# One Night Ultimate Werewolf Analysis

## Overview

One night ultimate werewolf is a five to ten player game about a village of town people, and a werewolf hiding amongst them. The townsfolk must work together to find the werewolves, and the werewolves must trick the town into thinking someone else is the werewolf.

The players are assigned role cards which decide allegiance, and the three leftover cards are put in the middle. The night phase begins, and players listen to the narrator to fulfil their role abilities. The day phase begins and players spend their time discussing different possibilities before having to vote on who the werewolf is. If one werewolf is voted on the town wins, but if none are voted out the werewolves win.

**Objective/Goal**

* Correctly pick the werewolf if town member
* Deceive the town people if werewolf

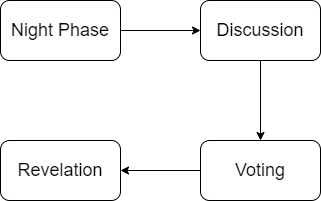
**Core Experiences**

* Team work – working with who you think your team is
* Deducting narrative – figuring out the roles in your head

**Key Mechanics**

* Roles & Abilities – are randomly given to players and can affect the game in different ways e.g.
  + Seer (can view another players card, or two from the centre)
  + Robber (can swap and view someone’s card with them self)
  + Troublemaker (can swap two other players’ cards)
* Card Pile – there are 3 excess cards face down in the centre
* Tokens – can be placed on players card showing the general opinion of their identity
* Day phase – players trick each other to slip up or reveal a lie/discover everyone’s true identity
* Night Phase – when the roles use their abilities and some players become aware of each other’s role

**Gameplay Loops**



**Critical Analysis**

One night ultimate werewolf is complicated in terms of how many roles with different and complicated abilities there are. However, the instructions are generally straight forward with everyone in the group grasping the rules quickly. The difficulty of the game is not steep as it can be set by the player through gradually adding the more complicated cards or starting off with the crazy roles.

**Feedback**

The player gets feedback when:

* Doing their abilities in the night phase
* Successfully calling out another player’s lie
* Everyone flips their card at the end, either confirming or denying theories

**Summary**

* Cognitive (makes the player think)
  + Figuring out the other players’ roles – who is telling the truth
  + Tricking other players – constructing a lie that ties into the larger story
  + Using roles – utilising role abilities to your advantage
* Social (makes the players interact)
  + Roles – have different information that can be used differently
  + Teams – forces cooperation and sharing information that helps team win
  + Werewolf – must lie in order to avert suspicion
* Emotional (makes the player feel)
  + Confusion – when players have contradicting information/you realise your role and allegiance has been changed
  + Joy – after correctly deducting the course of events over the game/successfully tricking people with your fake narrative
  + Frustration – when your team mates don’t believe you