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One night ultimate werewolf daybreak

One Night Ultimate Werewolf Dawn is an extension of One Night Ultimate Werewolf. They can be played together, as well as separately. Content [show] Premise Edit In ONUWD, villagers must try to exclude werewolves, while werewolves must stay alive. All players are a special role with a special ability that can switch at any moment. Players have one night and one day to use their skills and win for their team! Game adjustment At the beginning of the game, the cards are taken from the selection, 3 more than the number of players and shuffled. Each player gets a roll of cards, and 3 cards are listed in the middle. One player is designated as an announcer, and they call the role to wake up, take action, and go back to sleep. Once the night is over, all the players are debating, then everyone votes for the player they want to kill. Depending on who was killed, a certain team wins. Role Edit Village Team Edit Werewolf Team Edit Alpha Wolf Mystic Wolf Dream Wolf. In one night's ultimate werewolf dawn, there has been an outbreak of werewolves in your city, 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 of 11 Character Cards 11 Character Tokens 2 Sentinel Tokens 6 Artifact Symbols Rulebook Getting Started Guide Playing with Dawn Roles This section describes all the roles in Daybreak, and also explains how to interact with the roles from the original One Night Ultimate werewolf game. For the roles below, Werewolf includes Alpha Wolf, Mystic Wolf, and Dream Wolf. If you're a veteran of one night's ultimate werewolf, add a few Dawn rolls to each game until you feel comfortable with them. The role that wakes up on the Night Sentinel Sentinel wakes up and can place a shield token on all player cards except his own. This tab may not be displayed or moved, and it may not house an artifact. Sentinel Shield prevents a witch, robber, drunk and insomniac from viewing or moving his own card (if shielded). While drunken force is usually mandatory, the shield on the drunk card prevents the drunk from using its power. During setup, the shield token should be placed near the center cards so that the Sentinel can easily access it. Sentinel's on the village team. Sentinel, wake up. You can place a shield chip on each player's card, but on your own. Sentinel opens its eyes and can place a shield token on each player's card but its own. Sentinel, close your eyes. Alpha Wolf If you play with Alpha Wolf, place any other werewolf card (including regular werewolf, Mystic Wolf, or Dream Wolf) face down and perpendicular to the three center cards. At night, alpha wolf wakes up with the other werewolves. Then alpha wolf wakes up separately. Alpha Wolf must exchange the Werewolf Center card with another player's card (but not with his own card or another werewolf card) without looking at one of the cards. All that can display or move the center tab, they can also view or move the Center Werewolf tab. Alpha Wolf is on the werewolf team. Alpha Wolf, wake up and exchange the Werewolf Center card for another player's card. Alpha Wolf opens his eyes and exchanges the Werewolf Center card with another player's card. Alpha Wolf, close your eyes. Mystic Wolf The Mystic Wolf awakens with the other werewolves. Then Mystic Wolf wakes up separately. Mystic Wolf can look at one other player's card. Mystic Wolf is on the werewolf team. Mystic Wolf, wake up. You can look at another player's card. Mystic Wolf opens his eyes and can silently look at one other player card. Mystic Wolf, close your eyes. Apprentice Oracles The Apprentice Seers wakes up and can look at one of the center cards. The Apprentice Oracle is on the village team. Apprentice Oracle, wake up. You can look at one of the center cards. A player with an Apprentice Oracle card opens his eyes and can silently look at one of the cards in the middle. Apprentice oracle, close your eyes. Paranormal investigator P.L. wakes up and can look at ffl cards of up to two other players, one by one. If the werewolf or Tanner is watching, he must not display any more cards, and he will become a werewolf or Tanner, respectively, if the p.l. sees a doppelganger who saw a werewolf, continues the search (he does not know what he saw doppelganger, and does not become what he saw Doppelganger, even if the doppelganger saw the 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 Tanner, in which case he becomes Tanner and wins only if he dies. Paranormal investigators, wake up. You can look at up to two other players' cards. If you see a werewolf or Tanner, you have to stop and become a werewolf or Tanner. A player with a P.L. card opens his eyes and can silently look up at the cards of the other two players. If he sees a werewolf or Tanner, he'll stop looking and become Werewolf or Tanner. Paranormal investigator, close your eyes. The witch witch wakes up and can look at one of the center cards. If he looks at the center card, he must exchange that card for any player's card (including his own card) and place that player's card back in the middle (in the same place) without looking at it. The witch is on the village team unless she's booking her own card with a card from another team. Witch, wake up. You can look at one of the center cards. If you do, you must exchange this card for any player's card. A player with a Witch card opens his eyes and can silently look at one of the cards in the middle. If so, they must exchange this card for each player's card. Witch, close your eyes. Village Idiot Village Idiot wakes up and can move all players' cards but his own one place on the left or move all players' cards but his own one place on If he decides to move cards, he must always move all player cards except his own card, center cards, and all shield chip cards. Village Idiot is on the village team. Village idiot, wake up. You can move everyone's card, but your own left or right. A player with a Village Idiot card opens his eyes and can silently move each card except his own, center card or shield chip card left or right. Village idiot, close your eyes. Revealer The Revealer wakes up and can turn another player's card face up. If a werewolf or Tanner shows up, they have to turn it face down again. If Detection reveals a doppelganger or p.l. card, it leaves it face up. The revelation only turns one card face up, even if it finds Werewolf or Tanner. The unveiling is on the village team. Uncover, wake up. You can rotate another player's card. If it's a werewolf or Tanner, flip it face down. A player with a Revealer card opens his eyes and can silently rotate another player's card so that he is face up. If it's a werewolf or Tanner, it must be flipped face down again. Uncover, close your eyes. The Curator wakes up and can select and place a random artifact token face down (without looking at it) on any player's card (including his own). The curator must not place the artifact token on a card that has a shield token on it. The curator is on the village team. Curator, wake up. You can place the artifact token face down on each player's card. A player with a curator card opens his eyes and selects one of the artifact chips face down and places it on each player's card. Curator, close your eyes. Without waking up role bodyguard when everyone votes, the player that the Bodyguard points out can not be killed. If this player has 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 surrender their cards immediately after the vote (to see if the bodyguard points to the player with the most votes). Dream Wolf Dream Wolf does not wake up with other werewolves. When werewolves are called, they stick out their thumbs so the other werewolves know who they are. When playing with minion, Dream Wolf sticks out his thumb during the minion night phase. The Wolf of Dreams is on the werewolf team. When playing with Dream Wolf, the announcer should wake up werewolves a little differently: Werewolves, with the exception of Dream Wolf, wake up and look for other werewolves. Dream wolf, stick out your thumb. Werewolves (except the Wolf of Dreams) open their eyes looking for someone else whose eyes are open. The wolf of dreams sticks out his thumb so the werewolves know who he is. Dream wolf, put your thumb away. Werewolves, close your eyes. Artifacts There are various artifact tokens that can be on each player's card by the curator. At the end of the night phase, each player with an artifact token on their card must immediately secretly look at their chip. The player with the artifact token may not display the chip to anyone else. However, they can say something about that token that they want: they can say what it actually is, they can lie, etc. All artifact tokens take precedence over the card on which they are placed; Artifacts that change your role also take away any special power that you might have at the end of the game (for example, if your card is a Bodyguard and you receive the Villager tag, the person you place on gets a vote and is not protected because you're a Villager and not a Bodyguard anymore). Artifact chips that change the role of a player also remove the hunter's power and Tanner's winning condition if the chip owner had one of these cards. A chip that is the same as your card (for example, receiving a claw werewolf chip on top of your werewolf card) doesn't actually do anything. However, you often can't be sure if the card has been changed, but if so, the token overwrites it. During installation, all artifact tokens should be placed face down and shuffled, and a stack of artifact tokens face down should be placed near the center cards so that the curator can easily access them. You can choose to include only some of the Ar-tifacts instead of all of them, based on your per-sonal preferences. The following is a list of artifacts: Now you are a werewolf. Now you're a Villager, with no special powers. You're Tanner now. You only win if you die. If you die, the werewolf team can't win. If the werewolf and you both die, you and the village team will win. This artifact has no effect. You can't talk. If you keep quiet, you can use manual movements, sign language, etc. You need to turn the chair, body and face away from the other players. You can still talk, but you don't have to look at other players or cards and chips. You may not turn around when voting, but you can (try) point to any player (other players will determine who you pointed to). Doppelganger and Dawn Although your group of players may be very comfortable using Doppelganger with the original One Night Ultimate Werewolf role, we recommend that you play with new roles without Doppelganger before playing with it. The doppelganger does the following based on what it sees (the roles marked (*) are night events that the doppelganger does immediately): Sentinel (*): The Double-Sentinel can immediately place a shield chip on another player's card (not its own). Alpha Wolf (*): The alpha wolf doppelganger instantly exchanges a central werewolf card with any player except her or the alpha wolf (but does not look at any card). When werewolves are called, the alpha wolf doppelganger wakes up with the rest of the werewolves. he doesn't wake up when an alpha wolf is called. Mystic Wolf (*): The Wolf can immediately look at each player's card. When werewolves are called, they wake up with the rest of the werewolves. He doesn't wake up when his name is a mystical wolf. The Apprentice Oracles (*): Doppelganger-Apprentice Oracles can instantly display one of the center cards. She doesn't wake up when the Oracle Apprentice is called. Paranormal Investigator (*): The P.L. doppelganger can immediately look at the cards of other players, one by one, except for two of them. If she sees a werewolf, she has to stop, and then she becomes a werewolf. She doesn't wake up when the P.L. Witch is called (*): The doppelganger-witch can immediately look at the center card, and if she does, she must exchange it for each player's card without looking at that player's card. She doesn't wake up when a witch is called. Village Idiot (*): Doppelganger-Village Idiot can immediately move all player cards left or right. He doesn't wake up when the Village Idiot calls. Revealer: Doppelganger-Revealer wakes up at the end of the night, immediately after revealer goes to sleep, and can rotate the card of each player that is face down; If the card is Werewolf or Tanner, it must be flipped face down. He doesn't wake up when his name is the original Revealer. Curator: Doppelganger-Curator wakes up at the end of the night, immediately after the curator goes to sleep, and can place the artifact token face down on each player's card, except for a card that already has a shield or other token on it. She doesn't wake up when the original curator is called. She is now that role and does nothing else at night. When it comes time to vote, the doppelganger-bodyguard is voting to protect which player he is pointing at. Dream Wolf: Doppelganger-Dream Wolf is on the werewolf team, but she doesn't wake up with other werewolves, but instead gives a thumbs up when werewolves are called at night. The script for Doppelganger is more complex depending on which Dawn role you have in place. If they see a role without waking up (Bodyguard or Dream Wolf) or a regular nightly action role (Sentinel, Alpha Wolf, Mystic Wolf, Apprentice Oracle, P.L., Witch, Village Idiot), you can use the standard script from the original Game One Night Ultimate Werewolf. If he's watching Revealer or the curator, he'll have to wake up again right after these roles wake up. If both Revealer and Doppelganger are in play, use the following script behind Revealer: Doppelganger, if you've viewed the Revealer tab, wake up and turn any card face up. If the card you reveal is a werewolf or tanner, turn it face down. The doppelganger opens its eyes and turns each player's card. I fit is werewolf or Tanner, she flips her face down again. Doppelganger, close your eyes. If the curator and doppelganger are both in the game, use the following script after the curator: Doppelganger, if you viewed the curator's tab, wake up and place the artifact on any card. The doppelganger opens its eyes and places the artifact token face down on each player's card that does not yet have a chip on it. Doppelganger, close your eyes. While you can combine any set of roles together and still have a great time, below are a few sets that we found particularly engaging during hundreds of game games. Player numbers are low; you can add additional roles to these sets to match the number of players (remember that 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, Read, Apprentice, Revealer, Hunter, Bodyguard. Information Society: Werewolf, Mystic Wolf, Oracle, Apprentice, 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 Dawn, consider splitting them into two groups, with each group playing a separate game. If you want to have a giant game with over 10 people all playing together, you'll want one person who doesn't play stand/sit near cards to show/move cards as each player wakes up. When the player wakes up, he points to the cards to be displayed/moved, and the non-player makes that action for them. Trying to fit more than 10 people around a table where everyone wants to get to the center of the table can be challenging differently. Continue reading