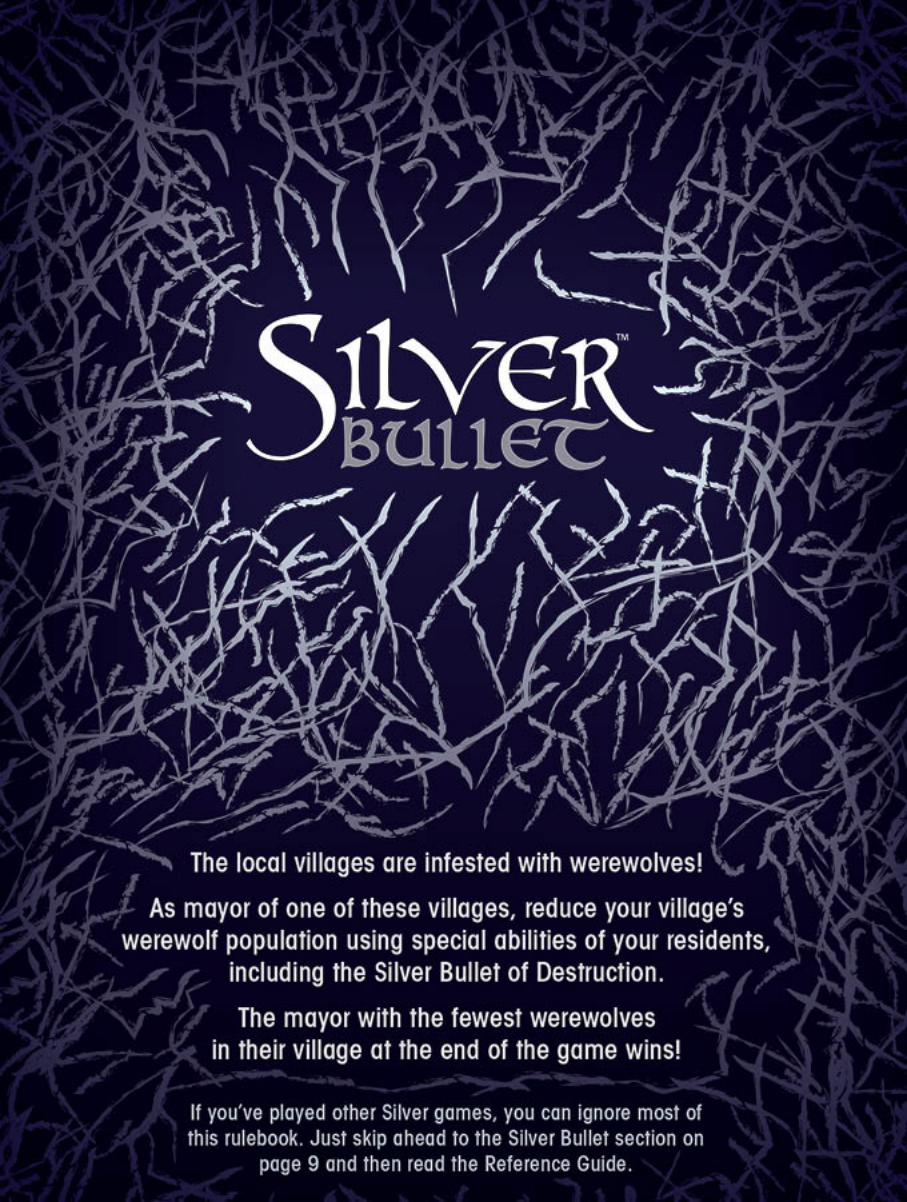


The local villages are infested with werewolves!

As mayor of one of these villages, reduce your village's werewolf population using special abilities of your residents, including the Silver Bullet of Destruction.

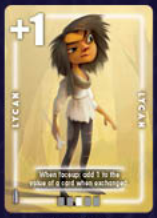
The mayor with the fewest werewolves in their village at the end of the game wins!

If you've played other Silver games, you can ignore most of this rulebook. Just skip ahead to the Silver Bullet section on page 9 and then read the Reference Guide.

CONTENTS



2 Hunters



4 Lycans



4 Priests



4 Goth Girls



4 Morticians



4 Cows



4 Instigators



4 Insomniacs



4 Things



4 Marksmen



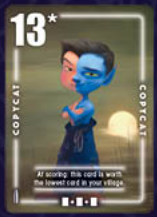
4 Counts



4 Troublemakers



4 Gremlins



2 Copycats



4 Reference Cards



1 Scorepad


1 Silver Bullet of Destruction



1 Play Mat

SETUP

1. Shuffle the deck, and deal five cards facedown in a horizontal row (the village) to four players (if there are fewer than four players put the extra sets of cards in the box).







2. Give each player a reference card.

3. Place the card mat and deck facedown in the center of the table, and create a discard pile with one faceup card from the deck.









4. Choose a start player at random, and place the silver bullet on the side of the deck/discard pile nearest to them.

5. Each player secretly views two of the five cards in their village.







GOAL

Remove werewolves (numbers on cards) from your village (your cards). After four rounds, the player with the fewest werewolves wins.

CARDS

Cards in *Silver Bullet* have two functions:

First, the numbers represent how many werewolves have followed this resident to your village. The more powerful the resident, the more werewolves they attract!

Second, each card displays a person with an ability. If a card is in your village, that person is a resident. Some residents help you when they live publicly in your village (low-numbered faceup cards). Some are in hiding (facedown cards). Other times, people help out as they wander by (when you draw their card from the deck). Use all of your resources to figure out who is in your village and remove residents who attract the most werewolves.



GAMEPLAY

Beginning with the start player, take turns clockwise. On your turn, do 1 of the following 3 actions:

DRAW A CARD FROM THE DECK

or

TAKE A CARD FROM THE DISCARD PILE

or

CALL FOR A VOTE

DRAW A CARD FROM THE DECK

If you draw the top card from the deck, do one of the following:

1) Place the card into the discard pile.
If the card has a icon on it, you may use the card's ability.

or

2) Exchange one or more of your cards with the card you drew.
Discard exchanged cards faceup into the discard pile, and put the new card *facedown* in front of you, in an exchanged card's place. See "Exchange Multiple Cards" on the following page for more details on how to exchange multiple matching cards.

TAKE A CARD FROM THE DISCARD PILE

If you take the top card from the discard pile:

Exchange one or more of your cards with the card you drew.
Discard exchanged cards faceup into the discard pile, and put the new card *faceup* in front of you, in an exchanged card's place.

CALL FOR A VOTE

If you have four or fewer cards, you may call for a vote (say "Call" on your turn instead of drawing a card). At this time your turn ends. Each other player gets one more turn (they may not call on their turn), and then the round ends.

You may not do anything else on your turn (i.e., no faceup abilities or placing the silver bullet) when you call for a vote.

EXCHANGE MULTIPLE CARDS

To exchange multiple cards from your village, all exchanged cards must have the same value (e.g., all 6s). Before exchanging them, slide them all forward, and turn any that are unrevealed faceup. Place the card drawn in an exchanged card's place—you cannot discard the drawn card as part of a set of matching cards until your next turn.



If any slid cards do not match, return all of them to the village, turning them all facedown (even if they were faceup before). Add the card drawn at either end of the village in the orientation it was when you drew it. If three or more cards don't match, take an additional card from the deck without flipping it over and place it at either end of the village (do not look at it if it is facedown).

ABILITIES

All cards have abilities. You may activate these abilities when the card is faceup in your village (■■■■■), when the card is placed faceup onto the discard pile immediately after drawing it (↩■), or at end of round scoring (■+■+■). Most card abilities are optional.



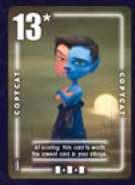
■■■■■

Use these abilities when these cards are faceup in a village.



↩■

Use these abilities when you draw these cards from the deck, and then place them on the discard pile.



■+■+■

Use this ability during end of round scoring.

You may not use the ability on a ↩■ card taken from the discard pile.

For abilities that allow you to view facedown cards, view cards secretly so that no other players can see them. If you exchange or otherwise move a card that is faceup, it remains faceup after it is moved.

You may not use any card's ability on the turn that you call for a vote.

Keep the *Reference Guide* handy for players to look up abilities of their cards, as they won't be able to pick up a facedown card to check how it works unless they use an ability that allows them to view that card.

CARD SPOTS

When you view a card, return it to the same spot that you took it from. When a single card replaces another card, the new card must go in the same spot as the old card.

When one card replaces multiple cards, the new card may go in any of the spots that the old cards were in. Then collapse empty spots by sliding cards together.

ROUND END & SCORING

The round ends when one player has called for a vote and each other player takes one more turn, or the deck is depleted.

Your score for the round is the sum of your remaining cards.

However, if you called for a vote and have the lowest sum (or are tied for it), you score 0 points. If you called for a vote and do not have the lowest sum, you score the sum of your cards plus 10 more points.

Write down each player's score for that round, and add it to the sum of the previous rounds.

Place the silver bullet in the middle of the table on the side of the deck nearest to the player who scored the fewest points in the current round. If that player successfully called for a vote, they take the silver bullet and pull it back toward themselves to their edge of the table. This indicates that the player may use the silver bullet in the next round. (See "Silver Bullet" on the next page.)

If the call was unsuccessful and there is a tie for the lowest score in the current round, the tied player who had the silver bullet during this round keeps it. If the player with the silver bullet did not score the fewest points in the current round, the tied player who is closest to the start player's left places the silver bullet in front of them.

SUBSEQUENT ROUNDS

After the first, second, and third rounds, you'll play another round.

Shuffle all the cards in the deck and deal four sets of 5 cards. Each player chooses a set. Remove unused sets from the game.

Place the deck facedown on the "DECK" side of play mat in the middle of the table and turn one card faceup next to it on the "DISCARD PILE" side of the play mat.

Each player secretly views two of the cards in their village.

The player with the silver bullet in front of them goes first.

SILVER BULLET



If you have the silver bullet as a result of successfully calling for a vote, you may, as part of your turn, place the silver bullet on one of the cards in your village. That card may not be viewed or moved by any player (including you), until the end of the round, when it is *not* scored. If the card with the bullet on it is faceup and has a faceup ability (■■■■■), that ability is no longer active after the silver bullet is placed on the card. The card with the bullet on it does *not* count toward your card total when determining if you can call for a vote.

If the silver bullet is on your last card, on your turn you may take a card from the deck and either use its ability or discard it, or you may call for a vote. You may not take a card from the deck or discard pile or use any ability that requires you to interact with cards in your village if you do not have any other cards in your village.

You may not call for a vote on the same turn that you place the silver bullet.

GAME END

The game ends after four rounds.

The player with the fewest points wins.

In case of a tie, the tied player who has the silver bullet wins. If the player with the silver bullet is not tied to win, the tied player closest to the left of the bullet player wins.

TIPS & REMINDERS

Abilities on cards are activated when the card is faceup:

0 (■■■■■) in your village at scoring,

1–4 (■■■■■) in your village,

5–12 (↪■) on the discard pile immediately after drawing it from the deck,

13 (■+■+■) when scoring your cards at the end of the round (it does not need to be faceup before the round ends).

You may only activate a card's ability when discarding it from your village if you have a Mortician faceup in your village.

The card you draw this turn cannot be exchanged in a matching set until your next turn.

When a card is turned faceup so that everyone can see it, it will only be turned over facedown again if the Priest or Instigator uses their ability on that card (or if it was part of a failed multi-card exchange).

The player with the lowest score for the previous *round* receives the silver bullet (not neccesarily the lowest total score), and is the start player for the next round.

It is often a valid strategic choice to take a higher card that matches one of your existing cards so you can discard a pair (or larger set) on a future round.

REMEMBERING CARDS

There is a bit of a memory element to *Silver Bullet*, in that you'll need to remember the facedown cards that you've seen. One of the best ways to remember your cards is to silently repeat the ones you know from left to right. So if you have seen the first three cards, and they are 1, 8, and 1, repeat "one eight one" to yourself a few times.

It's easy to temporarily forget cards you've seen if you or other players are talking about different things while playing. It is considered bad form to try to distract other players who are focusing on remembering cards they have viewed by saying random numbers out loud.

PLAYTESTERS

Carol Alspach, Gage Alspach, Toni Alspach, Liam Avni, Taylor Bogle, Jason Boles, Dan Calhoun, Angela Chuang, David Corbin, Mark Ebelhar, David Eberius, Tony Grappin, Alex Hanna, Leon Hendee, Joe Huber, Ally Huneycutt, Markus Iturriaga, Dan "GameBoyGeek" King, Heather Lynn, Jeremy Maher, Laura Maher, Ryan Moore, Christopher Nicholson, Mary Prasad, Ravindra Prasad, Bryon Quick, Matt Ryan, Stephen Shedden, Tim Stoner, David Satterfield, Rick Thornquist, "Evil" Elizabeth Weaver, Dixie Willard, Tony Willard, Chris Wray, Amanda Zimmer, Missy Zaloudek

DESIGNER

Ted Alspach has designed many games, including *One Night Ultimate Werewolf, Suburbia, Werewords,* and *Castles of Mad King Ludwig.*

ARTIST

Andrey Gordeev has drawn amazing artwork for a number of big-name clients, including McDonalds and Lipton, and has illustrated children's books and videogames. He's also the artist of *Silver* and *Silver Coin.*

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CEO: Ted Alspach
COO: Toni Alspach
Marketing Manager: Alexandra Gold
Trade Show Manager: Matt Ryan
Customer Support Manager: Ryan Moore
Licensing and Editorial Manager: Jeff Quick
Graphic Designers:
Graphic Designer and Background Artist: Taylor Bogle
Graphic Designers: Jason Boles, & Missy Zaloudek
App Developer: Jeremiah Maher & Keith Kubarek
Q/A Manager: Bryon Quick
Social Media Manager: Lindsay Schlesser
Site Manager: Carol Alspach

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Made in Shenzen, China.

Bezier Games, Inc., PO Box 730, Louisville, TN 37777. USA.

info@beziergames.com

