



*Ultimate Werewolf Artifacts* is an expansion for *Ultimate Werewolf*. It is not a stand-alone game; it must be used with the *Ultimate Werewolf* base game. With *Artifacts*, each player is given an Artifact card in addition to their regular *Ultimate Werewolf* card. Artifact cards often give the player an additional ability that may impact the game.

## SETUP

Shuffle the Artifact card deck.

After each player receives their *Ultimate Werewolf* role card, deal out one face-down Artifact card to each player.

## GAMEPLAY

During the *Ultimate Werewolf* game, each player may reveal their Artifact card and use the special ability on the card. Some special abilities are **One-time use upon reveal** (indicated by a "1" in the lower right of each card) while the rest are **Always in effect upon reveal** (indicated by a "∞" in the lower right of each card).

To use an Artifact card, a player must declare that they wish to reveal an Artifact card first, and then (providing no one else has declared a wish to reveal) they may show the Artifact card and use the effect of the Artifact card. Everyone in the game sees all revealed Artifact cards.

Artifact cards may only be revealed one at a time (with the exception of Artifact cards that reveal other Artifact cards). In the case of a tie (when more than one player declares a wish to reveal simultaneously), the moderator determines the order in which

Artifact cards are revealed. Artifact cards must be fully resolved before anyone else reveals another Artifact card.

Players may not reveal their Artifact card at night, after they are eliminated (but they may reveal their card during discussions right up to the vote), or when they are eliminated by other means, with the exception of the Rod of Reincarnation and the Scepter of Rebirth. Unrevealed Artifact cards of players who are eliminated go back in the deck unrevealed.

Some Artifact cards may no longer be relevant due to changes in the game, the number of players in the game, or the number of revealed/unrevealed Artifacts. Revealing an Artifact card when the criteria that it affects is not entirely present results in an activation of the Artifact card with no results. For instance, if a player reveals a Prism of Power Artifact card when there are fewer than 3 players that can be selected, that Artifact card is used up with no resulting impact on the game.

Artifact cards always overrule *Ultimate Werewolf* roles. For instance, the Cap of Idiocy will cause the Pacifist to vote to eliminate during the vote.

## IMPACT ON GAMES

Artifacts are very different than the power that *Ultimate Werewolf* role cards provide because Artifact cards are public once revealed. In most cases (unless the Artifact card says "secret" or "secretly"), the result of that ability is public knowledge as well. This means that all the player know what benefits (and drawbacks) players with revealed Artifact cards have.

During a game, players may mislead other players regarding the Artifact card that they have, as long as it has not been revealed. Once revealed, the Artifact card remains face up and is public knowledge to all players.

The *Ultimate Werewolf* Seer (or any other night viewer) always sees players as their *Ultimate Werewolf* card, not as any role that has changed due to an Artifact card.

## MODERATOR ADVICE

Artifact cards lend a whole new dimension to *Ultimate Werewolf* games, and can be overwhelming for new players. Only add Artifact cards to games where most of the players have previously played a few games of *Ultimate Werewolf*.

Some players and groups will dislike certain Artifact cards (just as they dislike certain *Ultimate Werewolf* roles). Removing unwanted Artifact cards from the deck before shuffling can be done without hurting gameplay.

When setting up the game with less than 44 people (which most games are), use a ratio of 1:4 for determining how many of the “gem” cards (which all impact Artifact cards) to have in the game: 1 gem card for every 4 other Artifact cards. If you don’t do this, you could occasionally get a game where you have too many gem cards, and the Artifact cards end up just being shuffled around the players without much impact on the game.

## DEFINITIONS

Definitions from terms on Artifact cards:

**Choose a Player:** The choice is always made publicly (all players see who you choose). You may never choose yourself, and

for all **Always in effect upon reveal** Artifact cards, you may not choose the same person twice in one game.

**Each Day at Dawn:** Some **Always in effect upon reveal** Artifact cards require the owner to take an action first thing in the morning, after the previous night’s issues have been resolved. Each of these cards are used for the first time the day *after* they are revealed. This happens before any other discussion takes place. The Moderator determines the resolution order of these cards.

**No Effect:** Sometimes an Artifact card (like the Sapphire of Fate when all Artifact cards have been revealed or the Void of Nothingness) will have no effect. The result is that you do not get to use the effect (or even a modified effect) of that Artifact card.

**Player:** Anyone playing the *Ultimate Werewolf* game. With the exception of the Sheet of the Ghost, this means the player has not been eliminated from the game.

**Reveal:** An Artifact card is “revealed” and its special ability is activated when it is turned over and shown to all players in the game.

**Secret/Secretly:** Some Artifact cards allow you to obtain information secretly, which means no one but you is privy to that information. Of course, you may tell other players that information, but you may also mislead them if you wish.

**Special Power:** This is the ability of an *Ultimate Werewolf* card. Some Artifact cards remove special powers or transfer them. For instance, the Werewolf’s special power is to wake up at night with the other wolves. If a player is a Werewolf and loses their special power, they do *not* wake up at night with the wolves. If they are the only wolf left, they do

not wake up at night (though the Moderator will still say “wake up wolves,” but no one is eliminated at night.

If a special power has already been used (such as the Witch using both of their potions), and an Artifact card removes that player’s special powers, nothing happens to that player who was impacted by the Artifact card.

If an Artifact card transfers or duplicates a player’s special power to someone else, the recipient of the power gets to use that power, even if the original player who had that power used it already.

**Unrevealed:** An Artifact card is unrevealed if it has not been turned over (revealing and activating it) yet.

## ARTIFACT FUN

Combine multiple *Ultimate Werewolf Artifacts* decks in order to have more than one of each Artifact card in play!

You can also give more than one Artifact card to each player. If you do so, Artifact cards which affect other Artifact cards affect only one of the Artifact cards held by the player impacted. The player playing the initial Artifact card chooses which Artifact card is impacted.

Artifact cards can also be used to provide incentives to players. For instance, the winning team of a game might be the only players to receive Artifact cards in the next game (or get an extra Artifact card in the next game).

You may limit Artifact cards to only players who wish to have them. A game where some players have Artifact cards and others do not works surprisingly well!

## ABOUT THE DESIGNER

Ted Alspach is the designer of *Maglev Metro*, *Suburbia*, *Silver*, *Castles of Mad King Ludwig*, *Werewords*, and *One Night Ultimate Werewolf*.

## BEZIER GAMES, INC.

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