

Ultimate Werewolf Legacy Errata

v1.4: November 15, 2018

Sometimes things slip through during the production process, or aren't as clear as they could have been. Here are a few items that you should be aware of.

Getting Started Guide

Page 6 (changes in **bold**):

FAMILY VOTES

On the first day of each session, all members of a family must vote together. If different family members vote differently on ~~these first two days~~ **that first day**, majority rules (all family members' votes count as that of the majority).

Diary

(some possible spoilers)

Nominating players for elimination: The Preface is the only session where you may not nominate a player twice in one day. After that, it can happen, but it requires different nominating players (both first and second nominations) in order to nominate a player who has already been nominated, and was not eliminated. So the number of times a player can be nominated each day is essentially determined by the number of players in the game (possible nominations = (number of players - 1) ÷ 2).

Page 6: 1689-4: a. If playing with 15 players, replace all but ONE of the Werewolves. e. three people (11-15 players), ~~or four people (15 players)~~ to be...

Page 20: 1692-10f is not die-cut: you'll need to use scissors to remove this sticker and add it to section 10 on page 27.

Page 21: Write "1697 section 1: replace XXX Sorceress with Villager" in both CH2-W and CH2-X

Page 49: Cross out the parenthetical statement at the end of 1702-9.

Page 76: There are only 3 Dire Wolf cards in the game. If playing with 14 or 15 players, substitute a Brown Lone Wolf card for the missing 4th Dire Wolf card, but treat it like it a Dire Wolf.

Reference Guide

(some possible spoilers)

Cult Leader/Blob: If the Cult Leader or Blob wins, all other teams lose, even if they meet their win conditions.