

ONE WEEK ULTIMATE WEREWOLF

Take a week of vacation at Ludwig Castle, where rumors of Werewolves roaming the halls abound. Each day, you may explore different rooms in the castle, while each night, strange activities take place. At the end of the week, you and the other vacationers will determine who among you is a Werewolf.

If you're right, you return home happily.

If you're wrong, you might be on the buffet at Club Werewolf Resorts and Spa!

CONTENTS



15 round rooms



35 Action cards



1 double-sided Foyer room



1 Guest Registry



13 Role tokens



9 Artifact tokens



1 Day token



7 double-sided Player boards



7 Player markers



3 Staff markers



91 Role Tracking tokens



1 Start Player arrow



1 New Start Player token



2 Shield tokens



2 Dynamite tokens



3 Most Votes tokens

CHOOSING ROOMS

Set out a number of round rooms equal to the number of players. (Don't count the Foyer room here.) You can set up round rooms in any order. Every game can be different, with different room combinations in different arrangements each time you play.

FIRST GAME

The first time you play, use the following round rooms:

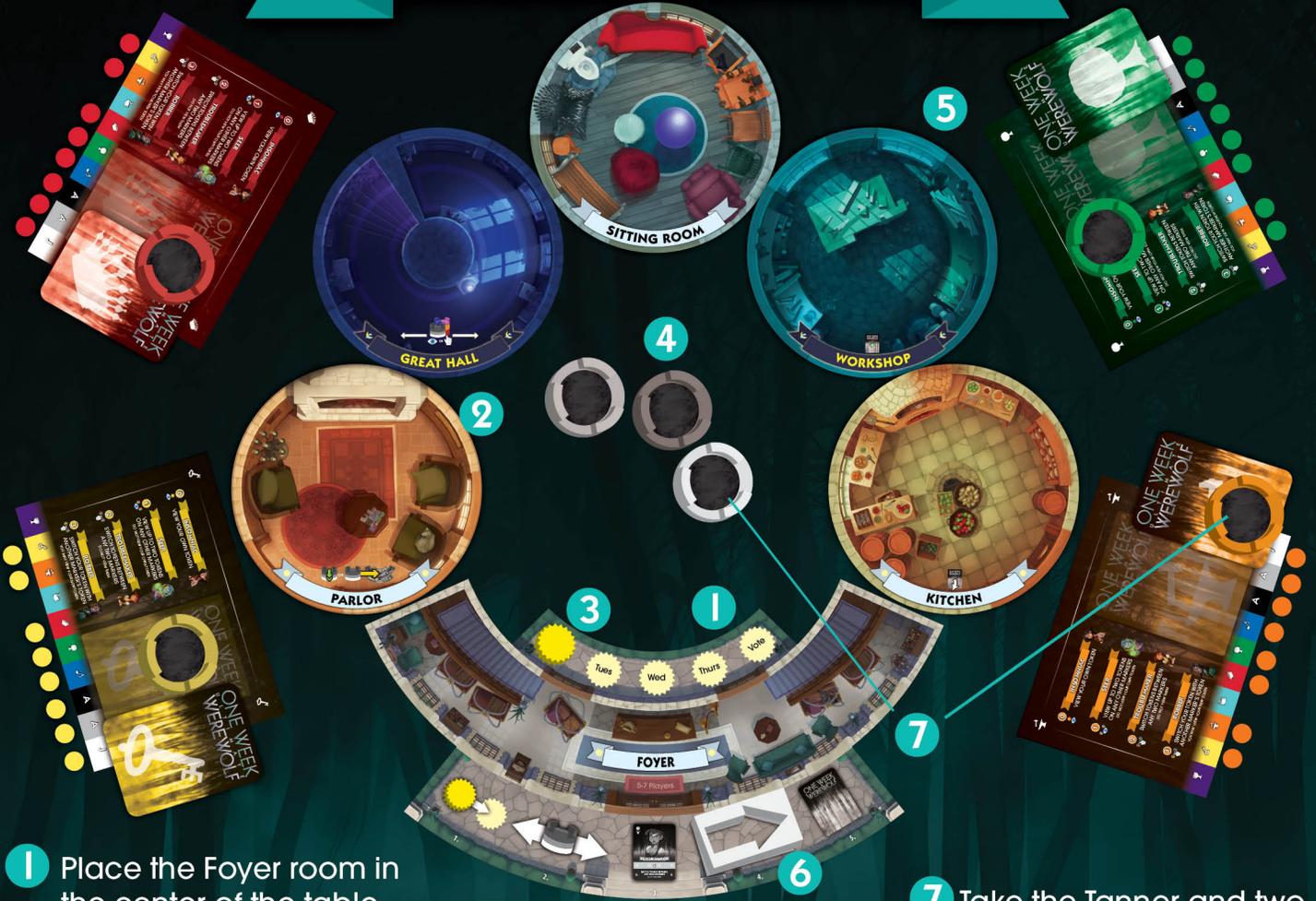


RECOMMENDED SETS

Try these fun sets for different player counts:



GAME SETUP



- 1 Place the Foyer room in the center of the table with the correct side up based on the number of players in the game (the numbers are in red right below the Foyer banner).
- 2 Randomly place one round room in the castle for each player. Always arrange rooms in a circle, with each room touching exactly two other rooms.
- 3 Place the Day token on "Mon" in the Foyer room.
- 4 Place the Staff markers in the center of the castle where everyone can reach them.
- 5 Each player takes a Player board, their colored wooden Player marker, their colored set of seven Action cards, and their colored set of Role Tracking tokens. Put any unused boards, markers, and cards back in the box.
- 6 Place the New Start Player token on the step 4 space on the Foyer room.
- 7 Take the Tanner and two Werewolf Role tokens, add a number of Villager tokens equal to the number of players, and shuffle them facedown. Place one Role token facedown on each Player marker and Staff marker. Afterward, always move Role tokens with their markers. Each player may now secretly look at the Role token on their own Player marker.

See Winning (page 7) for information on how each of the roles wins.

ARRIVAL SETUP



1 Spin the Start Player arrow on the table. Whoever it points to is the start player. Place the Start Player arrow in front of the start player, pointing to their left.

2 The start player places their Player marker (and its Role token) in any Round room or the Foyer.

3 The start player places a Staff marker of their choice in the same room as their own Player marker. The start player may take the day action associated with that room.

4 The second player (to the left of the Start Player) places their Player marker in any room (even if it already has a player marker), adds one of the two unplaced Staff markers to that room, and may take that room's day action.

5 The third player places their Player marker in any room (even if it already has a Player marker), adds the last unplaced staff marker to that room, and may take that room's day action.

6 Each remaining player in turn places their Player marker in any room (even if it already has a Player marker), and may take that room's day action.

7 Proceed to step 4 of Every Day (Change Start Player).

GAMEPLAY

The game takes place over several days and nights. After the last night, the players vote on who they think is a Werewolf.

EVERY DAY

Movement during the day is public. Action cards must be played faceup, and all players see which rooms you visit and if you do an action associated with the room you land in.

1. MOVE THE DAY TOKEN

The start player moves the Day token one space to the right.

2. MOVE STAFF

The start player moves each Staff marker (and its Role token) one room in the direction of the start player arrow.

3. EACH PLAYER MOVES

Starting with the start player and continuing around the table in the direction of the Start Player arrow:

1. Choose an Action card and play it faceup on your discard pile on your player board.
2. Move your Player marker (and its Role token) the number of rooms shown on your Action card: 0, 1, 2, or 3. You may move in either direction, but must move in only one direction, and must move exactly the number of spaces of the card you play.
3. If the room has a Sun icon on its name banner, take the action associated with the room where you end movement.

4. CHANGE START PLAYER

The player with the New Start Player token gives the Start Player arrow to any player (including themselves) except the player who just had it. The New Start Player token holder chooses the arrow's new direction, left or right. If no one has the New Start Player token, the arrow does not move or change direction.

Throughout the game, players constantly talk to each other about what they've seen, what they've done, and what they suspect. Anyone can say anything. Players are encouraged to mislead others if they think that will get them additional information or remove suspicion from themselves. Even during the Night Phase, when one player is taking their turn, other players are encouraged to comment on what the active player says they are doing (which may or may not be what the player is actually doing).

EVERY NIGHT

Everyone closes their eyes. Starting with the start player and continuing around the table in the direction of the arrow:

1. Say that you are taking your night action and open your eyes.

2. Choose an Action card from your hand, and say the name of the card you are choosing (i.e. "Troublemaker").

3. You may do the action on the card, and say what you are doing. Night actions can only be performed on tokens that are in the same room as your Player marker.

4. Place the Action card facedown on the discard pile.

5. Say that your turn is finished and close your eyes.

You don't have to tell the truth regarding which card you choose and what action you're doing (or the specifics about the action you are doing), since everyone else will have their eyes closed and won't know if you're telling the truth or not. Refer to your Player board for a list of what each card does to make it sound like you know what you're talking about.

After the last player announces their turn is finished, everyone opens their eyes.

AFTER THE LAST NIGHT

When the Day marker reaches the Vote space, the game is about to end.

Everyone now discusses who they believe the Werewolves are. If you find your group is taking too long to come to a conclusion, use the free One Night app (download at beziergames.com), set the timer to 4:00 (turn off the roles by tapping selected ones until the Play button says Timer), then tap the Timer button to start it.

When everyone agrees (or if time is up when using a timer), players vote by pointing at another player (you may not vote for any staff or for yourself). The player with the most fingers pointed at them receives a Most Votes token. If more than one player receives the most votes (at least two), tied players each receive a Most Votes token. If no one receives more than one vote, no one receives a Most Votes token.

If all the players believe there are no Werewolves among them, they may agree to vote in a circle, with each player pointing at the player immediately to their right. This ensures that each player gets only one vote (if everyone votes the way they say they will).

Then turn all Role tokens on markers faceup.

WINNING



The Tanner wins if the player with a Most Votes token is the Tanner.

Everyone else loses, even if other players have a Most Votes token.

This is the most difficult way to win. By doing so you may enter your name on the Emerald Members page of the Guest Registry.



The Werewolves win if everyone with a Most Votes token is a Villager, or if the group votes in a circle (no one gets more than 1 vote) and at least one player is a Werewolf.

The Villagers and Tanner lose.

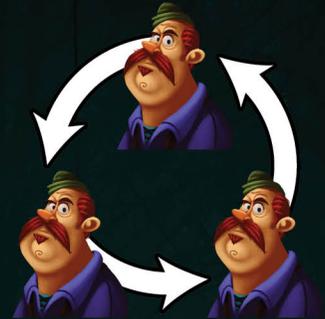
This is a challenging way to win. If you do, you may enter your name on the Ruby Members page of the Guest Registry.



The Villagers win if any player with a Most Votes token is a Werewolf (and a Tanner Player does not have a Most Votes token).

The Werewolves and Tanner lose.

This is a somewhat straightforward way to win. If you do, you may enter your name on the Sapphire Members page of the Guest Registry.



Villagers can also win if no one receives more than one vote, and no players are Werewolves.

This is the easiest way to win, but everyone who wins still gets to enter their name on the Cubic Zirconia Members page of the Guest Registry.



Green: "All I know is that I'm still a Villager. I checked my role token last night with the Insomniac card."

Orange: "After you checked it, I switched your Role token with mine using the Troublemaker card. Now you're a Werewolf."

Green: "I don't believe you, Orange. You said you used that card the previous night."

Blue: "Yeah, you couldn't have used it both nights, since you only have one Troublemaker card"

Green: "I'm using my Troublemaker card now to move two spaces to the Kitchen and taking all my cards back."

Green plays her Troublemaker card faceup and moves two spaces to the Kitchen, then retrieves all of her cards (including the Troublemaker card), using the Kitchen's Day ability.

Red: "I'm going to the Foyer so I can check out Alice tonight." Red plays his Troublemaker card faceup, moves two spaces to the Foyer, and picks up the New Start Player token.

Yellow: "I'm going to stay in the Foyer because I don't trust Red." Yellow plays her Insomniac card faceup and stays in the Foyer. Yellow does not take the New Start Player token because Red already has it.



Blue: "I'm playing my Seer card and going to the Great Hall." Blue plays his Seer card faceup and moves one space to the Great Hall.

Orange: "I'm going to the Foyer too, because I don't trust anybody." Orange plays her Seer card faceup and moves one space to the Foyer.

Red gives the Start Player arrow to Yellow, and keeps the gameplay direction going counterclockwise, so Red can go last. Red then places the New Start Player token back on the Foyer.



Yellow: "Everyone, close your eyes."

The day phase ends and the night phase begins, with Yellow going first.

SAMPLE NIGHT GAMEPLAY

Everyone closes their eyes.

Yellow (opens her eyes): "I'm opening my eyes since I'm first. I am going to play my Troublemaker."

Red (eyes still closed): "Please don't switch my token."

Yellow: "Don't worry, Red, I'm switching Orange's Role token with Alice's Role token." Yellow plays her Robber card facedown (since she doesn't have to tell the truth) and robs Red's Role token, placing her old Role token on Red's player marker. She then looks at her new Role token, a Villager, and places it facedown on her Player marker.



Yellow: "I'm done." Yellow closes her eyes.

Blue (opens his eyes): “I’m playing my Seer card to look at Alfred’s Role token.”

Green (eyes still closed): “Didn’t you just play your Seer card to move into the Great Hall?”

Blue: “I don’t know what you’re talking about.” Blue plays his Troublemaker card facedown and switches his Role token with Alfred’s, but does not look at either Role token.



Blue: “I’m done, and Alfred is still a Werewolf because I just viewed his Role token. Orange, you’re up.” Blue closes his eyes.

Orange (opens her eyes): “Sure he is. I’m playing my Insomniac card to check my own Role token.” Orange plays her Insomniac card facedown, looks at her Role token and sees that she is now the Tanner.

Orange: “Uh-oh, someone gave me a Werewolf token. I’m done.” Orange closes her eyes.

Green (opens her eyes): “I’m going to play my Seer card so I can see what Jeeves is.”

Blue (eyes still closed): “We all know that Jeeves is a Villager. Two other people have verified that.”

Green: "Well then I'll triple-verify it." Green plays her Insomniac card facedown and sees that she is a Werewolf.

Green: "Finished. Your turn, Red." Green closes her eyes.

Red (opens his eyes): "I'm taking my turn. I'm playing my Insomniac card to see if anyone has messed with my Role token."

Yellow (eyes still closed): "Wait, you're playing another Insomniac card? You've already played both of them."

Orange (eyes still closed): "Yeah, Red, something seems fishy."

Red chuckles and plays his Troublemaker card facedown, and switches Orange's Role token with Yellow's Role token, but does not look at either token.



Red: "I'm last, so everyone can open their eyes."

Everyone opens their eyes, and the next day begins.

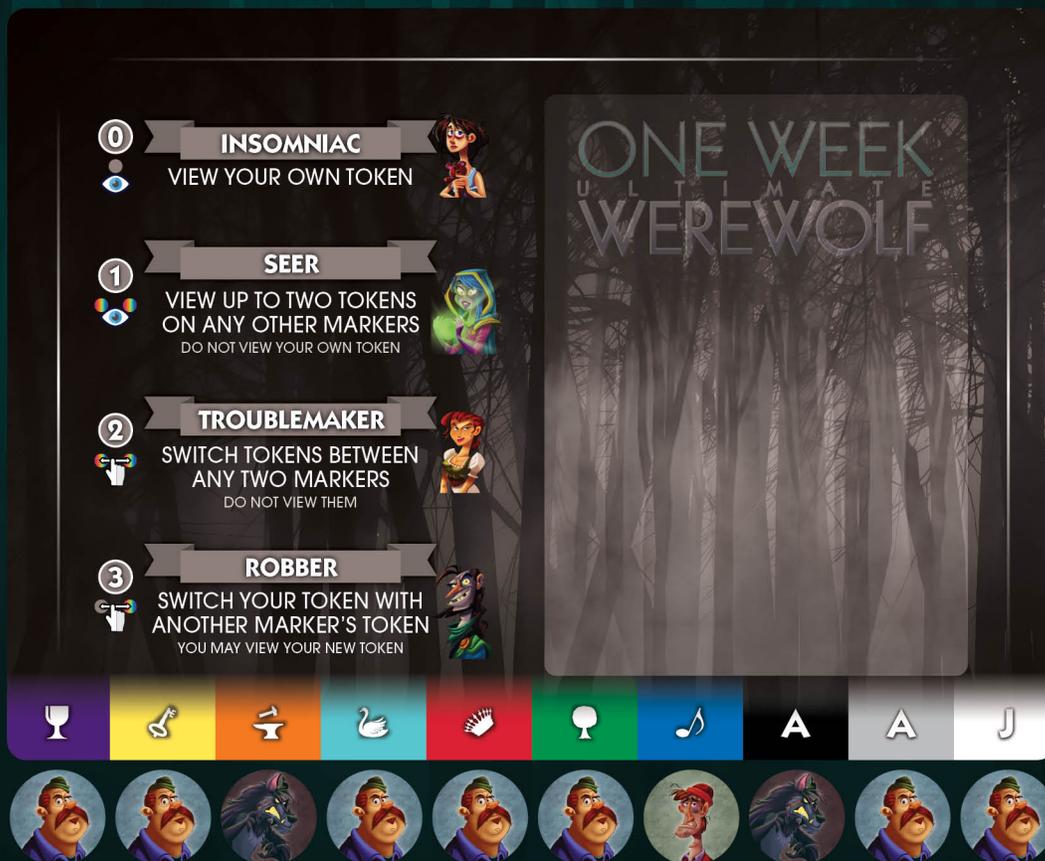
STAFF

Alfred, Alice, and Jeeves have been the primary staff of Ludwig Castle as long as anyone can remember. They move to the next adjacent room in the castle each day, in the direction of the Start Player arrow. Staff can be any role: Villager, Werewolf, or Tanner.

The motivations of the staff are only known to them, but it is rumored that they have a penchant for gaming and social deduction in particular. Many guests come back from a stay at Ludwig Castle with tales of the staff playing games of One Night Ultimate Werewolf®, Werewords™, and Werebeasts™, just the three of them, into the wee hours of the night.

TRACKING ROLES

To do well in One Week Ultimate Werewolf, you'll need to track some of the roles from night to night. It's much easier to focus on tracking the two Werewolves and the Tanner than to track everyone. To help, you can use the bottom edge of the Player board and the provided tracking tokens. You can place them faceup (easier) or facedown (to keep your information secret from other players). If you do place them faceup, you can be especially clever and place them in spots you know aren't correct to mislead other players.



ACTION CARDS

Each player has five Action cards:



Keep unused cards facedown so other players cannot see them.

Action cards have different effects depending on when the card is played, day or night. During the day, Action cards are played faceup; at night, Action cards are played facedown. You may look through your own stack of Action cards at any time, but you may not show hidden cards (facedown or faceup that are under other cards) to other players.

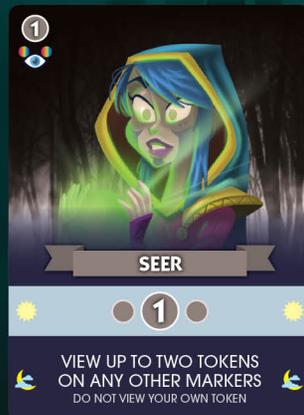
The day action on a card is the number below the card name. It shows how many rooms you may move your player marker in either direction. You must move your player marker the entire distance shown and cannot change direction once you start moving.

The night action on a card is its text at the bottom of the card. You may only interact with tokens in your own room (unless the room you are in provides a special ability that allows interaction with other rooms). The night action is optional. If you cannot or choose not to do the action, place the card facedown and take no action.

If you need to play a card, but your hand is empty (day or night), pick up your discard pile and put it in your hand. You may then play your new hand normally. Do not pick up your discard pile until you need to play a card.



View your own token.



View any two tokens on any markers in your room that are not your own.



Switch tokens between any two markers in your room. You may not view those tokens.



Switch your token with another marker's tokens in your room. You may view your new token only.

ROOMS

Each room has a special ability. Day rooms (light blue banner with a sun icon) have actions that take place when you enter the room after moving.

Night rooms (dark blue banner with a moon/clouds icon) have actions that take place at night.

Some rooms have special setups: complete these setups when the room is first added to the game.



The first player to go to the Foyer each day receives the New Start Player token. Right before the Night Phase, the player who receives this places the Start Player arrow in front any player who does not currently have it, and also chooses the direction of the arrow. Then that player places the New Start Player token back on its spot on the Foyer.

At the beginning of each day, move the Day token to the next day on the track along the top of the Foyer.

The Foyer shows the steps in each Day Phase along the bottom.

Setup: Use the side of the foyer that corresponds to the number of players in the game. The player numbers are indicated in the red bar under the "Foyer" banner.



When your movement ends on the Archives during the day, you may take the topmost Artifact from the stack, look at it, and then place it on top of your Role token. If you already have an Artifact token, you do not do anything when you arrive in the Archives room.

See the Artifacts section on page 23 for more information on Artifact tokens.

Setup: Shuffle these Artifact tokens together: Claw of the Werewolf, Cudgel of the Tanner, Brand of the Villager, Mask of Muting, and one Void of Nothingness for every player greater than two. (So for six players, add four Voids.) Stack all Artifact tokens at the bottom of the room.



When your movement ends on the Armory, you may take a Shield token from the room and place it on top of your Role token. If there are no Shield tokens in the Armory, you may take one from any other Player marker, regardless of which room it is in.

No one except you may view or move your Role token if it has a Shield token on it. Players may not have more than one Shield token at a time.

If playing with the Archives, a Shield token prevents other players from viewing or moving your Artifact token in addition to your Role token.

Setup: Place 1 Shield token in the room for 3–4 players, and 2 Shield tokens for 5–7 players.



If there is a Dynamite token in the Dynamite room when your movement ends on it you may place it in any empty room (a round room with no markers in it).

If a Dynamite token is in an empty room, any player who enters the Dynamite room may detonate it, return it to the Dynamite room, or do nothing.

When detonated, remove the room containing the Dynamite token from the game. Then put the token back in the Dynamite room. The rooms that were adjacent to the detonated room are now adjacent to each other.

Setup: Place 1 Dynamite token in the room for 3–4 players, and 2 Dynamite tokens for 5–7 players.



If you are in the Great Hall at night, you may use a Seer, Troublemaker, or Robber card to view or switch tokens in the Great Hall or in a room adjacent to the Great Hall. If the Great Hall is next to the Panic Room, you may not view or switch tokens with players there.



When your movement ends on the Guest Bedroom, you may view any player's top facedown Action card (the Action card they played last night).

Players may not pick up their cards until they need to play one (so after you play your fifth card, it stays on your Player board until you need to play a card).

If a player has picked up their cards because they went to the Kitchen, you may not look at any of their cards.



When your movement ends on the Kitchen, pick up your discard pile (including the card you played to get to the Kitchen) and put it into your hand.



When your movement ends on the Laboratory, you may replace any empty room (a round room with no markers in it) with any other room that is not in play. If you add a room that requires tokens, follow the setup rules for that room. If you remove a room that contained tokens, remove any tokens that were in that room along with it. Any tokens associated with a removed room that are outside the room when it is removed, such as Role, Artifact, Shield, or Dynamite tokens, remain in the game.

Rooms that have been removed by the Laboratory may also be returned by the Laboratory in the same game. Do not repeat setup rules for returned rooms.



If you are in the Observatory with at least one other Player marker at night, open your eyes and watch when any other player in this room takes their night action. Other players do not show you any tokens they view.

When you take your night action in the Observatory, tell the other players in that room to wake up.

If yours is the only Player marker in the Observatory, keep your eyes open throughout the entire night. You see the actions that all players take, but they do not show you any tokens they view.



You may not view or move a token from any other player who is in the Panic Room. You may view and/or move your own tokens and/or staff tokens.



When your movement ends on the Parlor, you may summon one Staff marker to the Parlor from another room, or send one Staff marker already in the Parlor to the Foyer.



When your movement ends on the Secret Passage, you must immediately move to any room in the castle. You may take that room's action as if you had moved to that room directly. A player may not start the game in the Secret Passage. If a Staff marker enters the Secret Passage, it does not immediately move to another room.



The Sitting Room provides no special abilities, but it does have an abundance of seating options.



If you are in the Staff Quarters at night, you may view or move the Role token on any Staff marker anywhere in the castle, by using the Seer, Troublemaker, or Robber cards.



If you are in the Study at night, you may interact with the Role token in this room as if it was on a marker.

Because this extra role token might be a Villager, Werewolf, or Tanner, it is possible to have three Werewolves in a game, or two Tanners. In the case of two Tanners, the Tanners are not on a team; each of them must get the most votes in order to win.

Setup: Shuffle one additional Tanner, one additional Werewolf, and one additional Villager token facedown. Choose one at random and place it in the middle of the Study. Return the other two to the box, unseen.



If you are in the Workshop at night, you may play a second Action card and do that action in addition to your regular action. If you use your last Action card for your first action, you may pick up your discard pile to form a new hand so that you can play a second Action card.

ARTIFACTS

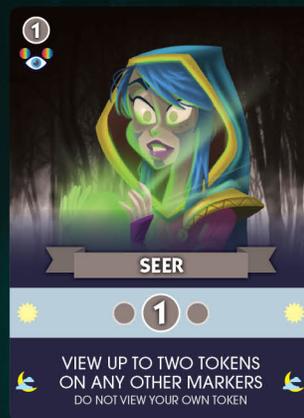
If you use the Archives room, players may receive Artifact tokens during the game. Each Artifact has a special ability. When you pick up an Artifact token at the Archives, secretly view it. Then place it on your Player marker, on top of your Role token. Any role change you incur stays with you while you have that Artifact token.

Artifact tokens are treated in a similar manner to Role tokens: you may not look at your Artifact token at any time unless you have played an Action card that allows you to.

When playing with Artifact tokens, Action cards work a little differently:



Look at both your own Role token and Artifact token.



Look at any two tokens (Role or Artifact) on other markers. You may look at the Role token on one marker and the Artifact token on another, or you may view both the Role and Artifact tokens on the same marker.



Switch Role tokens or Artifact tokens between any two markers in your room. You may not view those tokens. You must exchange Role tokens for other Role tokens, and Artifact tokens for other Artifact tokens.



Switch your Role or Artifact token with another marker's Role or Artifact token in your room. You may view your new token only. You must exchange Role tokens for other Role tokens, and Artifact tokens for other Artifact tokens.



The Claw of the Werewolf turns a player into a Werewolf, overriding their Role token. If you have the Claw of the Werewolf, you win or lose with the other Werewolves.



The Cudgel of the Tanner turns a player into a Tanner, overriding their Role token. If you have the Cudgel of the Tanner, you win if you get a Most Votes token at the end of the game. In the case of two (or three with the Study in play) Tanners, the Tanners are not on a team; each of them must get the most votes in order to win.



The Brand of the Villager turns a player into a Villager, overriding their Role token. If you have the Brand of the Villager, you win or lose with the other Villagers.



If you view the Mask of Muting in any way (picked up upon entering the Archives room or when viewed using the Insomniac, Seer, or Robber action cards), you may not speak for the rest of the game (including stating your night action), even if you know for certain you no longer have this artifact.

Players may pretend to have viewed this artifact by not speaking after viewing it. You must still state your night action if you have not really seen the Mask of Muting.

Players who are mute must knock twice on the table to indicate when they are finished with their night action.



If you have the Void of Nothingness, it has no effect.

Setup: Include 1 Void of Nothingness for each player greater than 2. For instance, with 6 players, add 4 Voids of Nothingness.

PLAYTESTERS

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Ted Alspach has designed all sorts of fun games, including Werewords™, One Night Ultimate Werewolf®, and Castles of Mad King Ludwig™.

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ABOUT THE ARTISTS

Greg Bartlett is an Australian artist who paints backgrounds and environments for games and animation at www.backgroundart.net and covers his tracks by always acting suspicious, even when he's not a werewolf.

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