

16 | +1

人狼
Werewolf

If led, it is the **16 of the trump suit**
Otherwise, it is **1 rank higher than the previous card, and the same suit**

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0

短剣
Knife

It is the **0 of the trump suit**
If a Werewolf captures one or more Knife cards, their score is halved

16

裏切り者
Traitor

It is the **16 of the lead suit**

16 | 0

占い師
Seer

If there is no Werewolf, it is the **16 of the trump suit**
Otherwise, it is the **0 of the lead suit**

0

短剣
Knife

It is the **0 of the trump suit**
If a Werewolf captures one or more Knife cards, their score is halved

PLs	Chests Robbers	Were-wolves	Seer	Total in Deck	Hand
3	13-15 are unused	One unused	Unused	28 ※1 undealt	9
4	—	—	—	36	9
5	—	—	—	36 ※1 undealt	7

Card	Function
Werewolf	If led, it works as 16 of the trump suit . Otherwise, it has 1 higher rank than the previous card, and the same suit .
Seer	If there is no werewolf in a trick, it works as 16 of the trump suit . Otherwise, it works as 0 of the leading suit .
Knife	0 of the trump suit .
Traitor	16 of the leading suit .

- If one or more special cards are played before any normal card in a trick, the suit of the next normal card is the 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.

[Werewolf]
Sum up the robber icons in your cards (ranging 0-5 per card). If you took one or more knife cards, halve the total points, rounded down.

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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