


I'm not robot  reCAPTCHA

**I am not robot!**



**One night ultimate werewolf daybreak how to play.**



**The Sentinel's shield prevents the Witch, Robber, Drunk, and Insomniac from viewing or moving their own card (if it is shielded).**

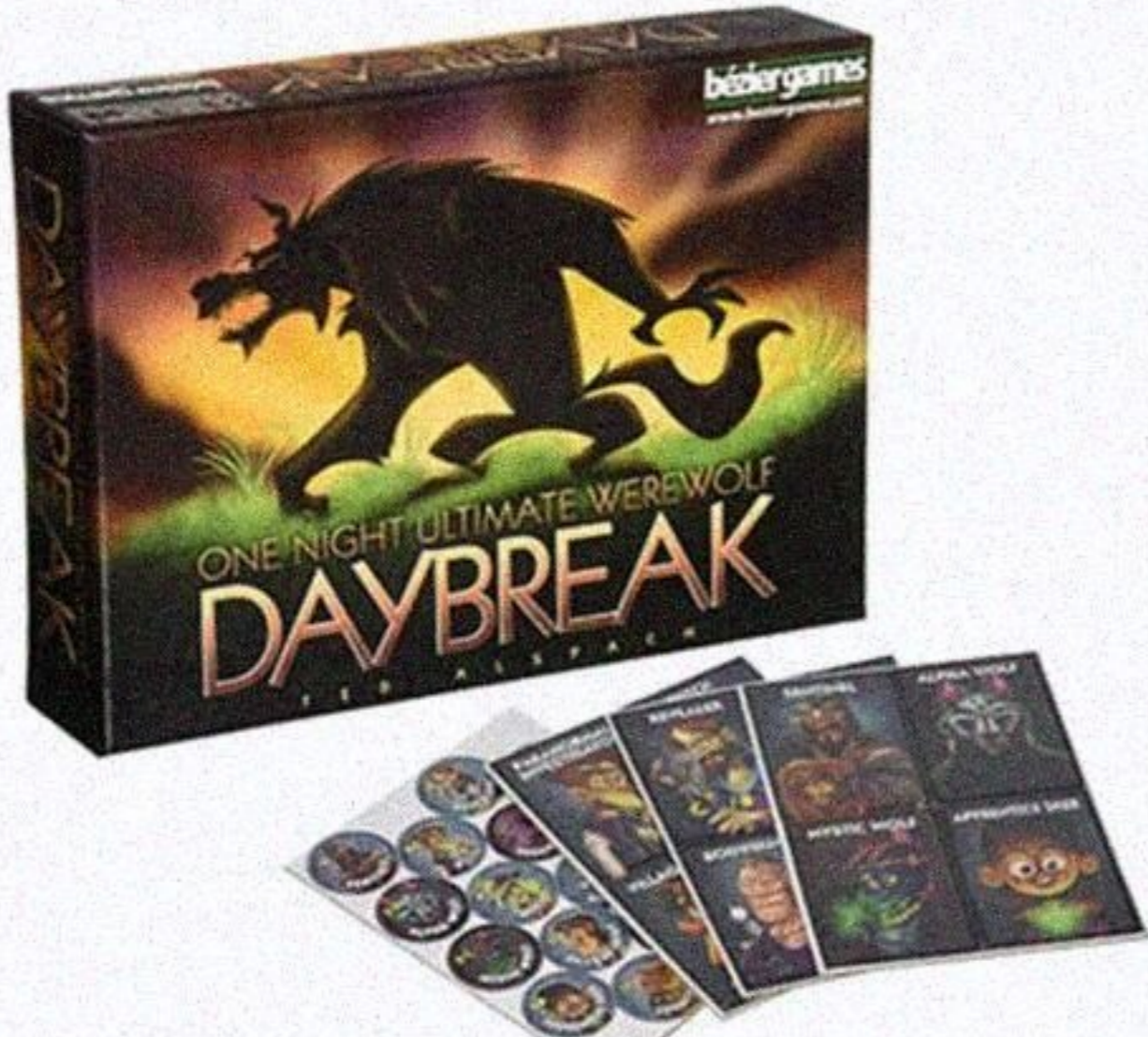
**While the Drunk's power is normally mandatory, a shield on the Drunk's card prevents the Drunk from using his power. During setup, a shield token should be placed near the center cards so the Sentinel can easily reach it.**

**The Sentinel is on the village team. "Sentinel, wake up. You may place a shield token on any player's card but your own". The Sentinel opens his eyes and may place a shield token on any player's card but his own. "Sentinel, close your eyes". Alpha Wolf If playing with the Alpha Wolf, position any other Werewolf card (including a regular Werewolf, the Mystic Wolf, or Dream Wolf) face down and perpendicular to the three center cards.**

**At night, the Alpha Wolf wakes with the other Werewolves. Afterwards, the Alpha Wolf wakes up separately. The Alpha Wolf must exchange the Center Werewolf card with any other player's card (but not his own card or another Werewolf's card), without looking at either card. All roles that can view or move a center card may also view or move the Center Werewolf card. The Alpha wolf is on the werewolf team. "Alpha Wolf, wake up and exchange the Center Werewolf card for any other player's card". The Alpha Wolf opens his eyes and exchanges the Center Werewolf card with another player's card. "Alpha Wolf, close your eyes". Mystic Wolf The Mystic Wolf wakes with the other Werewolves. Afterwards, the Mystic Wolf wakes up separately. The Mystic Wolf may look at one other player's card. The Mystic Wolf is on the werewolf team. "Mystic Wolf, wake up. You may look at another player's card". The Mystic Wolf opens her eyes and may quietly look at one other player's card. "Mystic Wolf, close your eyes". Apprentice Seer The Apprentice Seer wakes up and may look at one of the center cards.**



In One Night Ultimate Werewolf Daybreak, there's been an outbreak of werewolves in your town, and all of them have special powers. Fortunately, the village has all sorts of amazing roles to help them figure out who those werewolves are Components 11 Character Cards 11 Character Tokens 2 Sentinel Tokens 6 Artifact Tokens Rulebook Getting Started Guide Playing with the Daybreak Roles This section describes all of the roles in Daybreak, and also explains how they interact with roles from the original One Night Ultimate Werewolf game. For the roles below, "Werewolf" includes the Alpha Wolf, Mystic Wolf, and Dream Wolf. If you're a One Night Ultimate Werewolf veteran, add a few of the Daybreak roles to each game until you become comfortable with them. Roles that wake up at Night Sentinel The Sentinel wakes up and may place a shield token on any, player's card except his own. That card may not be viewed or moved, and may not have an artifact placed on it. The Sentinel's shield prevents the Witch, Robber, Drunk, and Insomniac from viewing or moving their own card (if it is shielded).

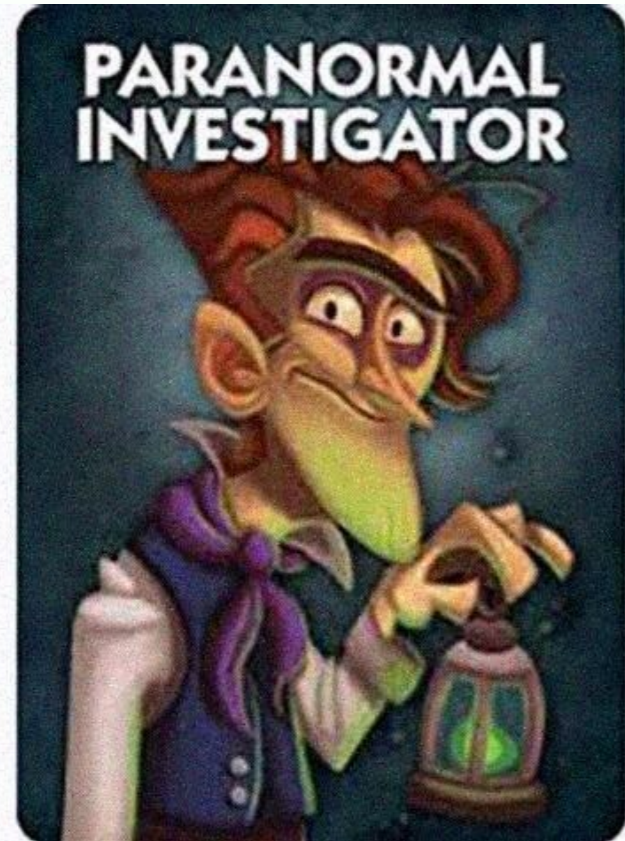


The Sentinel's shield prevents the Witch, Robber, Drunk, and Insomniac from viewing or moving their own card (if it is shielded).

While the Drunk's power is normally mandatory, a shield on the Drunk's card prevents the Drunk from using his power. During setup, a shield token should be placed near the center cards so the Sentinel can easily reach it. The Sentinel is on the village team. "Sentinel, wake up. You may place a shield token on any player's card but your own". The Sentinel opens his eyes and may place a shield token on any player's card but his own. "Sentinel, close your eyes". Alpha Wolf If playing with the Alpha Wolf, position any other Werewolf card (including a regular Werewolf, the Mystic Wolf, or Dream Wolf) face down and perpendicular to the three center cards. At night, the Alpha Wolf wakes with the other Werewolves. Afterwards, the Alpha Wolf wakes up separately. The Alpha Wolf must exchange the Center Werewolf card with any other player's card (but not his own card or another Werewolf's card), without looking at either card. All roles that can view or move a center card may also view or move the Center Werewolf card. The Alpha Wolf is on the werewolf team. "Alpha Wolf, wake up and exchange the Center Werewolf card for any other player's card". The Alpha Wolf opens his eyes and exchanges the Center Werewolf card with another player's card. "Alpha Wolf, close your eyes". Mystic Wolf The Mystic Wolf wakes with the other Werewolves. Afterwards, the Mystic Wolf wakes up separately. The Mystic Wolf may look at one other player's card. The Mystic Wolf is on the werewolf team.



If you're a One Night Ultimate Werewolf veteran, add a few of the Daybreak roles to each game until you become comfortable with them. Roles that wake up at Night Sentinel The Sentinel wakes up and may place a shield token on any, player's card except his own. That card may not be viewed or moved, and may not have an artifact placed on it. The Sentinel's shield prevents the Witch, Robber, Drunk, and Insomniac from viewing or moving their own card (if it is shielded). While the Drunk's power is normally mandatory, a shield on the Drunk's card prevents the Drunk from using his power.



In One Night Ultimate Werewolf Daybreak, there's been an outbreak of werewolves in your town, and all of them have special powers. Fortunately, the village has all sorts of amazing roles to help them figure out who those werewolves are Components 11 Character Cards 11 Character Tokens 2 Sentinel Tokens 6 Artifact Tokens Rulebook Getting Started Guide Playing with the Daybreak Roles This section describes all of the roles in Daybreak, and also explains how they interact with roles from the original One Night Ultimate Werewolf game. For the roles below, "Werewolf" includes the Alpha Wolf, Mystic Wolf, and Dream Wolf. If you're a One Night Ultimate Werewolf veteran, add a few of the Daybreak roles to each game until you become comfortable with them. Roles that wake up at Night Sentinel The Sentinel wakes up and may place a shield token on any, player's card except his own. That card may not be viewed or moved, and may not have an artifact placed on it. The Sentinel's shield prevents the Witch, Robber, Drunk, and Insomniac from viewing or moving their own card (if it is shielded). While the Drunk's power is normally mandatory, a shield on the Drunk's card prevents the Drunk from using his power. During setup, a shield token should be placed near the center cards so the Sentinel can easily reach it. The Sentinel is on the village team. "Sentinel, wake up. You may place a shield token on any player's card but your own". The Sentinel opens his eyes and may place a shield token on any player's card but his own. "Sentinel, close your eyes".

Alpha Wolf If playing with the Alpha Wolf, position any other Werewolf card (including a regular Werewolf, the Mystic Wolf, or Dream Wolf) face down and perpendicular to the three center cards. At night, the Alpha Wolf wakes with the other Werewolves. Afterwards, the Alpha Wolf wakes up separately. The Alpha Wolf must exchange the Center Werewolf card with any other player's card (but not his own card or another Werewolf's card), without looking at either card. All roles that can view or move a center card may also view or move the Center Werewolf card. The Alpha Wolf is on the werewolf team. "Alpha Wolf, wake up and exchange the Center Werewolf card for any other player's card". The Alpha Wolf opens his eyes and exchanges the Center Werewolf card with another player's card. "Alpha Wolf, close your eyes". Mystic Wolf The Mystic Wolf wakes with the other Werewolves. Afterwards, the Mystic Wolf wakes up separately. The Mystic Wolf may look at one other player's card.

The Mystic Wolf is on the werewolf team. "Mystic Wolf, wake up. You may look at another player's card". The Mystic Wolf opens her eyes and may quietly look at one other player's card. "Mystic Wolf, close your eyes". Apprentice Seer The Apprentice Seer wakes up and may look at one of the center cards. The Apprentice Seer is on the village team. "Apprentice Seer, wake up. You may look at one of the center cards". The player with the Apprentice Seer card opens her eyes and may quietly look at one of the cards in the center. "Apprentice Seer, close your eyes".

Paranormal Investigator The P.I. wakes up and may look at P.I. the cards of up to two other players, one at a time. If she views a Werewolf or Tanner, he may not view any more cards, and he becomes a Werewolf or Tanner, respectively. If the P.I. sees the Doppelganger that saw a Werewolf, he continues looking (he doesn't know what the Doppelganger saw, and does not become what the Doppelganger saw, even if the Doppelganger saw a Werewolf or Tanner). The Paranormal Investigator is on the village team, unless he finds a Werewolf, in which case he joins the werewolf team, or if he finds a Tanner, in which case he becomes a Tanner and only wins if he dies. "Paranormal Investigator, wake up. You may look at up to two cards of other players. If you see a Werewolf or the Tanner, you must stop, and you become a Werewolf or the Tanner".

The player with the P.I. card opens his eyes and may quietly look at up to two other player's cards. If he sees a Werewolf or the Tanner, he stops looking and becomes a Werewolf or the Tanner. Paranormal Investigator, close your eyes". Witch The Witch wakes up and may look at one of the center cards. If she does look at a center card, then she must exchange that card with any player's card (including her own card), placing that player's card back in the center (in the same location) without looking at it. The Witch is on the village team, unless she replaces her own card with a card from a different team. "Witch, wake up. You may look at one of the center cards. If you do, you must exchange that card with any player's card". The player with the Witch card opens her eyes and may quietly look at one of the cards in the center. If she does, she must exchange that card with any player's card. "Witch, close your eyes".

Village Idiot The Village Idiot wakes up and may move all players' cards but his own one place to the left or move all players' cards but his own one place to the right. If he chooses to move cards, he must always move all player's cards except his own card, the center cards, and any cards with a shield token on them. The Village Idiot is on the village team. "Village Idiot, wake up. You may move everyone's card but your own to the left or to the right". The player with the Village Idiot card opens his eyes and may quietly move everyone's card but his own, the center cards, or a card with a shield token on it to the left or to the right. "Village Idiot, close your eyes". Revealer The Revealer wakes up and may flip any other player's card face up. If a Werewolf or Tanner is showing, he must flip it over again face down. If the Revealer reveals a Doppelganger or P.I. card, he leaves it face-up. The Revealer only flips one card face up, even if he finds a Werewolf or Tanner. The Revealer is on the village team.

"Revealer, wake up. You may flip over any other player's card. If it is a Werewolf or the Tanner, flip it over face down". The player with the Revealer card opens his eyes and may quietly flip another player's card over so it is face up. If it is a Werewolf or the Tanner, it must be flipped again face down. "Revealer, close your eyes". Curator The Curator wakes up and may choose and place a random face-down Artifact token (without looking at it) on any player's card (including his own). The Curator may not place an Artifact token on a card that has a shield token on it.

The Curator is on the village team. "Curator, wake up. You may place an Artifact token face down on any player's card". "Curator, close your eyes". No-wake Roles Bodyguard When everyone votes, the player that the Bodyguard points to cannot be killed. If that player received the most votes, the player with the next most votes (at least two) is killed. Recommended for five or more players. When the Bodyguard is in the game, it is necessary for all players to turn their cards over right after the vote (to see if the Bodyguard is pointing to the player with the most votes). The Bodyguard is on the village team. Dream Wolf The Dream Wolf does not wake up with the other Werewolves.

When the Werewolves are called, he sticks out his thumb so that the other Werewolves know who he is. When playing with the Minion, the Dream Wolf sticks out his thumb during the Minion's night phase. The Dream Wolf is on the werewolf team. When playing with the Dream Wolf, the announcer should wake the Werewolves slightly differently: "Werewolves, except for the Dream Wolf, wake up and look for other Werewolves. Dream Wolf, stick out your thumb". The Werewolves (except for the Dream Wolf) open their eyes and look for anyone else whose eyes are open. The Dream Wolf sticks out her thumb, so the Werewolves know who he is. "Dream Wolf, put your thumb away. Werewolves, close your eyes". Artifacts There are different Artifact tokens that can be placed on any player's card by the Curator. When the night phase is over, any player with an Artifact token on his card must immediately secretly look at his token. A player with an Artifact token may not show that token to anyone else. However, they may say anything about that token that they want to: they may say what it actually is, they may lie, etc. All Artifact tokens override the card they are placed on: the Artifacts that change your role also take away any special power you might have at the end of the game (for instance, if your card is the Bodyguard and you receive the Brand of the Villager, the person you point at gets a vote and is not protected, because you are a Villager and not a Bodyguard anymore). Artifact

tokens that change a player's role also remove the Hunter's power and Tanner's winning condition if the token owner had one of those cards. A token that is the same as your card (for instance, receiving a Claw of the Werewolf token on top of your Werewolf card) doesn't really do anything. However, you often can't be sure if your card was changed; but if it was, the token overrides that. During setup, all of the Artifact tokens should be placed face down and shuffled, and the stack of face-down Artifact tokens should be placed near the center cards so the Curator can easily reach them. You may choose to include only some of the Ar-tifacts instead of all of them, based on your per-sonal preference. The following is a list of Artifacts: You are now a Werewolf.

You are now a Villager, with no special abilities. You are now a Tanner. You only win if you die. If you die, the werewolf team cannot win. If a Werewolf and you both die, both you and the village team wins. This artifact has no effect. You may not speak. You may use hand motions, sign language, etc. as long as you are silent. You must turn your card, body, and face away from the other players. You may still speak, but you may not look at the other players or the cards and tokens. You may not turn around when voting, but you may (try to) point at any player (the other players will determine who you pointed at). Doppelganger and Daybreak Even though your group of players might be very comfortable using the Doppelganger with the original One Night Ultimate Werewolf roles, we suggest that you play with the new roles without the Doppelganger before playing with her. The Doppelganger does the following based on what she sees (roles marked with a (\*) are night actions that the Doppelganger does immediately): Sentinel (\*) The Doppelganger-Sentinel may immediately place a shield token on another player's card (not her own). Alpha Wolf (\*) The doppelganger-alpha wolf immediately exchanges the center werewolf card with any player except hers or the alpha wolf's (but does not look at either card). When the werewolves are called, the doppelganger-alpha wolf wakes up with the rest of the werewolves. she does not wake up when the alpha wolf is called. Mystic Wolf (\*) The doppelganger-mystic wolf will immediately look at any player's card. when the werewolves are called, she wakes up with the rest of the werewolves. she does not wake up when the mystic wolf is called. Apprentice Seer (\*) The Doppelganger-Apprentice Seer may immediately view one of the center cards. She does not wake up when the Apprentice Seer is called. Paranormal Investigator (\*) The Doppelganger- P.I. may immediately look at other players' cards, one at a time, up to two of them.

If she sees a werewolf she must stop, and then she becomes a werewolf. She does not wake up when the P.I. is called. Witch (\*) The doppelganger-witch may immediately look at a center card, and if she does that she must exchange it for any player's card without looking at that player's card. she does not wake up when the witch is called. Village Idiot (\*) The Doppelganger-Village Idiot may immediately move all player cards to the left or right. She does not wake up when the Village Idiot is called. Revealer: The Doppelganger-Revealer wakes up towards the end of the night, immediately after the Revealer goes to sleep, and may flip over any player's card that is face down; if that card is a Werewolf or a Tanner, it must be flipped back over face down.

She does not wake up when the original Revealer is called. Curator: The Doppelganger-Curator wakes up towards the end of the night, immediately after the Curator goes to sleep, and may place an Artifact token face down on any player's card, except a card that already has a shield or another token on it. She does not wake up when the original Curator is called.

Bodyguard: She is now that role and does nothing else at night. When it comes time to vote, the Doppelganger-Bodyguard's "vote" protects whichever player she is pointing at. Dream Wolf: The Doppelganger-Dream Wolf is on the werewolf team but she does not wake with the other Werewolves but instead puts her thumb out when the Werewolves are called at night. The script for the Doppelganger is more complex depending on which Daybreak roles you have in place. If she sees a no-wake role (Bodyguard or Dream Wolf) or a regular night action role (Sentinel, Alpha Wolf, Mystic Wolf, Apprentice Seer, P.I., Witch, Village Idiot), you may use the standard script from the original One Night Ultimate Werewolf game. If she views the Revealer or Curator, she'll need to wake again right after those roles wake up. If the Revealer and Doppelganger are both in play, using the following Script after the Revealer: "Doppelganger, if you viewed the Revealer card, wake up and turn any card face up. If the card you reveal is a Werewolf or a Tanner, turn it back over face down". The Doppelganger opens her eyes and turns over any player's card. I fit is a Werewolf or a Tanner, she flips it over face down again. "Doppelganger, close your eyes".

If the Curator and Doppelganger are both in play, using the following Script after the Curator: "Doppelganger, if you viewed the Curator card, wake up and place an Artifact token on any card". The Doppelganger opens her eyes and places an Artifact token face down on any player's card which does not already have a token on it. "Doppelganger, close your eyes". While you can mix any set of roles together and still have a great time playing, the following are a few sets that we've found particularly engaging during hundreds of playtest sessions. The player counts are the minimums; you can add other roles to these sets to match the number of players (remember you need 3 more cards than players). Evil Transformation: Doppelganger, Alpha Wolf, Mystic Wolf, Minion, Robber, Witch, Trust No One, Doppelganger, Alpha Wolf, Dream Wolf, Robber, Witch, Tanner. Cautionary Tale: Werewolf, Mystic Wolf, Seer, Apprentice Seer, Revealer, Hunter, Bodyguard, Information Society, Werewolf, Mystic Wolf, Seer, Apprentice Seer, Paranormal Investigator, Witch, Insomniac, Revealer, Total Chaos: Doppelganger, Alpha Wolf, Were- Wolf, Robber, Witch, Troublemaker, Village Idiot, Curator. If you have more than 10 players who want to play, and you have both One Night Ultimate Werewolf and Daybreak, consider splitting into two groups, with each group playing a separate game. If you want to have a giant game with more than 10 people all playing together, you'll want one person who isn't playing to stand/sit near the cards to show/move cards as each player wakes up. When a player wakes up, they point to the card(s) to be shown/moved, and the non-player does that action for them. Trying to fit more than 10 people around a table where everyone wants to reach the center of the table can be challenging otherwise. Continue Reading In One Night Ultimate Werewolf, each player takes on the role of a Villager, a Werewolf, or a special character. It's your job to figure out who the Werewolves are and to kill at least one of them in order to win...unless you've become a Werewolf yourself. Unlike many other games, the real fun in One Night is figuring out exactly what happened over that one night, where many of the players performed some sort of special action. You'll need to figure out what team you're on (because your role card might have been switched with another role card), and then figure out what teams the other players are on. At the end of each game you'll vote for a player who isn't on your team; the player that receives the most votes is "killed". If a Werewolf is killed, everyone on the village team wins. If no Werewolves are killed, the Werewolf team wins. The more you play One Night, the more you'll realize how important it is to wait until just the right time to reveal information, and how important it can be to lie, regardless of what team you started on. Because the game is so short, you'll probably end up playing multiple games. Because One Night is so different, it may take a few games until you get into the flow of figuring out what to say when, and soon you'll realize that events of

one game have an undeniable impact on the current game in terms of how players behave, who they believe, and what their real motivations are. Components 16 character tiles (with twelve unique roles) 16 character tokens Rulebook with detailed role descriptions Setup Setup differs based on the number of players (3-10). For your first game, it's recommended that you play a 3-5 player game to get a quick sense of gameplay (if you have more, don't worry. The game is very quick and everyone else will enjoy watching). Include the following cards: 3 players: 2 Werewolves, 1 Seer, 1 Robber, 1 Troublemaker, 1 Villager 4 Players: +1 Villager 5 Players: +2 Villagers There should always be three more cards than the number of players. Shuffle the selected cards face down and deal one to each player. Put the remaining three cards and tokens that match all the cards being used in the middle of the table. Each player should secretly view their card, and place it face down near the three cards in the center of the table. All players should be able to reach all cards easily, as shown in the example for 5 players below: Night There are several roles that are called on at night to do a night action. However, players with a Villager, Tanner, or Hunter card never wake up at night. In addition to having a role card, one player is designated the Announcer and announces each of the roles in order and silently counts to ten after each role is woken up to allow the players with that role to perform their action at night. Use this script with the previously suggested cards: Announcer: "Everyone, close your eyes". All players close their eyes (including the Announcer). "Werewolves, wake up and look for other werewolves". The werewolves open their eyes and look for anyone else whose eyes are open (there might not be any others). "Werewolves, close your eyes. Seer, wake up. You may look at another player's card or two of the center cards". The player with the Seer card opens her eyes and may quietly look at one other player's card or any two of the cards in the center.

"Seer, close your eyes. Robber, wake up. You may exchange your card with another player's card, and then view your new card". The player with the Robber card opens his eyes and may quietly exchange his card for another player's card, which he looks at. "Robber, close your eyes. Troublemaker, wake up. You may exchange cards between two other players". The player with the Troublemaker card opens her eyes and may quietly exchange the cards of two other players without looking at those cards. "Troublemaker, close your eyes". The Announcer, keeping his eyes closed, moves the cards around slightly (this ensures no one can claim a card was moved/inspected because it is no longer in its original position). All players open their eyes and look around suspiciously. At night, players who are not active (whose eyes are closed) may not move, point, or do anything to communicate with the active player(s). Day After the night phase, players discuss among themselves who they believe the Werewolves are.

All players may say anything, but may never show their card to anyone. Werewolves might want to claim to be a different role so that they don't die. Because certain roles change other players' cards, some players will believe they are one role, when they are actually a different one. After the night phase, your role is the card that is currently in front of you, which may be different than your original role. No one may look at any cards after the night phase. After a few minutes of discussion, players vote. "Everyone, three, two, one, VOTE!" Each player points to another player. The player with the most votes dies and reveals his card. In case of a tie, all players tied with the most votes die and reveal their cards. If no player receives more than one vote, no one dies. One way the players might achieve this is if everyone votes in the same direction around the table, with each player receiving one vote (decide this as a group before you vote).

End of the Game After just one night and one day... The village team wins: If at least one Werewolf dies. Even if one or more players who are not Werewolves die in addition to a Werewolf dying, everyone on the village team wins. If no one is a Werewolf and no one dies. It is possible for no one to be a Werewolf if all Werewolf cards are in the center. The werewolf team only wins if at least one player is a Werewolf and no Werewolves are killed. If you are playing with the Tanner, there are special rules regarding who wins; see the Tanner's role description for details. Set up a mini tournament by providing the winners of each game with a poker chip or other small item. Once any player has obtained a specified number of chips, such as five, the player with the most chips wins. Continue playing if there is a tie until one player has the most chips. For larger tournaments with multiple games, do a double-elimination style tournament, where players play until they have lost twice. Using Other Roles You may use additional roles in your games beyond the basic setup.

Just take out a card and replace it with a different one. You may use virtually any combination of cards, though you probably don't want to introduce more than 1 or 2 new roles at a time, so players can easily understand them. Regardless of which roles are present, you must always have 3 more cards than players. Before each round, place a token

that corresponds to each of the cards near the Announcer. This way everyone will know what roles are in the game, and the Announcer will know in what order to call them. Be creative in your role selection: Try having a single Werewolf, or shuffling all of the cards and dealing them out to players entirely randomly! You can even create a village with no Villager cards ...that way everyone has a special role. Continue Reading