

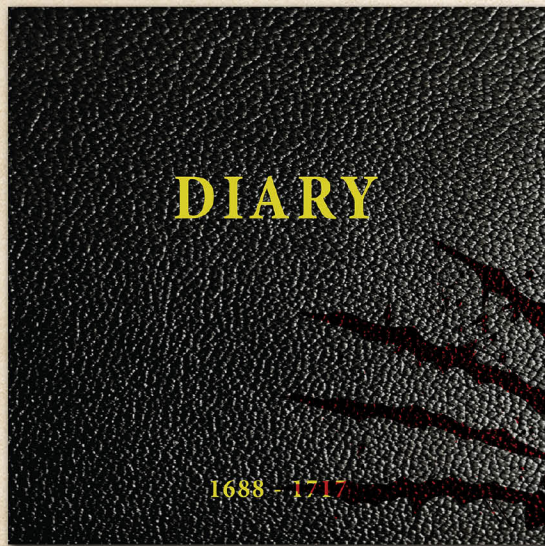
U L T I M A T E WEREWOLF LEGACY

GETTING STARTED GUIDE & RULES

Any player may read this guide, but the Moderator must read it entirely before playing.
There are a few very minor spoilers in the Getting Started Guide, but nothing that will impact gameplay.



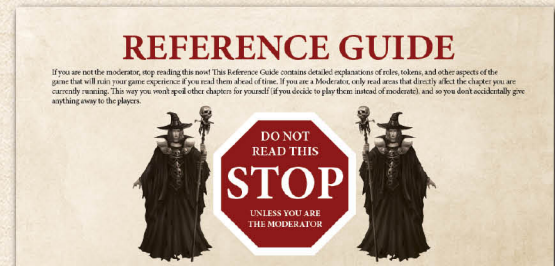
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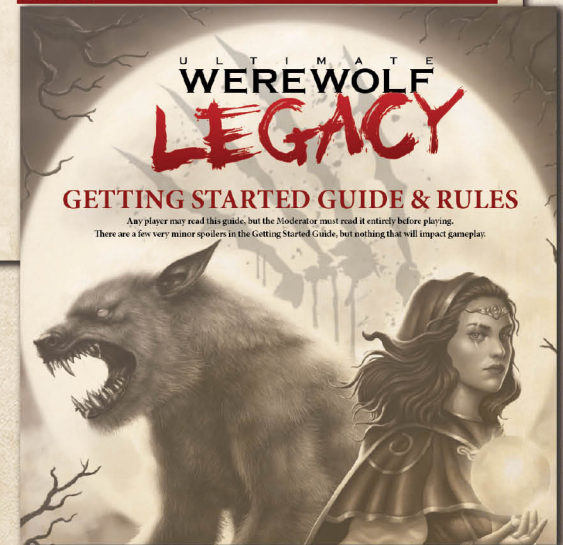
1 Diary



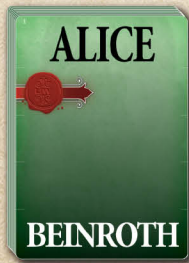
1 Punchboard full of tokens



TOKENS



1 Reference Guide & 1 Getting Started Guide



15 Family cards



1 Spell card



1 Mysterious box



54 Role cards

WELCOME

Ultimate Werewolf Legacy combines two kinds of unusual games into one new idea: *Ultimate Werewolf* games and Legacy games.

Ultimate Werewolf is a bluffing game where players have secret roles. You spend time talking, trying to figure out who has which role, arguing your points, and trying to get your team to win. These games are facilitated by a Moderator who knows all the roles and keeps the action moving.

Legacy games have effects where actions players take in one session might have an impact on the next session. For example, if the group decides to read a mystical spell in one session, the effects of that spell might be felt in the next session.

Your sessions will be unlike any other as your village hosts an ongoing battle between villagers, werewolves, and all sorts of additional forces.

Your actions—and their consequences—will determine the legacy of your village by the end of the campaign. Will your village flourish? Or will it fall under the shadow of fang and deceit by the end of the campaign?

And once you've played through the entire campaign, you can play everything again, and have an entirely different experience (*Ultimate Werewolf Legacy Replay Pack* required, available at beziergames.com).

A FEW TERMS

Here's what we mean when we use these words:

Session: One game of *Ultimate Werewolf Legacy*. Most sessions last 30–60 minutes.

Chapter: Three sessions, ideally played in one evening or day.

Campaign: The Preface and all five chapters included in the game (16 sessions).

Game: The *Ultimate Werewolf Legacy* game, including all components.

Night 0: The very first night of a session.

Werewolf vs. werewolf: When this word is capitalized, it refers only to the Werewolf role. When it is lower case, it refers to a set of roles with wolfish card art, who wake and act with the Werewolves in the night, but might not be on the werewolf team.

HOW DOES AN ULTIMATE WEREWOLF LEGACY SESSION WORK?

Ultimate Werewolf Legacy is an interactive game of deduction for two teams: werewolf and village. On the outside, everyone looks the same. The Werewolves know who the other Werewolves are, while the Villagers don't know anyone's secret identity for sure. However, the Villagers greatly outnumber the Werewolves.

During the game, the Werewolves try to keep their identities hidden while they eliminate Villagers one at a time. Meanwhile, the Villagers try to figure out who the Werewolves are before they all get picked off. A Moderator—who isn't on either team—facilitates the game. (When we talk about “players,” we mean “everyone but the Moderator.”)

A session of *Ultimate Werewolf Legacy* goes like this: each player randomly receives a role card. This card tells a player which team he is on (werewolf team or village team) and whether he has some special ability. Then, game turns alternate between a Day Phase and a Night Phase. Players spend

each Day Phase (about 5 minutes) talking and bluffing. The villagers try to get a Werewolf to act suspiciously, while Werewolves try to act like a regular Villager. At the end of the Day Phase, players may vote to eliminate one player who they think is a Werewolf. If players accidentally eliminate a Villager, well... oops. If players do not vote to eliminate anyone, then the day ends and play passes to the Night Phase.

During each Night Phase, the Werewolves choose one player to eliminate from the village team. There's no error here. The Werewolves definitely know who's on their team and who isn't.

Day follows night, as the two teams work to eliminate each other by the end of the session. Once an entire team is eliminated (or in the case of the Werewolves, if they equal or exceed the number of other players remaining), the other team wins!

THE MODERATOR

One person is the Moderator for each session.

As Moderator, your job is to run the game, guiding players through the various phases of the game: day, night, voting, and other special occurrences. You are the narrator, the referee, and the all-knowing oracle who answers player questions and provides rules clarifications.

Legacy is designed so that the same person is the Moderator for all sessions in each chapter, but you can change the Moderator between chapters (allowing the Moderator of one chapter to play a different role in other chapters).

Being the Moderator can be just as fun (or more fun) than playing a role in *Legacy*, as you have an inside track on what is coming next, and a great Moderator can make the game extra special for everyone. As the Moderator, you'll want to remain impartial. You're not on the side of the village team, the werewolf team, or any other role or player. Instead, you're the voice of the game itself. The players should think of you as an incarnation of the game, communicating to them so they can focus on their tasks and goals.

As the Moderator, review the chapter shortly before you run it. Get familiar with how each session might twist and turn before it does, so you can anticipate issues and guide players along the most enjoyable path.

Everything in the *Getting Started Guide* can be shared with the players; there are no spoilers in this booklet. While non-Moderators may read the *Getting Started Guide*, it is written for the Moderator, who will get the most benefit from it.

The *Reference Guide* and the Diary are a little different. The *Reference Guide* contains all the secrets of *Ultimate Werewolf Legacy*, and you should use it as it was designed: as a resource to answer questions and to clarify anything that comes up during a session (or when you are preparing to moderate a chapter). For the Diary, it's critical that you don't read beyond the chapter you're about to play. Doing so might not only reveal spoilers (preventing you from playing in a future session fairly), but also might make you inadvertently tip your hand about what is to come, spoiling the game for the players.

You can switch Moderators between chapters or even sessions, but it's best to have the same Moderator for an entire chapter.

Read over the entire Diary entry of the session you're about to play before you begin reading the *red italic text* or the *red handwriting text* to the players. This allows you to get any necessary components ready prior to the session, and helps create a more streamlined experience for everyone.

As Moderator, feel free to write notes or reminders to yourself in the margins and blank spaces of the Diary. There's always more going on in a session than the Diary has blanks to fill in! Use the space to make this Diary a true record of your game.

HOUSE RULES

If you've played *Ultimate Werewolf* before, you might have played with variations on the rules. *Ultimate Werewolf* is fully customizable to the play style of any group, and Moderators can tailor various aspects of the game to their style as necessary.

However, *Ultimate Werewolf Legacy* is a different game, and the rules are streamlined and specific. Moderators *cannot* modify rules to their liking, nor can they implement house rules "because that's the way we normally

play." While *Legacy* shares many aspects with *Ultimate Werewolf*, it is a different game. You risk ruining the experience for yourself and others if you don't use the rules as presented here.

Some examples of house rules (you might not even realize that these are house rules) are voting styles, role reveal, allowing players to get up and/or whisper to each other, and keeping players in the circle after being eliminated.

WHAT HAPPENS DURING DAYS AND NIGHTS

During the Day Phase, players just talk to each other for a fixed amount of time. You can talk about anything. You can (and often should) lie. You can accuse other players or point out who is acting suspiciously. You can make a logical argument, or just try to read body language.

This is different from other games. You do not take turns, and there is no board or pieces (other than the cards and Diary). Much like Poker, you are trying to read the table to see who is bluffing without giving away your own secret.

And crucially, you can nominate someone who is behaving suspiciously to be eliminated from the game. This may feel strange the first time you play, but as a frightened villager, something must be done!

The Moderator might occasionally step in during the day, to clarify a rule or remind players that time is running low. If a player is nominated for elimination, the Moderator will guide players through the elimination voting.

After the day is over, the Moderator begins the Night Phase. This is also different from most games. The Moderator instructs all players to close their eyes and listen. Players must close their eyes so that the Moderator can give and receive hidden information as needed.

For example, the Moderator will tell the werewolves to open their eyes. If you are a Werewolf, you open your eyes. Otherwise, you just sit quietly with your eyes closed. A Night Phase lasts anywhere from a minute to a few minutes depending on how much information the Moderator must give and receive. If your role isn't active at night, it's a good chance to listen to noises around you, think about the previous day, and develop suspicions or plans.

ELIMINATION

In *Ultimate Werewolf Legacy*, some players will be eliminated from sessions. That means that they will be instructed to hand over their Role card to the moderator, and asked to sit or stand outside the circle while the

game continues. While being eliminated removes you from being an active participant in the current session, you'll want to watch how things unfold, as you still win posthumously if your team wins.

LEGACY

Because this is a Legacy game, some choices made during each session affect future sessions. This includes things like the players deciding whether or not to read aloud a mystical spell or simply which team wins the session. A session becomes something like an episode in a TV series—each one builds on the last. Because of this, you'll have a unique play experience, and can run through the entire campaign multiple times, with entirely different consequences and results.

A campaign of *Ultimate Werewolf Legacy* is divided into five chapters (after a Preface warm-up session). Each chapter contains three play sessions. This structure was designed to encourage a group to play through a

whole chapter in one evening. Don't be surprised if many players want to continue playing, even after the chapter is completed!

While you can play through the entire campaign with the same group of players, you can switch players and even the Moderator between chapters. The richest experience is to play through the entire chapter with the same players (who will retain the same Family cards—see below), but if someone has to leave, or another player arrives late, you can remove or add players between sessions. You can even drastically change the number of players from session to session.

THE DIARY

The key to running *Ultimate Werewolf Legacy* is the Diary, a tool used by the Moderator for each session. The Diary walks the Moderator through each step of each session.

Each session in the Diary has a series of numbered sections on it—be sure to follow the sections in order in each session.

Because many of the rules, actions, and consequences will surprise the players, it's critical that no one but the Moderator reads the Diary before play. The Moderator must read ahead to prepare for a session, but the Moderator is the only one who should do so. As the Moderator, expect about 30 minutes of prep time before beginning a chapter.

Use the Diary's ribbon to mark your place in the Diary.

At the end of every chapter is an interlude. These interludes contain notes written in the Diary that should be read to players, directions for placing stickers based on which teams won games in the previous chapter, and sometimes other special activities in which all players participate.

Be sure to complete these interludes immediately after completing the last session in a chapter; not only will it save time when you bring out the game for the next chapter, but it will get everyone excited about starting the next session.

On either side of the interlude pages are pages full of stickers. The interludes (and sometimes other pages) will tell you which stickers to place in the upcoming chapter; if you'll be using a different Moderator for that chapter, be sure that person runs the interlude.

Because *Ultimate Werewolf Legacy* is replayable, many of its secrets will remain hidden even after you've completed an entire campaign. For this reason, players should not have access to the Diary even after the game is completed, especially the sticker pages. Many stickers will not be used in any campaign, which is one way that the game continues to be fun and compelling for players who have already gone through it once (or more).

Diary pages include *red italic text* (background and instructions) and *red handwriting text* (story and narrative) that the Moderator must read aloud to the players. **DO NOT** read anything else aloud to the players.

Often, the Diary will instruct you to use items, such as the Ivory Tower in the Preface. Follow these instructions as they come up.

Some areas in the Diary are surrounded by a dotted line. This is space where a sticker might go. This is normal and expected. Do not fill up all the empty spaces with stickers; only place stickers in the spaces that you are instructed to as you work through the Diary.

Never show the Diary for the upcoming or future sessions to players, as this will spoil some of the surprise for them.

THE FREE TIMER APP

Ultimate Werewolf Legacy requires the use of a timer. This is for the benefit of everyone, as it forces players to focus on the game and keep their discussions on point and brief. Do *not* attempt to play sessions without a timer, or many players will lose interest, stray off topic, and disengage from the game.

The free *Ultimate Werewolf Timer* app (iOS or Android device) has been designed specifically for this game. Visit beziergames.com on your device's browser, select the Apps link, and download the app from there. Once you launch the app, tap the Legacy button and choose which chapter you are playing. The app will automatically configure itself for your current session.

Refer to the in-app help for details on how to use the app's many functions.

For basic usage, do the following:

Press Start when instructed in the Diary. This will start a timer for each day, based on the chapter you are currently in. The first day is typically longer than subsequent days, and in some chapters, the days get shorter

after each day/night cycle. When a player is nominated for elimination, press the Defense button; that will give that player a certain amount of time to provide a defense. At the end of the day when either (1) a player has been eliminated or (2) time has run out for that day, press the Pause button, then press it again after the Every Morning section (when you inform the players who, if anyone, was eliminated the previous night). The app will automatically go to the next day and track the number of days you've been playing.

As Moderator, keep the device outside the circle of players where only you can view it so as not to distract the players. When the time gets to 1:00 minute remaining, remind players that they only have one minute left before the end of the day.

The Moderator can always pause the timer to allow the day to continue or to allow a particularly engaging defense to come to a proper conclusion. However, make these exceptions rarely to keep the game moving.

THE REFERENCE GUIDE

The *Reference Guide* contains detailed information on all aspects in the game, including spoilers. Only the Moderator should have access to the *Reference Guide*, and avoid reading about anything except the topic you are looking up.

REVEALING ROLE CARDS

Players may *never* show their role cards to other players. However, the Moderator does show the Role cards of players eliminated during the day to everyone.

Role cards from players who are eliminated at night are generally never shown to the rest of the players.

FAMILY CARDS

A Family card belongs to a single player throughout a chapter. Family cards have several attributes.

FRONT

First Name: Each Family card has a unique first name. If players would prefer to be called something different, they can place a sticker (from the last page in the Diary) on top of the current first name, and write whatever first name they would like.

Family: This is the family (last) name. This name will never change. There are three members of each family that share the same last name.

Title(s): These are any titles (up to 3) that players have received.

BACK

Years: Each row on the back of a Family card corresponds to a year in the Diary. When you play, write your first name on the line of the session you are playing. At the end of the session, mark whether you won or lost in the appropriate column.

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, majority rules (all family members' votes count as that of the

majority). In case of a tie (when there are two members in a family), hand out the Tiebreaker tokens face down to each family member. The family member who receives the Head of the Family token (the other side of the Tiebreaker token) determines how the other family member will vote.

RETAINING FAMILY CARDS BETWEEN CHAPTERS

Most players enjoy keeping the same Family card between chapters, as they feel ownership of that family member. To facilitate this, have all the players stand at the beginning of a chapter, place the Family cards on the chairs, and *then* have the players choose a chair (and Family card).

TITLES

Throughout the game, some players will receive titles as the result of various actions. These are stickers that are applied to the front of the players' Family card. Place the first title on a card directly on top of the red seal on the front of the card. The titles stay with the cards throughout the entire campaign. Each Family card can have, at most, 3 titles. It is possible (though unlikely) that a Family card could receive a fourth or even fifth title. If this happens, the player who currently has the card must decide whether to accept the new title, and if so, which existing title to cover up with the new one.

TOKENS

Players may receive tokens at different points that provide them with special powers. These tokens are one-time use, after which they are either returned to the game box or passed on to another player.

Most tokens belong to a Family card, not the player who has the card for this session. If a Family card which received a token is not present for a subsequent session, that token is not necessarily brought back immediately.

EXTRA CARDS

The role list in many sessions calls for one more Role card than the number of players.

Sometimes, that extra card has an action in the Night Phase. But since it isn't in a player's hand, no one will do it.

When that happens, the Moderator calls out that role as if someone did have it in hand, and pauses as though someone is doing the action. This keeps players from too easily discovering what role is missing. The Moderator might want to note in the Diary margin which extra card is missing to help jog their memory.

THE PLAY AREA

It's best to play *Legacy* in a room where you can arrange chairs, one for each player, in a large circle. Avoid having tables in front of the players if possible, as this makes players feel distant from each other. Leave a large space in the circle of chairs that allows room to walk in and out of the

circle. This lets the Moderator stay out of the way during discussions, but get in the center of the circle when actions happen, like voting and the Night Phase.

Never use more chairs than players, and keep the circle as round as you can, with the chairs as close together as possible.

GAMEPLAY

DIARY

For each session, the Diary specifies exactly what should happen in what order. Be sure to follow the large section numbers in the Diary to ensure that you take each step in order. Due to space limitations, sometimes these numbers aren't in the location you'd expect, so be careful not to skip a number because of where it is located.

VOTING

In *Legacy*, players frequently vote to make group decisions.

When voting on a choice between two or more options: After informing players about the options, ask them to raise hands to vote for each option. A player may vote only once for one option. The result with the most votes is what occurs. All choices specify consequences for tied votes (players are not informed of the results of a tie prior to the vote).

When voting to eliminate a player nominated of being a Werewolf: All players vote simultaneously with their thumbs up if they want the player to live, or down if they want the player to die. Any player who hesitates or changes a vote automatically casts a vote to die (thumbs down). If there are more down (eliminate) votes than up (live) votes, the nominated player is eliminated, and their role is revealed. If there are more up (live) votes than down (eliminate) votes, or a tie in votes, the player lives.

NIGHT Ø (ZERO)

Each player looks at their Role card secretly. Make sure each player understands the text at the bottom of their card and their role.

Then ask all players to close their eyes and go to sleep for the night.

NIGHT Ø PLAYER ABILITIES

Use the Night Ø script on the Diary page to wake up the roles in order. As you walk the players through their Night Ø actions, write their names in the Diary next to their roles.

DAY 1

Wake everyone up, and turn on the timer. Tell the players how much time they have to discuss the events of the previous night (players and roles with Night Ø actions).

At any time, a player can nominate someone for being a Werewolf. If another player seconds this accusation, a Trial takes place. In a Trial, the accused has one minute to defend themselves, and then there is a vote (see *Voting*, above). Reveal an eliminated player's Role card to all players. Then Night 1 begins. If the accused is not eliminated, that player may be accused again that day, but not by either the nominator or the second who made a previous accusation that day. If a player is absent for a vote (in the restroom, etc.) their vote counts to eliminate.

There may be any number of Trials during a day. If no one is eliminated before time is up, Night 1 begins.

EVERY NIGHT

Instruct the players to close their eyes. Wake each role who acts in the night in the order indicated in the Diary. Write the name of each player eliminated in the space provided. Unlike a day elimination, do not reveal roles eliminated during the night. Continue to call these eliminated roles at night, even though that role is no longer in the session. You might make a note in the margin to help you remember which roles you need to continue to call at night.

EVERY DAY

If anyone was eliminated during the night, reveal the eliminated players one by one (not necessarily in the order that they died). Do not reveal any eliminated player's Role card.

Set the timer to five minutes per day. Once five or fewer players remain, you might want to manually reduce the amount of time available each day.

DISCUSSION RULES

Players may say anything they want to, but may never show any other player their Role card, or describe the artwork on the card. Discourage players from viewing their Role card at any time after they first receive and view it.

Players may not get up to talk to players that are not directly next to them.

NO WHISPERING

All discussion is public, and communication between players must be loud enough for all players to hear. The use of signals, sign language, codes, special conventions, etc., is prohibited. Whispering is not allowed.

ELIMINATIONS

Throughout the game, players will be eliminated. While that means they are no longer active participants in the current session, they are still part of the game, and have a chance to win if their team wins, even though they were eliminated.

As soon as a player is eliminated, that player must give their Role card to the Moderator immediately. Eliminated players must leave the circle. They should continue to observe the game from outside the circle, but may not interact with any of the active players by speaking or using any gestures. Eliminated players may keep their eyes open at night to see what happens and which players are what roles, but they may not share that information with the active players.

While eliminated players wait for the session to close, it's a good time for them to make sure their Family card information is up to date.

FIRST PLAYER ELIMINATION

The first player eliminated in each session receives the Ivory Tower token (this will first be made available in the Preface session), which prevents that player from being eliminated first in the next session. Starting with the second session, the player who currently has the Ivory Tower token gives it to the player who was first to be eliminated.

SPECIAL TERMS

Neighbor always refers to players who are adjacent to each other, ignoring "empty chairs" from eliminated players between them.

WIN CONDITION

Always make sure to observe the Win Condition rules (the red box in each session), for what constitutes the winning scenario.

SESSION END

A session ends when one team meets its Win Condition, specified in the red box of that session.

In some cases, a team might seem to have a guaranteed victory, but play through the session until one team has reached its victory condition. Doing so will ensure that any special roles or abilities that could change the outcome of the session have a chance to play out.



BEFORE YOUR FIRST SESSION AS A MODERATOR

Read this *Getting Started Guide* in its entirety, then read the session you'll be moderating. Refer to the Reference Guide as necessary to clarify any details (it is a really good idea to do this for all new roles).

GET THE TIMER APP

Download the free *Ultimate Werewolf Timer* app from beziergames.com. This app keeps the session running smoothly and ensures that players remain focused on the task at hand.

ROLE CARDS

Gather the Role cards players need for this session. Note that not all roles are used in each session. Some new Role cards may enter the session that were not in the previous session's deck. Some Role cards may never enter the session. The Diary will specify exactly which roles are needed for a session.

In some sessions, you won't tell players exactly which Role cards are in the session. It's important that the players understand that, and if you aren't telling them something, it's because the Diary said so.

ACCESS TO MATERIALS

You'll want to have the *Reference Guide* available during your sessions to answer questions, and to clarify any issues you may run into.

Make sure all the punchboard pieces that you need for the upcoming session (like the Ivory Tower token used in the Preface) are punched out and ready, but don't show the players those items until told to do so in the Diary.

Get the Role cards needed for the session out and make sure you have all the correct number of them for that session.

RIGHT BEFORE YOU START

Make sure all players are seated in the circle.

Have everyone set their phones to mute so you aren't interrupted.

Pick up the Diary and open it to the session.

Make sure you have access to a pen or pencil.

THE PREFACE: YOUR FIRST SESSION

In this first session, you'll learn the rules of *Ultimate Werewolf Legacy* while playing (or moderating). As the Moderator, you'll learn how to use the Diary, and as a player, you'll learn how the game works and how to play... and maybe how to win. The group can play the Preface as many times as needed to familiarize themselves with gameplay and to allow different people to gain experience as the Moderator.

PREFACE SETUP

You can play the Preface with 8–15 players, plus one Moderator. The Moderator for the Preface should also be Moderator for the first chapter—that makes it easier and results in the best experience.

This Setup Guide should be used by the Moderator, though other players who are curious about how the game works can read it too.

Moderator: Read the Preface pages in the Diary before continuing.

All players should sit in a circle, facing each other.

The Moderator will be standing during a good portion of each session, and should not sit with the players in the circle, but may sit just outside the circle during Day Phase discussions. Place the Diary and a pencil or pen on a small table off to the side out of the players' view.

ROLE CARD DECK SETUP

Determine the number of players who will be playing (do not include the Moderator), and look at the list in section 1 of the Preface page in the Diary for that number—the game requires at least 8 players (not including the Moderator). Draw a line under the number that corresponds to the number of players; you'll only use cards from above that line.

Create the Role card deck out of cards that match the roles listed above the line you drew. For instance, with 10 players, your deck would consist of seven Villagers, one Seer, and two Werewolves.

PREFACE PLAY THROUGH

The Preface includes a great deal of narration text and explanatory text to walk you through your first session. We strongly suggest following the Preface narration and directions word for word, even if you have played any form of *Ultimate Werewolf* before.

The Preface gets everyone on the same page in terms of how the game works, with a simple set of roles. After you've played through the Preface, you're ready to tackle the chapters that follow.

Note: Even if you are an experienced *Ultimate Werewolf* player or Moderator, be sure to play through the Preface, as it will ensure that future *Ultimate Werewolf Legacy* sessions will be incredibly fun and engaging.

ON TO THE FIRST CHAPTER...

When the first chapter begins, as a result of events in the Preface, there will already be a hint of some of the things that make *Ultimate Werewolf Legacy* a Legacy game. Those new things will add up quickly, starting with the introduction of Family cards (they are not used in the Preface).

Again, be sure to follow the instructions in both here and the Diary to make the best *Ultimate Werewolf Legacy* experience possible!

In the sessions following the Preface, some numbered sections have been abbreviated for space, like the voting/elimination process. Refer to the Preface if you forget the details of anything.

CHAPTER SETUP

Choose a Moderator. The Moderator then reviews this rulebook and the Diary. Players should not have access to the Diary, as it may spoil the session for them.

FAMILY CARD SETUP

The Moderator will provide a Family card at the beginning of each chapter to the players. There are five families in *Legacy*, each with a different color. The Family cards are numbered from 1–15. Each session will contain Family cards numbered from 1 to the number of players in the session. So for 12 players, play with cards 1–12.

Review the different titles on the Family cards that will be used in the chapter (you might want to make notes in the Diary about certain ones to ensure you don't forget about them during each session).

Before dealing out the Family cards for the first time in a chapter, sort them by color, so that colors are grouped together. Then deal the Family cards out one per seat around the circle, which will result in each player sitting next to at least one related family member (assuming you have at least 10 players).

For subsequent chapters, change the order of how the families are seated, so that the same families are not always sitting next to the same other families each chapter.

PLAYER SEATING

Have the players choose their seats (and Family cards) after the Family cards are dealt out. Because players tend to like having the same Family card between sessions, give priority to players who played the previous chapter, and ensure that all of those players who want to choose their previous Family card before other players have a chance to do so.

SESSION SETUP

UW TIMER APP

Set the Timer app to the chapter that is being played. See the section on the UW Timer app for more details.

ADDING AND REMOVING PLAYERS

If players enter a session in the middle of a chapter, give them the next available Family card (use the numbers in the upper left of the card like you did when initially handing them out). Because all families sit together, the new player(s) will have to insert themselves between existing players in the circle.

If players leave a session, remove their empty chair from the circle and take their Family card. The families need to be as balanced as possible, so in some cases the moderator might need to redistribute Family cards to players (No family should have two more members than any other family).

ROLE CARDS

In most Diary entries, section 1 is a list of the roles available for the session. Count the number of players in this session (remember, the Moderator is not a player) and find that number in the left column of the role list.

Draw a line beneath that row on the role list. Then find all the Role cards above that line and shuffle them into a deck.

Note that some sessions call for one more Role card than the number of players.

Deal the Role cards out facedown, one to each player. If there is an extra card, place it somewhere hidden outside the circle of players. Then read out the role list for the game—all the roles above the line you drew in the Diary.

After viewing their Role cards, players must keep them facedown and hidden so that only the backs of the cards are visible.

SESSION END ADJUSTMENTS

At the end of each session, there are few things that should be done:

WINNING TEAM

Write down the name of the winning team at the end of each session in the area provided.

MOST VALUABLE VILLAGER

Follow the instructions in the Session End section of the Diary to choose the Most Valuable Villager (MVV). Write the MVV player's name in the blank provided in that section.

If another player chooses the MVV, the selected MVV cannot be from the chooser's family.

If the moderator is choosing the MVV, he should pick a player that has had an impact on how the session played out, even if that impact wasn't necessarily obvious to the rest of the players. The MVV does not have to be on the winning team, and may have had any role in the session.

ROLE CARDS

Collect any Role cards that the players have not returned to the Moderator.

FAMILY CARDS

Any player who has not done so yet should mark the back of their Family card noting their win or loss.

Return all Family cards to the Moderator at the end of a session if you are done playing for that evening without completing a chapter.

Some tokens, like the Ivory Tower, automatically pass to a new player each session, while others remain out of the session until (or if) that Family card returns.

CHAPTER END ADJUSTMENTS

At the end of the last session for every chapter, the MVVs of each session determine the Most Valuable Family for that chapter. All of the Family cards in that family receive the title that is the award for that chapter.

Return all Family cards to the Moderator at the end of every chapter.

The Moderator for the next chapter should do the interlude immediately following the end of the last session of the previous chapter.

Note in the Diary of the last session who holds any tokens, so you can redistribute them appropriately in the next chapter. Ask players who have tokens to write a note on the back of their Family cards to remind them they have a token (usually on the line for the last year played).



CREDITS

DESIGN

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

Rob Daviau is the designer of *Pandemic Legacy*, *Seafall*, *Betrayal Legacy*, and *Mountains of Madness*.

ARTWORK

Simon Tjong is a freelance illustrator & concept artist based in Medan, Indonesia. Simon is a self-taught 2D artist, focusing on character and creature design, as well as fantasy illustration.

GRAPHIC DESIGN

Stephanie Gustafsson has provided graphic design for *The Palace of Mad King Ludwig*, *Colony*, *America*, *New York Slice*, and many other games.

PLAYTESTERS

A huge thanks to all playtesters who ran through many revisions of *Ultimate Werewolf Legacy* in order to polish it into the game you now have before you:

William Isaac Bay, Christopher Beley, Ben Isak Green, Tim Hardy, Jessica McCartney, Greg Poulos, Tony Sadak, Kurtis Seid, Ceara Snyder, Everett Tishler, Gordon Wohlers, Richard Wood, Lauren Yellow, Eli Gingerich, Charles Warman, Nick Walker, Robin Baksh, Jen Farmer, Scott Nowack-Thompson, Mike James, Tanya Andrews, Derek Burt-Gerrans, Dave Mak-Fan, Steve DeVries, Brad Taylor, Greg Parkinson, Jim Schoch, Jonathan Gilmour, Jon-Paul Decosse, Travis Magrum, Fionnie Tang, Fiona Boersema, Emily Boersema, Kevin Carmichael, Allysha Tulk, Caryl Tan, Adrian Adamescu, Erica Hayes, Peony Gerochi, Brian Malott, Jeff Lai, Nate Murray, John Carian, Jim Schiff, Clint Johnson, Michael Zures, Daniel William, Bryce Hunter, Jenica Veenstra, Zarena, Jamie Jones, Shane Hultquist, Rod Currie, Nina Wootten, Bryan Richardson, Shantell Powell, Karen Holah, Bill Legate, Chris Pieters, Harold Scheiper, David Pearson, Dean Martin, Ezekiel Gingerich, Chris Sauder, Rhiannon Eyre, Holly Mathers Leclair, Wylie Stevens, Lisa Koehler, Mike Jones, Samantha Jones, Cory Tyson, Nathan Arden, Brianna Sadler, and Rochelle Pyette.

DEVELOPMENT

Daryl Andrews is a member of the Game Artisans of Canada, and a full-time freelance board game designer/developer with several published games to his credit, and many other titles scheduled for release in the next two years.

Aaron Newman runs the largest *Ultimate Werewolf* meetup in the world: *Werewolf Players of SF Bay Area*, which has more than 900 members.

Stephanie Straw is a gaming evangelist with a passion for board game media, design, development, community, and charity. You can find her at many conventions throughout the States and on the World Wide Web. Totally not a werewolf.

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