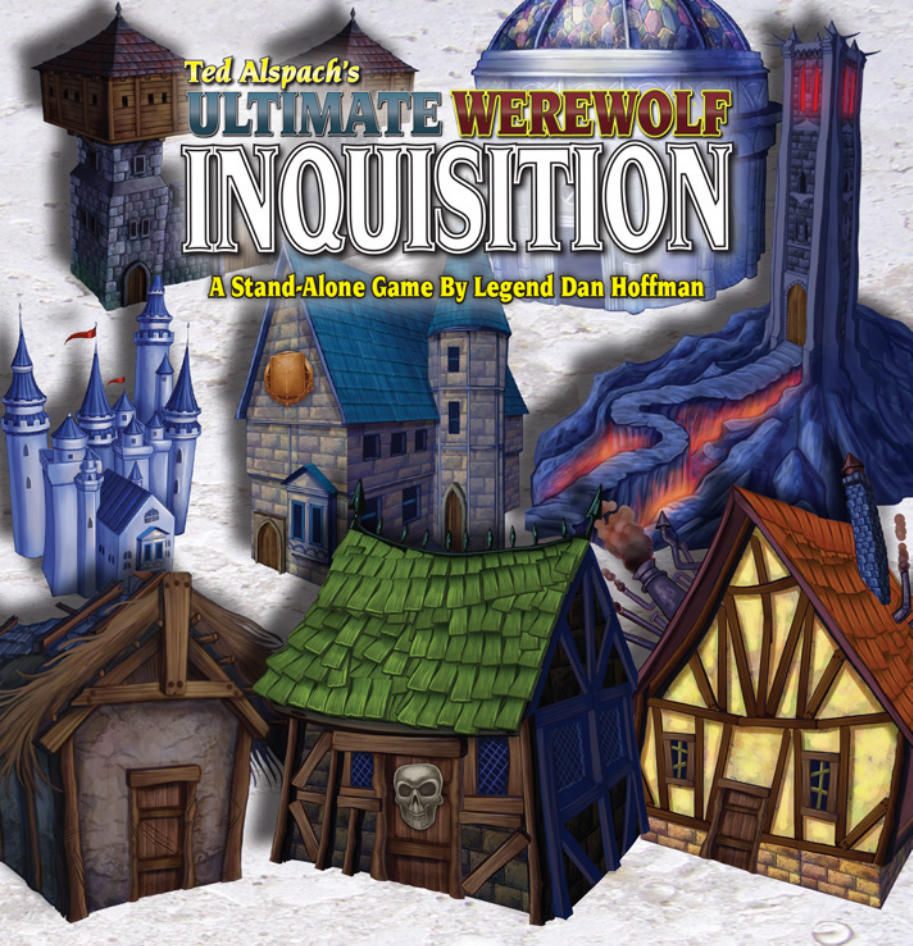




Ted Alspach's

ULTIMATE WEREWOLF INQUISITION

A Stand-Alone Game By Legend Dan Hoffman

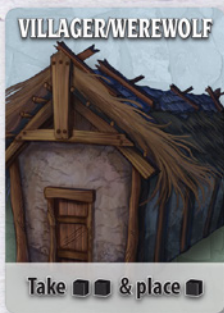
A terrible thing is happening in a local village: werewolves are responsible for the deaths of many of the villagers. Unable to determine who amongst themselves are werewolves, they've called in a special group of inquisitors to help sort out this mess before it's too late. That's where you and your team come in. No strangers to werewolf infestations, you know that the best thing to do is to start lynching suspects.

No sooner do you get started on this project when you realize that there's a problem...there are werewolves on your team of inquisitors! Now you're in a serious pickle; you need to figure out how to save the village while thwarting the werewolves working alongside you...

CONTENTS



**12 Inquisitor cards
(2 kinds)**



**19 Hut cards
(14 kinds)**



**19 Resident cards
(15 kinds)**



1 Grand Inquisitor



50 Votes

OBJECT OF THE GAME

Help your team to either find the werewolves among the village residents or to hinder the investigative team's progress. Use the skills of the residents in the village to help you deduce who in the village is safe, and who you'll need to eliminate.

Two teams of players (Villagers and Werewolves) are investigating a village with the assistance of the residents. At the end of each day one of the residents is lynched by the players, and then the werewolf investigators eliminate another resident by eating him during the night. Dead residents and their corresponding huts are then removed from play.

SETUP

Shuffle the Inquisition cards, using the table below to determine the card mix:

PLAYERS	VILLAGERS	WEREWOLVES
3	2	1
4	3	1
5	3	2
6	4	2
7	4	3
8	5	3
9	5	4
10	6	4
11	6	5
12	7	5

Deal out one face-down Inquisitor card to each player. The players view their card but keep it secret.

Place the votes in a pile. This is the **supply**. The supply is limited to the number of votes (50) in the game. It may happen that the supply runs out of votes; in this case players may not take votes from the supply for any purpose.

Each player gets 2 votes from the supply.

12 resident cards and their corresponding hut cards will be used in the game. Some of these residents are werewolves.

Choose a combination of residents where the numbers in the lower right of each card added together is as close to 0 as possible. See the **Huts/Residence Combos** section on page 7 for suggestions on which residents to use for your first game.

Shuffle and then place the resident cards face down in a grid, four cards across and three down. The cards should be positioned vertically, as shown below.

Place the huts to the side of the residents.

Give the **Grand Inquisitor** marker to a random player.



12 Huts



12 Residents

FIRST NIGHT

All players (including the **Grand Inquisitor**) close their eyes. The **Grand Inquisitor** (the player who has the **Grand Inquisitor** token) tells the werewolves to open their eyes so they can see who the other werewolves are. Then he tells the werewolves to close their eyes. The **Grand Inquisitor** tells everyone to open their eyes.

You can skip the First Night with 3 or 4 players, as there is only 1 werewolf in those games.

EACH DAY

Starting with the **Grand Inquisitor** and moving clockwise, each player must take a hut and do one of the following:

- Take the action for that hut *or*
- Pass and take 2 votes from the supply.

If there are not enough huts for the players, the players who do not get to choose a hut instead take 2 votes from the supply.

After everyone has selected a hut, the voting begins. Beginning with the **Grand Inquisitor**, each player places a vote on one resident. If and only if a player has no votes, he does not place a vote on a resident.

The resident with the most votes is lynched. If more than one resident is tied for the most votes, the player with the **Grand Inquisitor** marker decides which of the tied residents with the most votes is lynched. Remove that card and its corresponding hut from the game.

If two columns have a single resident in them, they are combined (without changing their orientation).

The day is over, and it is now night.

EACH NIGHT

The **Grand Inquisitor** chooses any column of residents that has two or more cards in it, keeping them face down. Any votes on the cards in the selected column are removed and placed back in the supply.

The **Grand Inquisitor** tells the players to close their eyes, and then passes the cards to his left. Cards are passed around the table, with each player taking a few seconds before passing them again until the **Grand In-**

quisitor receives the cards he originally passed.

Cards should always be passed face down. When passing, each player may open their eyes when they receive the cards, but must close them immediately after handing them to the player to their left. Only the werewolf players may look at the cards and change their order. Villagers may not view or change the order of the cards.

The passing of the cards is necessary for the werewolves to be able to choose a resident to kill. It is not intended to be a way for Villagers to figure out who is a Werewolf (if one player takes longer than expected to pass cards, or makes some sort of noise, for instance).

The cards are placed back in their column by the **Grand Inquisitor** starting at the very top row, but the bottom card is revealed and that resident is attacked by the werewolves. That resident card and its corresponding hut are removed from the game. All of the remaining cards are placed back in vertical orientation.

If a werewolf is killed at night, all the vertical cards are picked up and shuffled and placed back in the spots where they were. Votes are removed from those cards.

A new day begins; the Huts are placed back in the center of the table and the **Grand Inquisitor** marker is passed one player to the left. If two columns have a single resident in them, they are combined (without changing the orientation of each of the cards).

GAME END

The game ends either when all the werewolf residents are dead (the Villagers win) or if there are more werewolves in the village than other residents at any time (the Werewolves win).

HUTS AND RESIDENTS

Each of the huts gives the player choosing it a special action. The Resident card orientation shown on the card only matters for viewing cards; it does not matter for placing/removing votes.

The term "Pay" means that in order to do the action, the player must pay votes in front of him to the supply. If he doesn't have enough votes, he may not do that action.



Apprentice Seer: Pay 1 vote to the supply to secretly look at one of the vertical resident cards (without showing anyone else that card). After that resident card is viewed, it is placed back horizontally (width is longer than height).



Bodyguard: Choose to protect one resident by removing all votes from a card (if any are there) and then placing the Bodyguard hut on the card. No more votes may be placed on this card during this round. The Bodyguard hut is removed from the card before the **Grand Inquisitor** chooses a column of cards to pass around at night.



Hunter: Take 3 votes from the supply and place them on any single resident card.



Cursed: Take 4 votes from the supply. If this hut's action was used by a player that day and the werewolves attack that card at night, it becomes a werewolf; that column's cards (including the cursed) are shuffled and placed back in that column. It is now treated like a werewolf from this point forward in the game. It is possible for the werewolves to win the game by converting the Cursed to a werewolf, if that results in more werewolves than villagers.



Mason: Pay 2 votes to look at the Inquisitor card of any player. You may not show the card, but you may say whatever you like about it. The Mason is not recommended for games with fewer than 5 players.



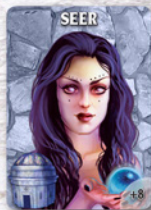
Minion: Take 2 votes from the supply and place both of them on any resident card that already has at least 1 vote on it.



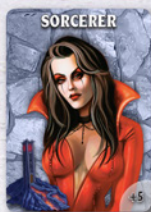
Mayor: Give the **Grand Inquisitor** marker to any player (including yourself). The player who receives this will start the voting this round (and breaks ties) and also chooses the column of cards that is passed around the table at night. The **Grand Inquisitor** marker will be passed to the left at the beginning of the next day (so whoever receives it will pick a hut last the following day).



Prince: Take 4 votes from the supply.



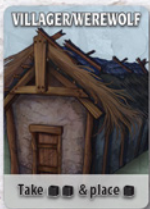
Seer: Secretly look at one of the vertically-oriented residents (without showing anyone else that card). After the resident card is viewed, it is placed back horizontally. The Seer (or Apprentice Seer) may not be used to view that card again.



Sorcerer: Look at any resident that a Seer has viewed (one that is horizontal), and place it back horizontally. Take 2 votes from the supply and place both of them on that resident card.



Troublemaker: Pay 1 vote to shuffle a row or a column of resident cards. Before picking up the cards, place any votes on the cards to be shuffled next to the spots where they came from. Then shuffle the cards and place them back in the same spots (all cards should be placed vertically). Place the set-aside votes back on the cards.



Villager: Take 2 votes from the supply and place 1 of those votes on a resident.



Werewolf: Take 2 votes from the supply and place 1 of those votes on a resident.



Witch: Move all votes from one resident card to any other resident card.



Wolf Cub: Take 3 votes from the supply. If the Wolf Cub resident is lynched on the same day the Wolf Cub hut is used, that same night the werewolves get to kill two residents. After the first resident is killed, the **Grand Inquisitor** selects a column, and the night process happens again, resulting in another dead resident. The Wolf Cub is *not* a werewolf, and does not count towards the number of werewolves needed for either victory condition.

HUT/RESIDENT COMBOS

When playing Inquisition for the first time, you might find it easiest to use the following set of huts and residents:

For 3-4 Players: 4 Werewolves, Apprentice Seer, Seer, Witch, Mayor, Hunter, Bodyguard, Minion, and Prince.

For 5+ Players: 4 Werewolves, Apprentice Seer, Seer, Witch, Mayor, Hunter, Sorcerer, 1 Villager, and Mason.

After your first game, you can choose any set of roles that you'd like, but try to keep the sum of the resident card numbers (in the lower right corner) close to zero to keep the game balanced.

With all players new to the game, you'll find that the werewolves have a hard time winning. As players get more experienced, they're more likely to use advanced techniques and strategies that will give them the edge.

If you find that the werewolves are winning too much, adjust the balance so that the sum is a larger number. If the werewolves aren't winning enough, adjust the balance so that the sum is a lower number.

VILLAGER STRATEGY

Figuring out which of the inquisitors are werewolves is key to winning the game, as this will allow you to make more informed decisions when choosing special actions and voting for residents.

Later in the game, when there are fewer roles available, you might be able to prevent werewolves from using special powers by using the Mayor cleverly.

WEREWOLF STRATEGY

Keeping your identity a secret seems like it's the most important thing in the game, but actually, protecting the Werewolf residents is the most important thing.

If you can keep a werewolf alive one extra round by revealing yourself as a werewolf, that's likely to be more useful than letting that werewolf resident die while keeping your identity secret.

ABOUT THE DESIGNER



Legend Dan Hoffman has been playing games since he was old enough to see. He designed his first game at the age of two, which involved throwing things on the ground and crying until someone picked them back up. Several years

later the games are more complex, although he's still known to throw things when he loses at Dominion. He currently owns his own game store in Baltimore and is absolutely not a werewolf.

ABOUT ULTIMATE WEREWOLF

Your quiet little 16th century village has suddenly become infested with some very unfriendly werewolves...can you and the other villagers find them before they devour everyone?

Ultimate Werewolf Ultimate Edition is the ultimate party game for anywhere from 5-68 players for all ages. Each player has an agenda: as villager, hunt down the werewolves; as a werewolf, convince the other villagers that you're innocent, while secretly dining on those same villagers each night. Dozens of special roles are available to help both the villagers and werewolves achieve their goals while thwarting their opponents.

This award-winning game contains 80 cards, more than 40 unique roles, a moderator scorepad and a comprehensive game guide with pages and pages full of insights, tips and strategies.

Ultimate Werewolf and its many expansions are available directly from the Bezier Games website at www.beziergames.com.

ABOUT THE DEVELOPER

Ted Alspach is the designer of all sorts of games, including the original *Ultimate Werewolf*, *Suburbia*, *Mutant Meeples*, *You Suck*, *Kniffel das Kartenspiel* and many more. *Ultimate Werewolf: Inquisition* is the second game he's developed. Ted lives in a small village in Northern California with his wife, two kids, dog and two cats, each of whom has claimed they are not werewolves. He refuses to believe any of them.

ABOUT THE ARTIST

Sanjana Baijinh is an illustrator from Auckland City, New Zealand. www.sanjanasart.com

PLAYTESTERS

Lots of folks played various incarnations of *Ultimate Werewolf: Inquisition* before it was published, but the following had a particular impact on its development: Dakota Alspach, Gage Alspach, Toni Alspach, Francis Arachea, Blix, Scott Buckwalter, Sybil Buckwalter, Kayla Butler, Mike Chase, Gary Chavez, Aaron Cheung, Bill Cleary, Josh Cooper, Darkness, Todd Diep, Danny Drobnitch, Sharif Elgamal, James A. English, Randy Farmer, Gump, Fil de Guzman, Mike Heller, Eleanor "Grammy" Hoffman, Heather Hoffman, Curtis Hom, Tina Hou, Jack, Jackie Jones, Dan Karp, Molly Kittle, Mary Lahlouh, Raymond Lee, Michelle Lian, Lil, Meg Mucklebones, Amy Nelson, Aaron Newman, Ryan Oliver, Jessica Pan, Nicole Pysnack, Tazz Richards, Ramiro Rodriguez, Steve Samson, Richard Sangalang, Josh Schaener, Kristin Schaener, Anupam Singhal, James Sposato, Denise Stallings, Brian Stallings, Roy Stephens, David Su, Josh Utter-Leyton, Yiran Wang, Jocelyn Wicker, Matt Williams, Ray Wisneski.

