



# LOUP-GAROU

## POUR UN CRÉPUSCULE

**New roles. New wolves.  
New decisions.**

**Game instructions**

## **For 3–7 players, aged 9 and over**

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Dear Players,

“Werewolves–Daybreak” can either be played as a standalone game or in combination with roles from “Werewolves–Full Moon.” If you’re already familiar with “Werewolves–Full Moon,” you won’t need to read this entire instruction manual, but rather just the parts marked with an exclamation mark (!), along with the explanations of the new roles. To enable you to best combine both games, we’ll also briefly explain the rules for the roles from “Full Moon” in this instruction manual.

### **Setting the scene**

Dawn breaks over the little village after a long night with a full moon, bringing a sense of foreboding with it. The werewolves are back and they’re bolder than ever. The mighty alpha wolf, the cunning seeing wolf, and the sleepy dream wolf have infiltrated the village. Will the villagers manage to figure out who the traitors are before they run out of time?

In “Werewolves–Daybreak,” each of you assumes a random role: there are villagers and werewolves with different special abilities. You win if you manage to work out who the werewolves are and name the right players—unless you’re a werewolf yourself, of course. Then it’s a matter of using your cunning to deceive your fellow players as best possible and draw the suspicion to others!

## Contents

16 role cards (alpha wolf, revealer, villager idiot, villager (2x), ghost hunter, witch, young seer, curator, bodyguard, prince, seeing wolf, dream wolf, sentinel, werewolf, fortune teller), 16 round role markers, 2 shields, 6 artifacts (werewolf's claw, villager's brand, tanner's cudgel, fog of nothingness, mask of silence, cloak of shame)

## Setup

### Before your first game:

Carefully remove all of the role cards and role markers from the punchboards.

*Tip: If you have a smartphone, download Ravensburger's free "Werewolves-Full Moon" app. This will then assume the role of gamemaster (regardless whether you're only playing with roles from "Daybreak" or combining roles from "Full Moon" and "Daybreak"), leaving you all to concentrate fully on playing the game. You're also able to play without the app though.*

### Before each game:

Choose which role cards you want to play with. You must always have three role cards more in the game than there are players. You can choose whichever roles you like, or play one of the recommended scenarios. The different scenarios are described in this instruction manual from page 4 onwards.

*Tip: Ideally, play the scenario "Terror Awakens" for three to five players in the first round, even if there are more than five play-*

*ers. Then you won't need to learn as many roles at once. Since the rounds are very short, no one will have to watch for long.*

If you're playing with the curator, shuffle the six artifacts and lay them ready, turned face down. If you're playing with the alpha wolf, you must lay an additional werewolf card ready next to the three cards at the center of the table. If you're playing with the sentinel, you must lay a shield ready.

Now place the corresponding role marker face up at the center of the table for each of the role cards you've selected. Use the role markers to remind you which roles are in play.

Shuffle the role cards you've selected. Deal one role card to each player, turned face down. Place the remaining three role cards face down next to each other at the center of the table. Ensure that no one can see the fronts of these cards.

Now each player should take a look at their card and learn about their role. Then they place the card face down in front of them again. The cards must be easily accessible to all players.

Now designate a gamemaster or start the app.

*Don't forget: The gamemaster is also a player and has a random role!*

Dear Gamemaster,

You'll find everything you need to know to lead your fellow players through the game in the separate instruction sheet.

You have the following tasks:

- Summon the different roles during the night.
- Moderate the discussion during the day.
- Call the vote at the end of the day.

## How to play

There are two groups in the village: the werewolf pack and the village community. One of these groups usually will win at the end.

A game always lasts one night and one day. At the end of the day, all of the villagers vote on who could be a werewolf. The player role with the most votes "dies"—and their group loses!

### **Night:**

At the beginning of the night, all of the players close their eyes.

Different roles awaken one by one at night and can then use their special abilities. All of the roles and their special abilities are explained in this instruction manual from page 2 onwards. You'll also find tips on how to play the different roles.

*Tip: For the first game, it's enough to just read through the roles you're playing with.*

You don't need to remember when it's your turn and what you need to do. The gamemaster (or app) will summon you and tell you what actions you need to perform.

## **Day:**

All of the players can now open their eyes again.

Discuss during the day who might be a werewolf. You can claim anything, but mustn't show your card to anyone. You're also not allowed to look at your card again yourself.

If an artifact has been placed on your card, you may look at the artifact without showing your fellow players (see: curator). You aren't allowed to look at your card again though.

The werewolves among you should pretend to be a different role to avoid arousing suspicion.

*Tip: Unlike other werewolf games, it's often important to reveal something about your role in this game and to use your special abilities to share what you know with your fellow players. For example, as the witch, you can admit that you switched role cards around. Careful though: If you're a werewolf, you must pretend to be another role! Only in this way will you manage to deceive your fellow players ...*

A good start to the discussion: simply ask your fellow players what their role is. You'll learn quite a bit ...

## **Vote:**

After a few minutes discussing, take a vote. All count to three together, then simultaneously point at your chosen player. The player with the most votes dies. In the event of a tie, all of the players involved in the tie die.

*Exception: When each player receives exactly one vote, no one dies!*

*Tip: Make the game even more exciting by setting a time limit for the discussion. In your first few games, you can take more time. The more often you play, the shorter the discussion should be. Play with about ten minutes of discussion time initially and later with just five–or even fewer–minutes. When you play with the app, you can set the discussion time as desired.*

Now all turn your role card over to reveal your identity to your fellow players.

### **Switched role cards:**

Players will often be surprised by the role card that's in front of them:

some of the villagers switch cards around at night. In the end, the role card that's in front of the player counts—even if it's different to the one that they saw at the start of the game. The player may even change groups as a consequence!

Beware: You're not allowed to look at your card again during the day. So sometimes you can't be too sure who you are when you wake up again in the morning ...

In principle:

1. The werewolf pack wins if no werewolves die.
2. The village community wins if at least one werewolf dies. (The village community still wins if a tie also leads to one or more of the villagers dying.)

## End of game – who won?

### **No werewolves among you?**

If none of the players is a werewolf, as the role cards are at the center of the table, you'll need to work together well: the village community only wins if no villagers are killed. This is the case if each player receives exactly one vote.

*Tip: If you think that there aren't any werewolves, then it's best to agree that everyone will point to their left neighbor. That way, no one will die and you all win together—in case there really weren't any werewolves that is ...*

# Roles

Each role has the following information in its title:

**Role name: group, actions (awakening order), difficulty level.**

## **Group:**

All roles belong to either the village community or the werewolf pack. (Only the tanner (from “Full Moon”) is in a group of his own.) At the end of the game, either all or none of the members of a group win.

## **Actions:**

Certain roles are summoned and awoken at night (sleepwalkers) and others are not summoned (night sleepers).

## **Awakening order:**

Each sleepwalker has a number that indicates when they awaken at night.

## **Difficulty level:**

The roles have varying levels of difficulty. There are three levels in total: \*, \*\* and \*\*\*. Only play with levels \* and \*\* in your first few games.

## **Alpha wolf: Werewolf pack, sleepwalker (2-B), \*\***

**Game setup:** If you're playing with the alpha wolf, place one (additional) werewolf card (seeing wolf, dream wolf, or werewolf) face down next to the three cards already lying face down at the center of the table.

**Night phase:** The alpha wolf awakens twice during the night phase:

1. Firstly, together with the other werewolves so that they can all make themselves known to each other. He mustn't give the other werewolves any indication that he's the alpha wolf though. If he's the only werewolf, he may look at a card at the center of the table.
2. After that, he awakens once again alone. Now he must exchange the werewolf card at the center of the table with a fellow player's card. He cannot exchange the card with the card of one of the other werewolves.

## **Revealer: Village community, sleepwalker (10), \***

The revealer awakens and may turn over the card of one other player of their choice. The card remains turned face up during the day phase. (This also applies for the ghost hunter and the shapeshifter (from "Full Moon").)

*Exception: If the revealer discovers a werewolf—regardless which one—or the tanner (from "Full Moon"), they turn the card back over again.*

### **Villager: Village community, night sleeper, \***

The villager doesn't have any special abilities.

*Tip: The werewolves will often claim to be villagers. So if you're villager, you'll need to take care that your fellow players don't think you're a werewolf!*

### **Village idiot: Village community, sleepwalker (7-B), \*\*\***

The village idiot may move the role cards of all of the other players around one person to either the left or right.

*Beware! The village idiot always moves all cards (except his own role card, the role cards at the center of the table, and any role cards protected by a shield).*

### **Ghost hunter: Village community (possibly changing), sleepwalker (5-C), \*\***

The ghost hunter may look at the cards of up to two fellow players one after the other. They put themselves in danger in doing so though: if they discover the tanner (from "Full Moon") or a werewolf, they may not look at any other card and turn into the role they saw—so either the tanner or a werewolf. They are then no longer part of the village community, but either part of the werewolf pack or of their own team (as the tanner).

*Note: If the ghost hunter discovers the shapeshifter (from "Full Moon"), they cannot know what role the shapeshifter is playing. Hence, they don't transform into the role of shapeshifter.*

### **Witch: Village community, sleepwalker (6-B), \***

The witch may look at a card at the center of the table. If she chooses to look at a card, she must exchange it with a role card—either a fellow player's or her own. To do this, she takes the card without looking at it and puts it in the appropriate place at the center of the table.

*Beware! If the witch gives herself a role that awakens later in the night, she doesn't reawaken. She's now a member of the group that her new role card belongs to though.*

### **Young seer: Village community, sleepwalker (5-B), \***

The young seer may look at a card at the center of the table in the night.

*Tip: He has the ability to expose liars and has information about a card at the center of the table. If a fellow player lies, then he can use this to expose them. So if you're the young seer, it's worth waiting a bit before you reveal your role: you may already be able to catch a fellow player lying ...*

## **Curator: Village community, sleepwalker (11), \*\***

**Game setup:** If you're playing with the curator, shuffle the six artifacts without looking at them and lay them ready, turned face down. (You can also play with less than six artifacts—simply decide together which you want to use.)

**Night phase:** The curator awakens and may take an artifact at random and place it face down on a fellow player's card or on their own without looking at it. Exception: The artifact cannot be placed on a card where there's already a shield on the role card.

**Day phase:** If a player has an artifact on their role card, they can look at this the start of the day phase without showing it to their fellow players. They mustn't show the artifact to anyone else. They can of course say whatever they wish about it—what they say doesn't have to be true ...

The artifacts either change the players' roles (werewolf's claw, villager's brand, or tanner's cudgel) or determine how the players must behave (mask of silence, cloak of shame).

### **Werewolf's claw**

You're now a werewolf (regardless which role card you have in front of you). So you win when the werewolf pack wins.

### **Villager's brand**

You're now a villager (regardless which role card you have in front of you). So you win when the village community wins.

### **Tanner's cudgel**

You're now a tanner (regardless which role card you have in front of you).

As a tanner (role from "Full Moon"), you always win when you die. If you're the only one to die, the village community and werewolf pack lose. If you and a werewolf die, you win along with the village community (see the "Who won?" check).

*Tip: If one of these artifacts (werewolf's claw, villager's brand, or tanner's cudgel) is on a role card, those roles naturally lose any special ability they had during the vote: For example, the bodyguard doesn't protect anyone, the prince can die, and the hunter (from "Full Moon") doesn't take anyone with him to his death.*

### **Fog of nothingness**

This artifact has no effect. It only serves to confuse and help you bluff.

### **Mask of silence**

You must remain silent until the end of the vote. You can use sign language, gestures, facial expressions, etc.—as long as you don't make any noise!

### **Cloak of shame**

You must turn away from the game table and from the other players. You may speak, but you may not look at your fellow players or the game table. You aren't allowed to turn around for the vote either. You may attempt to point at a fellow player. The other players must then determine who you most likely pointed at.

### **Bodyguard: Village community, night sleeper, \*\***

The bodyguard's special ability comes into play during the vote: the player the bodyguard points at cannot be killed. If that player receives the most votes, the player(s) with the second most votes die(s). However, that player must have received at least two votes. If no player has more than one vote, no one dies.

*Beware! If the bodyguard role is in play, all players must reveal their cards immediately after the vote to determine whether a player is protected by the bodyguard.*

*Tip: Only use the bodyguard if there are at least five players.*

### **Prince: Village community, night sleeper, \***

The prince cannot die. Even if he gets the most votes (or the hunter from "Full Moon" points at him), he still lives. The player with the second most votes dies in his place. In the event of a tie, only the others involved in the tie die.

### **Seeing wolf: Werewolf pack, sleepwalker (2-C), \***

The seeing wolf awakens twice during the night phase:

1. Firstly, together with the other werewolves so that they can make themselves known to each other. She mustn't give the other werewolves any indication that she's the seeing wolf though. If she's the only werewolf, she may look at a card at the center of the table.

2. After that, she reawakens once alone. Now she may look at the card of any other player.

## **Dream wolf: Werewolf pack, sleepwalker (2-C), \*\***

The dream wolf doesn't awaken during the night phase. When the other werewolves awaken, he merely raises his thumb to make himself known, but doesn't open his eyes. If the minion (from "Full Moon") is in play, he also raises his thumb when the minion awakens.

## **Sentinel: Village community, sleepwalker (0), \***

**Game setup:** If you're playing with the sentinel, you must lay a round shield ready.

**Night phase:** The sentinel awakens first and may place the shield on any other player's role card, though not on his own. This role card is then protected, and cannot be exchanged or viewed (by the witch, village idiot, alpha wolf, young seer, or seeing wolf, or certain roles from "Full Moon"). The curator may not place an artifact on this card either.

*Beware! The shield doesn't protect you from dying in the vote!*

## **Fortune teller: Village community, sleepwalker (7-C), \***

The fortune teller learns who has already done something during the night, but not what they did: all of the players, who have already either moved or viewed a card that night, raises a thumb. So this applies for the following roles: alpha wolf, seeing wolf, young seer, ghost hunter, witch, village idiot, and some roles from "Full Moon."

*Beware! Players whose role is summoned later (e.g., the drunk from "Full Moon"), or who have chosen not to use their ability don't raise their thumb.*

## **Werewolf: Werewolf pack, sleepwalker (2), \***

At night, the werewolves awaken and begin searching for their fellow werewolves.

**Lone wolf:** If only one player is a werewolf (because the other werewolf card is at the center of the table, for example), they may look at one card at the center of the table.

*Tip: It's very important for the werewolves to throw their fellow players off their scent. So claim to be another role, preferably before the other players have revealed too much of their own role. Claim to be a villager, for instance. If you're a lone wolf, you can also easily claim to be playing the role from the card at the center of the table that you looked at.*

## **Shapeshifter (from "Full Moon") and the roles from "Daybreak"**

You can of course also use the shapeshifter to imitate the roles from "Daybreak." The following rules apply here:

### **1. Village idiot, ghost hunter, witch, young seer and sentinel**

The shapeshifter may perform the role's night-time action immediately and doesn't reawaken during the night.

*Beware! Remember to lay two shields ready when playing with the sentinel and shapeshifter.*

### **2. Alpha wolf, seeing wolf, and werewolf**

The shapeshifter immediately performs the night-time action for this role. She then reawakens together with the werewolves and learns who the other werewolves are.

### **3. Dream wolf**

The shapeshifter raises her thumb when the werewolves or minion awaken.

### **4. Fortune teller**

The shapeshifter awakens after the fortune teller and learns which players have already looked at or swapped one or more role cards.

### **5. Revealer**

The shapeshifter is summoned after the revealer and may perform the same action as him. She doesn't reawaken when the revealer is summoned.

### **6. Curator**

The shapeshifter is summoned after the curator and may place an artifact on a role card that doesn't already have a shield or another artifact on it.

### **7. Bodyguard**

The player with the shapeshifter in front of them after the vote protects the player he points at with his vote.

### **8. Prince**

The shapeshifter doesn't die if she gets the most votes in the poll.

## Scenarios

In “Werewolves–Daybreak,” there are a variety of different ways to combine the roles to ensure an exciting game. See here for a selection of scenarios of varying levels of difficulty for different numbers of players. You can also come up with your own challenging scenarios. Simply select three more role cards than there are players for this, then you’re ready to get started!

### **Terror Awakens (introduction, 3–6 players)**

- 3 players: werewolf, seeing wolf, revealer, witch, young seer, villager
- 4 players: + sentinel
- 5 players: + sentinel + villager
- 6 players: + sentinel + villager + dream wolf

### **Werewolf Night (medium difficulty, 5–10 players)**

- 5 players: villager, seeing wolf, alpha wolf, sentinel, young seer, revealer, witch, fortune teller
- 6 players: + bodyguard
- 7 players: + bodyguard + ghost hunter
- 8 players: + bodyguard + ghost hunter + curator
- 9 players: + bodyguard + ghost hunter + curator + dream wolf
- 10 players: + bodyguard + ghost hunter + curator + dream wolf + prince

### **A Terrifying Opponent (difficult, 3–4 players)**

- 3 players: alpha wolf, witch, village idiot, young seer, sentinel,  
bodyguard
- 4 players: + revealer

### **Precarious Alliances (difficult, 3–7 players)**

- 3 players: alpha wolf, witch, curator, ghost hunter, revealer,  
village idiot
- 4 players: + fortune teller
- 5 players: + fortune teller + sentinel
- 6 players: + fortune teller + sentinel + young seer
- 7 players: + fortune teller + sentinel + young seer  
+ seeing wolf

### **Anarchy (difficult, 3–10 players)**

Shuffle all of the role cards and randomly draw three cards plus one card per player again. Now play with the roles you've drawn. Remember: play with a maximum of three werewolves.

## Scenarios in combination with “Werewolves – Full Moon”

### Evil Transformations (difficult, 3–10 players)

3 players: alpha wolf, seing wolf, shapeshifter, minion, robber, witch

4 players: + insomniac

5 players: + insomniac + werewolf

6 players: + insomniac + werewolf + troublemaker

7 players: + insomniac + werewolf + troublemaker + seer

8 players: + insomniac + werewolf + troublemaker + seer + curator

9 players: + insomniac + werewolf + troublemaker + seer + curator + ghost hunter

10 players: + insomniac + werewolf + troublemaker + seer + curator + ghost hunter + young seer

### Trust No One! (difficult, 3–7 players)

3 players: alpha wolf, dream wolf, shapeshifter, tanner, robber, witch

4 players: + insomniac

5 players: + insomniac + werewolf

6 players: + insomniac + werewolf + troublemaker

7 players: + insomniac + werewolf + troublemaker + seer

## **The Informed (medium difficulty, 5–10 players)**

5 players: werewolf, seeing wolf, seer, young seer, ghost hunter, insomniac, witch, revealer

6 players: + troublemaker

7 players: + 2 masons

8 players: + 2 masons + troublemaker

9 players: + 2 masons + troublemaker + minion

10 players: + 2 masons + troublemaker + minion + robber



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Ravensburger Verlag GmbH  
Postfach 2460  
D-88194 Ravensburg

Imported into the UK by Ravensburger Ltd.  
Units 3-5, Avonbury Business Park  
Howes Lane • BICESTER • OX26 2UA • GB

Ravensburger North America, Inc.  
PO Box 22868 • Seattle WA 98122 • USA

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