











PLs CI		wolves	Seer	Total in Deck	Hand		
3 13–15 are unused		One unused	Unused	28 #1 undealt	9		
		_	_	36	9		
	_	_	_	36 %1 undealt	7		
Card		Function					
		If led, it works as 16 of the trump suit. Otherwise, it has 1 higher rank than the previous card, and the same suit.					
of the		e is no werewolf in a trick, it works as <u>16</u> trump suit. Otherwise, it works as <u>0 of</u> ading suit.					
Knife 0 of t		of the trump suit.					
Traitor 16 c		16 of the leading suit.					
	13- u	13-15 are unused Function If led, it Otherw previous If there of the the lear	13-15 are unused unused unused Function Olf lf led, it works as 1 Otherwise, it has 3 previous card, ar If there is no were of the trump suit the leading suit. Oof the trump su	13–15 are unused	13-15 are One unused Unused \$28		

- leading suit. Therefore, those special cards may refer to that following normal card for their suits.
- If there appears only special cards in a trick, the "leading suit" is weak and the "trump suit" is strong.
- If there appears two or more cards of the same rank and the same suit, the latter one will be stronger

Scoring

After the last trick, your card points from your card pile taken through the tricks are calculated as follows. Note that your points depends on your role, not your team.

[Robber / Traitor]

Sum up the treasure chest icons in your cards (ranging 0–5 per card). If you took one or more werewolf cards, halve the total points, rounded down.

Sum up the robber icons in your cards (ranging 0–5 per card). If you took one or more knife cards, halve the total

Then, the robber team will have the total points of all robber players, multiplied by the number of players in the werewolf team. The werewolf team will have the total points of the werewolf and the traitor players, multiplied by the number of players in the robber team

The higher-scored team wins the deal. In case of a tie, there is no winner in that deal.

Let's play as many deals as the number of players. All players in the winning team scores 1 game point. The dealer passes to the left, who collects all the cards (do not forget to return the one which was undealt at the beginning of the deal). After the last deal, whoever scores the highest total game points will win the whole game!

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