

The cover features a dense, intricate background of light-colored, swirling vines and leaves. The title 'A Wolfed' is rendered in a large, stylized, gothic font with a paw print in the letter 'O'. Below it, 'THE CARD GAME' is written in a smaller, simpler font within a decorative banner. The words 'RULE BOOK' are prominently displayed in a large, serif font, underlined.

A Wolfed

THE CARD GAME

RULE BOOK

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INTRODUCTION

What you hold in your hands is the official rulebook of the card game “Wolfed”. The rules you are about to read are recommended and it is up to you to decide if you wish to follow them. Evolution is based on variations and so is the perfect game.

The concept is simple enough so the game can be played by people of different ages. It is a game of deception and persuasion.

You are either a good or an evil character and your goal is to win the game. In order to do so you need to survive the night and try to find who the evil characters are and banish them. On the other hand the evil characters need to silently remove anyone who might get in their way to victory.

This is a party game so you will not be alone during the nights filled with fear and mystery. Once the sun shines upon your village, you will need to reveal the identities of your fellow villagers and try to find out what their intentions truly are.

You could be mystical sorcerers binding others with spells, a simple villager gathering wood for the coming winter or a big bad wolf. What will be your role in the game will be decided by the Moderator or selected randomly from the card deck.

ROLES AND EVENT CARDS

There are 42 different roles presented by 63 cards with unique design and 10 event cards. The deck includes the following roles and event cards:

- | | | | |
|----------------|-------------------|-----------------|-------------------|
| • 12 Villagers | • Jester | • Shadow | EVENTS: |
| • 8 Werewolves | • Herbalist | • Witch Hunter | • Death |
| • 4 Vampires | • Dentist | • Dead man | • Elections |
| • Seer | • Lawyer | • Dog breeder | • Last Wish |
| • Gipsy | • Miss Rose | • Hag | • Silence |
| • Hero | • Princess | • Innkeeper | • Villagers' rage |
| • Hunter | • Nosferatu | • Miner | • Plague |
| • Alpha wolf | • Leper | • Sir Lengthily | • The Big Hunt |
| • Bodyguard | • Lord De Grey | • The Butcher | • Blood Moon |
| • Mayor | • Butler | • Undertaker | • The Long Night |
| • Little girl | • Wagon Driver | • Dark Seer | • The Mist |
| • Sorceress | • Watcher | • Assassin | |
| • Bard | • Master Villager | • Dead artist | |
| • Thief | • Prophet | • Old man | |

We will look through all characters and event cards in details later.

First, let's explain the setting and how the game mechanics work.

There are two main game functions. You are either a Moderator also known as Story Teller or a villager.

There are also two main game cycles – day and night. During the night all the special cards use their abilities, and during the day all players discuss the events that have happened during night cycle.

THE MODERATOR

As a Moderator, you are responsible for leading the story to an end by making objective decisions. You are the only one aware of everyone's true identity in the beginning of the game and you need to make sure that it remains that way till the end. You also need to make sure not to take sides in the game and in the meantime resolve any disputes between players. Just remember that in order to become a good Moderator you will need some practice so don't worry for any mistakes that might happen in the first few games. We recommend that you write down all the roles and players that will participate in a game beforehand.

Important part of your responsibilities as a Moderator is to know in details the right order in which all the characters use their special abilities, because you are the one, who has to make sure that all the players follow it. The Moderator may announce all the roles, which will participate in the game and give more details about their abilities to the new players before the game begins. At the end of the rulebook, we have put a simple chart, which will help you with this task.

THE VILLAGER

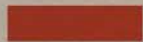
Please bear in mind that the word villager, written with lowercase, is not the card Villager but rather a general interpretation of the members of the village in the game.

As a villager, you will hold in your hand either a simple Villager card or a special character like a Vampire, Hunter, Seer, Werewolf and others. We will take a more detailed look at each of them later in the rulebook.

Everyone is considered a villager until proven otherwise. As a villager, your main goal is to convince the other players that you are not a Werewolf, or another evil character playing against the village.

You also have the task to reveal all the villainous characters in the game and banish them, by persuading other members to enter into a coalition with you and vote against another player.

Roles color meaning



Evil



Good

STARTING THE GAME

Enough space is needed so that all players could face each other. This will help with the discussion before the voting commences. The Moderator should also be able to move freely amongst the players. The cards should not be put under any objects like glasses or cellphones, as the Moderator will need to pick them up from time to time in order to reveal a card to another player during the night. The Moderator prepares the deck that will be used during the game and picks the characters, which will be participating. The cards are then either intentionally given to the players or randomly drawn.



PLAYING THE GAME

Once everyone is given a card and all questions are answered, the game can begin. All the cards are placed facing down, so the characters can remain a mystery to all players. Each player picks up his own card to see what character he is given. Keep in mind that all players are looking for clues to your identity, so be advised to control your body language at all times.

It is important that everyone remembers what special abilities their character has, because at some point they might be asked by the Moderator to act without having the chance to double check their card. Once everyone is clear on what their role is, the Moderator asks all players to close their eyes and the game moves on to night cycle. Finally, once everyone has closed his or her eyes the Moderator announces that the Night has come.

THE NIGHT

“Hello darkness, my old friend.”

Once the Night begins, it is recommended that each player make noise by either clapping on their knees or knocking on something repeatedly, so that they can mask any noise made by the Moderator while flipping cards or walking around. Remember, that in this game everything is a clue. However, the players must not be too noisy so that they can hear the Moderator’s instructions. It is also recommended that no other player than the Moderator speaks during the night cycles of the game. One of the Moderator’s responsibility is to lead the game in a chronological order, as it is an important part of the game play. The Moderator should be aware of the correct order of each card. Once everyone closes their eyes, the Moderator calls on the first role that must make a move. By now everyone should be aware of the special meaning of the card they have. Most of the characters can use their abilities only once during the entire game, but it is recommended that the Moderator continues to call them out during the night. Even though they cannot use their abilities this helps to keep the mystery for the entire game. During the Night, some of the players will have to point at another player in order to show, who will be affected by their ability or action. Therefore, it is recommended that you have one of your hands free at all time.

Example: Once everyone has closed their eyes the Moderator calls out the first role that should use their special ability. In our case this will be the Seer. The player that has the card of the Seer should open their eyes and point toward the owner of the card that they would like to see. The Moderator silently approaches that person, picks up their card and shows it to the Seer. After the Seer nods that he/she saw the card the Moderator puts it back down and asks the Seer to close his/her eyes. Then the Moderator continues calling on the next role in the recommended order. When each character takes turn, the Moderator announces that the Night has ended and the Day has come. All players open their eyes.

There are two options – someone has been killed during the Night, or someone has been saved and there are no dead villagers. It is a good idea for the Moderator to take notes during the night cycles as it is hard to follow who interacts with whom, when there are a lot of characters with special abilities in the game.

There are some important exceptions. For an example, the Moderator must not announce the two players, who have been bounded by a love spell, or who is the one silenced by the Dentist. The people affected by these abilities must be informed in secrecy during the night. The Moderator may announce that he or she will tap the player that has been silenced by the Dentist.

THE DAY

“Our lives begin to end the day we become silent about things that matter.” Martin Luther King Jr.

Once everyone is aware who has been killed the village must pick a Mayor. Everyone should vote either for themselves or for other players. The one who collects most votes, wins and is given the Mayor card in addition to his own. This time the card is facing up so that everyone can see it. A new Mayor is selected every time when the player holding the card is killed. After the Mayor has been selected, the Moderator announces that the discussion between all players can begin.

Everyone who has been killed or is not participating in the game should not interfere in the discussion or distract other players. The Moderator is the one, who decides when the discussion between the players ends. Once it is over the Moderator announces that a new vote can commence. This vote will decide who will be banished from the village. All players who are still playing must use their vote. The player, who collects most votes must defend himself/herself verbally without any interaction with other players. Once the player finishes defending himself/herself a new vote must be initiated by the Moderator. If the same person collects most votes for the second time then that person is banished and his/her card is turned upside down, thus revealing his/her true role. If at the end of the voting there is a draw between two or more players, the Moderator announces that no one has been banished and that the night has come.

ENDING AND WINNING THE GAME

A game is considered over once the Moderator announces the winner(s) no matter good or evil. The Werewolves are considered winners once their number equals the number of the other villagers in the game (this does not apply when there are still other evil characters in the game). The villagers are considered winners once they banish or kill each one of the evil characters in the game.

If there is an Alpha-wolf the game continues until the Werewolves banish him from the village or until the Alpha-wolf kills them. The Vampires are considered winners when there are no Werewolves, Alpha-wolf or other evil characters in the game.

CARD DESCRIPTION

WEREWOLF – you can kill a player every night. If there is more than one Werewolf in the game, you all need to agree which player you would like to kill. This could be challenging, as we all know everyone has enemies. The only living thing that cannot be killed by you is the Alpha-wolf. Of course, you could always pretend to be a good villager trying to get rid of the evil in the village and banish the Alpha-wolf. Bear in mind that the Moderator will not reveal to you if a player is protected or not during the night, so don't act surprised if a player that you have killed is still alive once you open your eyes with the rest of the village during the day cycle.

Winning the game: In order to win you need to:

First kill or banish all other evil characters that are not Werewolves, Dark Seer or Assassin.

And second the number of Werewolves must be equal or greater than the number of the good/neutral characters in the game.

ALPHA WOLF – you kill twice each night (only if there are Werewolves in the game). Firstly, you open your eyes together with the Werewolves and then you open your eyes for a second time to kill once more. You can kill any living thing in the game. If you chose to do so, you can even kill Werewolf. You cannot win the game if there are other evil characters still playing including Werewolves.

Winning the game: Kill or banish all other evil characters. You must survive until there is only one other character left in the game in order to win. If you and the Nosferatu are the only alive characters at the end of the game, then the game is automatically won by you.

VAMPIRE – you can kill every other night, starting from the second one. The Werewolves and the Alpha-wolf are out of reach for your sharp teeth. Any other character could be easily killed by you.

Winning the game: Banish or kill all other evil characters (except the Butler) and your number must be equal or greater than the number of the good characters in order to win.

SEER – you can choose to look at another player’s card each night. You are not supposed to say that you have seen someone’s card as this will automatically mean that you are the Seer. You should win the trust of your fellow villagers another way.

Winning the game: You win the game by providing support to the good characters. You need to banish all evil characters from the village in order to win.



GYPSY – you pick two players, who fall in love for the entire game. The only rule is that you cannot pick yourself. If one of the lovers is killed the other one automatically dies as well. It is recommended that both players defend each other, when there is a risk of banishing one of them. If there is a Dead Artist in the game the Moderator should reveal that to you so that you cannot choose it.

Seer. You should win the trust of your fellow villagers another way.

Winning the game: You need to banish all evil characters from the game in order to win.

HERO – you can survive one attack of any kind for the entire game. However, you cannot save yourself from being banished. You can also sacrifice yourself for the sake of someone else. By the end of the Night the Moderator reveals to the Hero, all the players that have been killed and asks him if he would like to save anyone by sacrificing himself in their place.

Winning the game: You need to banish all evil characters from the game in order to win.

DEAD ARTIST – you automatically die after the first night, even if you are not killed. Your role is to choose whether you will help the living by drawing something, which will point them to the evil characters, or will misguide them, by drawing something untrue. Before revealing your art-masterpiece you should give it to the Moderator for approval. You are not supposed to draw anything way too obvious.

Winning the game: based on which side you have chosen you win the game by supporting either the good or the evil characters through your art.

ASSASSIN – You can kill another player if you are banished from the village. You open your eyes on the first night to see who the Werewolves are as you play on their side.

Winning the game: You win the game if the Werewolves win and you are still playing or if you are left playing with one other good character at the end of the game.

HUNTER – you can shoot and kill someone once you are about to die. You cannot however use your shotgun if you are banished from the village. Once the Moderator announces that you have been killed, you must pick a living player from the village and shoot them. The shot player is considered dead and must also reveal his/her card. **Winning the game: You need to banish or kill all evil characters from the game in order to win.**

BODYGUARD – you can protect one player from a physical attack each night. You cannot protect yourself. However you cannot save anyone from a magic attack. No, you cannot save the Dead Artist from dying.

Winning the game: You need to banish all evil characters from the game in order to win.

MAYOR – Your vote counts in addition to your character's vote, but only when there is a draw between two players who are about to be banished. You can still use your second vote if one of the people, who is about to be banished, is you. You are given the Mayor's card in addition to your main role in the game. Unlike your main role the Mayor's card stays revealed the whole time in the game.

LITTLE GIRL – you can try and see who the Werewolves are during the night. You can do that by carefully opening your eyes or glimpse for a second once the Moderator ask the Werewolves to open their eyes. You should not open your eyes during the night while other characters are using their abilities.

Winning the game: You need to banish all evil characters from the game in order to win.

SORCERESS – you may kill and save someone from dying once per game. You can do both one after another or wait for the right moment. You are shown by the Moderator who has been killed and it is up to you to decide if you would like to save them or not.

Winning the game: You need to banish or kill all evil characters from the game in order to win.

BARD – you bind two players(only if the number of players is greater than 10, if not you bind only one player) with your music each night, excluding yourself and the Moderator. If you successfully bind all players in the game before you die you instantly win the game.

en killed and it is up to you to decide if you would like to save them or not.

Winning the game: You need to banish or kill all evil characters from the game in order to win.

OLD MAN – you have two lives. If the Werewolves and the Alpha-wolf attack you at night, you will still live to tell the tale. However if you are killed for a second time by the Alpha-wolf or the Werewolves, or killed by both one after another you will not survive the night. If you are banished or killed by another character, you die immediately. Unfortunately, if the Old man is banished from the village all good characters lose their special abilities starting after the death of the Old man is announced by the Moderator on the following day.

Winning the game: You need to banish all evil characters from the game in order to win.

THIEF – you can steal another player's vote during the night. The player whose vote you have stolen is not allowed to vote on the following day. The Moderator announces, who is the player, who cannot vote, but he or she is still allowed to take part in the discussion. You can use your ability and choose the same player every night. If you choose the player who is also holding the Mayor's card he/she cannot use it as well. You can steal the Minor's vote.

Winning the game: You need to banish all evil characters from the game in order to win.

JESTER– you guess who will be banished on the following day, every night.

Winning the game: If you successfully guess three times in a row, you automatically win the game. You will still win the game even if the last person being banished is you.

HERBALIST– you can protect one player from a Werewolf's attack each night, even yourself. However, you are not allowed to protect the same person twice in a row.

Winning the game: You need to banish all evil characters from the game in order to win.

DENTIST– you can silence one player each night. That player is not allowed to speak on the following day. You can silence the same player every night. After you choose your target, the Moderator must silently inform the player that he/she has been silenced.

Winning the game: You need to banish all evil characters from the game in order to win.

MISS ROSE– you are aware who are the evil characters in the game. During the night, the Moderator points out who is playing an evil character without revealing their roles.

Winning the game: You need to banish all evil characters from the game in order to win.

LAWYER – you can save another player from being banished, every night by pointing to the player who you would like to save on the following day. You cannot save yourself or choose the same player twice in a row. If the village decides to banish the player, who has been protected, then the Moderator announces that no one has been banished and the game continues with a night cycle.

Winning the game: You need to banish all evil characters from the game in order to win.

PRINCESS – If you are banished all good characters lose their special abilities. If you are killed, they are able to keep them.

Winning the game: You need to banish all evil characters from the game in order to win.



WITCH HUNTER – You can check if a player is playing a good or evil character each night. Point at someone during the night and the Moderator will tell you if the player is good or evil.

Winning the game: You need to banish all evil characters from the game in order to win.

NOSFERATU – You can kill whomever you want in the game every other night starting from the second one. You play for yourself.

Winning the game: Kill or banish all other characters. You must survive until there is only one other character left in the game in order to win. If you and the Alpha wolf are the only alive characters at the end of the game then the game is automatically won by the Alpha wolf.

DEADMAN – You play as a villager until you die. After that you can vote who should be banished every day until the game ends, but you cannot take part in the discussion. During the Night you must close your eyes as everyone else. The Deadman is not counted towards the living number of characters once he/she dies.

Winning the game: You need to banish all evil characters from the game in order to win.

HAG – You can silence another player's ability each night(both physical and magical) For example the Werewolf, Nosferatu, Sorceress and etc. cannot kill. The players you have silenced cannot use their abilities only during the same night.

You cannot choose the same player twice in a row.

Winning the game: You need to banish all evil characters from the game in order to win.

LEPER - You have a passive skill, which is activated only if you are attacked by the Werewolves. Once attacked the Werewolves become sick and they must skip the following night and not kill anyone. Your skill will be activated no matter if you are killed or saved by another character in the game before the the Werewolves attack you. The Moderator is not obliged to tell the Werewolves or the village that the Leper has been attacked by the Werewolves, but continue to ask them who they would like to kill during the night.

Winning the game: You need to banish all evil characters from the game in order to win.

SIR LENGTHILY - You can chose two players (including yourself) during the night and the village must banish one of those two through voting on the following day. You can user your ability only once per game. If the two players have equal votes then no one is banished and the game continues to a night cycle. There will be no voting if one of the player's that you have chosen is killed. The regular voting is disrupted if Sir Lengthily uses his ability.

Winning the game: You need to banish all evil characters from the game in order to win.

UNDERTAKER – Each night you can request a one-word note from a player that has been killed or banished. He/she is not allowed to include names. You can choose the same player each night or a different one. However, you are not allowed to show the note to anyone else no matter dead or alive. You cannot request a note from a player whose card has not been revealed (for an example if the Butcher has hidden the player's body).
Winning the game: You need to banish all evil characters from the game in order to win.

PROPHET– You play the game as a Villager until the Seer is killed, after which you take on the Seer's place and her skills. You can reveal another player's identity on the following night after the Seer has been killed.
Winning the game: You need to banish all evil characters from the game in order to win.

WATCHER – You can choose a player each night and the Moderator will point at the player/s, who has/ve been interacting with that person. You cannot select players that have already been dead.
Winning the game: You need to banish all evil characters from the game in order to win.

MASTER VILLAGER – You are showed by the Moderator, who the other Villagers in the game are, on the very first night.
Winning the game: You need to banish all evil characters from the game in order to win.

WAGON DRIVER – You can redirect an attack from one player to another (including yourself) during the night. However the Moderator does not reveal who has executed it. You can use your ability each night.

Winning the game: You need to banish all evil characters from the game in order to win.

MINER – You go to the mines each night and you cannot be killed. The only way for you to die is to be banished or killed by another player during the day.

Winning the game: You need to banish all evil characters from the game in order to win.

DARK SEER – You play in a favor of the Werewolves and open your eyes with them just once, on the first night, so that the Werewolves are aware who you are. Each night you open your eyes separately from the Werewolves and see another player's identity. You can then help the Werewolves during the day by guiding them who to vote against or to kill during the night, without being too obvious.

Winning the game: You win the game only if the Werewolves win and you are still playing or if you are left playing with one other good character at the end of the game.

LORD DE GREY – Once you die, there are two votes one after another. If two people have the same number of votes both of them are banished.

Winning the game: You need to banish all evil characters from the game in order to win.

SHADOW – You must choose whose shadow to become each night. You can choose the same player until the end of the game or until the player is killed at night. You cannot be killed during the night unless your host is killed - then you both die. During the day, you can be banished as everyone else. However if your host is being banished there is no effect on you.

Winning the game: You need to banish all evil characters from the game in order to win.

INKEEPER – Once you die the village has three rounds to banish or kill the Werewolves (and Alpha-wolf if there is such in the game) or else the Werewolves win the game.

In case the villagers are not able to banish all Werewolves until the end of the 3rd round and there are still Werewolves and an Alpha-wolf in the game, then the game continues until the Werewolves or the Alpha-wolf win.

Winning the game: You need to banish all evil characters from the game in order to win.

DOG BREEDER – If you are killed, one of the Werewolves automatically dies on the following day. If there is more than one Werewolf in the game, the Dog Breeder chooses who dies by picking a number from 1-8 (based on how many Werewolves are in the game).

Winning the game: You need to banish all evil characters from the game in order to win.

BUTLER – You open your eyes together with the Vampires during the first night and help them by surviving. As long as you are in the game they can kill each night instead of every other night.

Winning the game: You win the game only if the Vampires win and you are still playing or if you are left playing with one other good character at the end of the game.

BUTCHER – You can select a player each night and if that player is killed the same night, you can hide his body. The Moderator will announce who has been killed, but will not reveal the player's card, it will remain face down for the rest of the game.

In case the bodies which the Butcher hides are of the Hunter or the Innkeeper they lose their abilities: The Hunter cannot kill anyone on the following day. The village does not have a limit of 3 days to banish the Werewolves in order to win if the Innkeeper's body is hidden.

Winning the game: You need to banish all evil characters from the game in order to win.

EVENT CARDS

There are 10 event cards in the deck. The Moderator selects which cards will take part in the game and at which round to be activated.

The cards need to be carefully picked, as they may be useless if a certain role is not participating.

Each event card should be activated at a specific moment. Please check the details below.

THE BIG HUNT – The Hunter places a trap in front of a player at night. If that player is attacked by the Werewolves, one of them falls into the trap and dies. If the player is attacked by more than one Werewolf he or she needs to pick a number from 1-8 (based on how many Werewolves are in the game).

The event card becomes useless if it is not being activated before the Hunter is banished or killed.

The trap is placed by the Hunter, by pointing at someone during the night. Then the Moderator must remember the person in front of whom the trap has been placed.

The Hunter can also place the trap in-front of himself.

BLOOD MOON – The Vampires can kill Werewolves or Alpha-wolf on the following night after the event card has been activated.

SILENCE – The Mayor choose who to take part in the discussion and who to keep silent on the following day after the event card is being activated. However the players that are being silent are still able to vote.

PLAGUE – The Leper choses half of the villagers, who become contagious. If the Werewolves attack any of them, they will become sick and will not be able to kill anyone on the following night. The event card becomes useless if it is not being activated before the Leper is banished or killed.

THE MIST – Everyone in the village must remain with closed eyes for three game cycles (2 nights and 1 day), starting from the night the card is activated. Everyone still opens their eyes during the night in order to use their abilities.

ELECTIONS – Once this card is opened the villagers must immediately vote for a new Mayor.

LAST WISH – Everyone who has been killed or banished may vote for someone who is still alive without a discussion. That person will be dragged to the underworld and will not be part of the game anymore. If there is a draw nothing changes. The voting commence on the following day right after the Moderator announces who has been killed during the night.

DEATH – The Mayor and the Moderator pick a number separately. Both numbers should be summed up. The result corresponds to the player who is supposed to die. The counting starts from the player sitting next to the Mayor and goes clockwise.

THE LONG NIGHT– The Werewolves can kill two villagers instead of one on the following night after the event card has been activated.

VILLAGERS' RAGE – The Master Villager may banish someone from the village on the following night. After the event card is being activated.

*** Exceptional scenarios:**

1. If at the end of the game the following combination of characters are left playing: Butler and Assassin; Butler and Dark Seer then the Assassin or the Dark Seer automatically wins. If the Dark Seer and the Assassin are left playing at the end of the game then they both win.
2. The Alpha-wolf cannot fall in the trap put by the Hunter during “The Big Hunt” event. And cannot be killed by the Dog Breeder.

PLAYER'S TURN GUIDE

You will find below a simple player's turn guide which will help you to lead the game as a Moderator. Please bear in mind that this is just a suggestion and the guide can be modified based on your particular game.

- 1.Hag
- 2.Gipsy, Master Villager*, Miss Rose, Assassin, (Leper*)
- 3.Seer, (Prophet*), Witch hunter
- 4.Bard, Jester
- 5.Wagon driver
- 6.Thief, Dentist, Sir Lengthily, Shadow
- 7.Herbalist, Bodyguard, Lawyer
- 8.Werewolf, (Dark Seer*), (Alpha wolf*)
- 9.Vampire, Nosferatu
- 10.Sorceress
- 11.Hero
- 12.The Butcher
- 13.Undertaker
- 14.Watcher

*Prophet – you will take the Seer's place once she is dead.

*Dark Seer – you open your eyes with the Werewolves.

*Alpha wolf – first you open your eyes with the Werewolves and then once again independently.

*Master Villager – please see the "Villagers' rage" event card.

*Leper – please see the "Plague" event card.

RECOMMENDED SETS

6 people –
Classic Werewolf game

3x Villagers
1x Werewolf
1x Seer
1x Sorceress

12 People –
The battle of the 3 Evils

1x Werewolf
1x Dark Seer
1x Sorceress
1x Vampire
1x Dead Artist
1x Lawyer
1x Bard
1x Oldman
1x Witch Hunter
3x Villagers

8 people –
Classic Wolfed

1x Werewolf
3x Villagers
1x Seer
1x Sorceress
1x Hunter
1x Bard

8 people –
Everybody is special

1x Werewolf
1x Assassin
1x Hunter
1x Princess
1x Seer
1x Dentist
1x Dead Man
1x Little Girl

12 People –
Lovers and Wolves in the Tavern

2x Werewolves
1x Gypsy
1x Herbalist
1x Seer
1x Prophet
1x Miner
1x Princess
1x Inkeeper
3x Villagers

15 people –
The night of the Werewolves

3x Werewolves
4x Villagers
1x Hunter
1x Herbalist
1x Watcher
1x Miner
1x Old man
1x Miss Rose
1x Seer
1x Leper

15 people game –
Blood Moon

2x Vampires
1x Butler
1x Werewolf
1x Alpha-Wolf

1x Master Villagers
3x Villagers
1x Seer
1x Hunter
1x Hero
1x Dentist
1x BodyGuard
1x Sorceress
EVENT CARDS:
Villagers Rage;
Blood moon

CARD ANATOMY



1 Card number
some cards got number,
which is used in some
cases, mostly when the
event cards are in play.

2 Title

3 Brief description

4 Card text

Wolfed - the card game
Rule book

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