunter dies, the player the hunter pointed at also dies.

Tip: As the hunter, you can die yet still win by pointing at a werewolf. Do you think your fellow players suspect the wrong person and you know better? Then try to get yourself killed and take a werewolf with you to their death ...

Robber: Village community, sleepwalker (6), *

The robber swaps his card with a fellow player's card during the night. He gets to look at his new role card after that.

Beware! The robber may switch groups: If he swaps his card with a werewolf card, for example, he's now a member of the werewolf pack. He doesn't perform the action of his new role however. If he now has the insomniac in front of him, for example, he doesn't awaken when he's summoned. The player with the robber in front of them now belongs to the village community.

Insomniac: Village community, sleepwalker (9), *

The insomniac wakes up last and checks whether she still has the same role card. If the role card has changed, she now belongs to the group that the new role card belongs to.

Tip: Only use the insomniac when the robber and/or troublemaker are in play.

Seer: Village community, sleepwalker (5), *

During the night, the seer may look at either one fellow player's card or two of the cards at the center of the table. She doesn't exchange any cards.

Tip: The seer has the ability to expose liars. She has information about her fellow players or cards at the center of the table. If a fellow player contradicts this information, she can easily expose them. It pays for the seer to wait a little before revealing herself, as a werewolf may have already been identified by then.

Troublemaker. Village community, sleepwalker (7), *

The troublemaker swaps the role cards of two other players. She's not allowed to look at these cards. The two players each belong to the group of the role that is now in front of them.

Werewolf: Wolf pack, sleepwalker (2), *

At night, the werewolves awaken and begin searching for their fellow werewolves.

Lone wolf: If only one player is a werewolf (because the other

werewolf card is at the center of the table), they may look at one card at the center of the table.

Tip: It's very important for the werewolves to throw their fellow players off their scent. So claim to be another role, preferably before the other players have revealed too much about their own role. Claim to be a villager, for instance. If you're a lone wolf, you can also easily claim to be playing the role on the card at the center of the table that you looked at.

Scenarios

In “Werewolves—Full Moon”, there are a variety of different ways to combine the roles to ensure an exciting game. See here for a selection of exciting scenarios of varying levels of difficulty for different numbers of players. You can also come up with your own challenging scenarios. Simply select three more role cards than there are players for this, then you're ready to get started!

The First Night (introduction, 3–5 players)

- 3 players: 2 werewolves, 1 seer, 1 robber, 1 troublemaker,
1 villager
- 4 players: + 1 villager
- 5 players: + 2 villagers

Moonstruck (easy, 3–6 players)

- 3 players: 2 werewolves, 1 insomniac, 1 robber,
1 troublemaker, 1 villager
- 4 players: + 1 villager

- 5 players: + 1 villager + 1 seer
6 players: + 2 villagers + 1 seer

Lonely Night (easy, 3–4 players)

- 3 players: 1 werewolf, 1 seer, 1 robber, 1 troublemaker,
2 villagers
4 players: + 1 villager

Confusion (medium difficulty, 3–9 players)

- 3 players: 2 werewolves, 1 drunk, 1 robber, 1 troublemaker,
1 insomniac
4 players: + 1 villager
5 players: + 1 villager + 1 seer
6 players: + 2 villagers + 1 seer
7 players: + 3 villagers + 1 seer
8 players: + 3 villagers + 1 seer + 1 minion
9 players: + 2 villagers + 1 seer + 1 minion + 2 masons

Payback (medium difficulty, 4–7 players)

- 4 players: 2 werewolves, 1 hunter, 1 seer, 1 robber, 1 drunk,
1 insomniac
5 players: + 1 troublemaker
6 players: + 1 troublemaker + 1 villager
7 players: + 1 troublemaker + 2 villagers

Secret Companions (medium difficulty, 6–7 players)

- 6 players: 2 werewolves, 1 minion, 1 hunter, 1 seer, 1 robber,
1 troublemaker, 2 masons
7 players: + 1 villager

Hours of Despair (medium difficulty, 4–10 players)

- 4 players: 2 werewolves, 1 tanner, 1 seer, 1 robber, 1 drunk,
1 insomniac
- 5 players: + 1 troublemaker
- 6 players: + 1 troublemaker + 1 villager
- 7 players: + 1 troublemaker + 2 masons
- 8 players: + 1 troublemaker + 2 masons + 1 hunter
- 9 players: + 1 troublemaker + 2 masons + 1 hunter
+ 1 minion
- 10 players: + 1 troublemaker + 2 masons + 1 hunter
+ 1 minion + 1 villager

Twilight Alliance (difficult, 5–10 players)

- 5 players: 2 werewolves, 2 masons, 1 minion, 1 robber,
1 troublemaker, 1 insomniac
- 6 players: + 1 drunk
- 7 players: + 1 drunk + 1 seer
- 8 players: + 1 drunk + 1 seer + 1 villager
- 9 players: + 1 drunk + 1 seer + 2 villagers
- 10 players: + 1 drunk + 1 seer + 2 villagers + 1 tanner

Revenant (difficult, 8–10 players)

- 8 players: 2 werewolves, 1 shapeshifter, 1 minion, 1 hunter,
1 seer, 1 robber, 1 troublemaker, 1 villager,
2 masons
- 9 players: + 1 insomniac
- 10 players: + 1 insomniac + 1 drunk

Anarchy (difficult, 3–10 players)

Pick out the two werewolf role cards and one villager role card, then shuffle all of the other role cards and randomly draw one card per player. You'll then use this random selection to play, along with the two werewolves and the villager.



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