

WOLFMOON

A devious card game for 3 to 6 moonstruck villagers
ages 8 and up by Lukas Zach and Michael Palm

RULES

Pegasus Spiele


My heart,
I fear our secret is in danger. Rumors of a werewolf among us are spreading like wildfire. No one suspects that it is I who walks among them by day as a human and by night in wolf form – at least for now. But the next full moon draws near. I will keep a low profile until then to avoid causing any unnecessary stir.
See you soon
W.

CONTENTS

30 Character cards



Front *Back*

3 Moon cards

(1 Sitting Wolf, 1 Howling Wolf, 1 Werewolf)



Front *Back*

6 Overview cards



Front *Back*

11 Moon tokens



1 Witch token

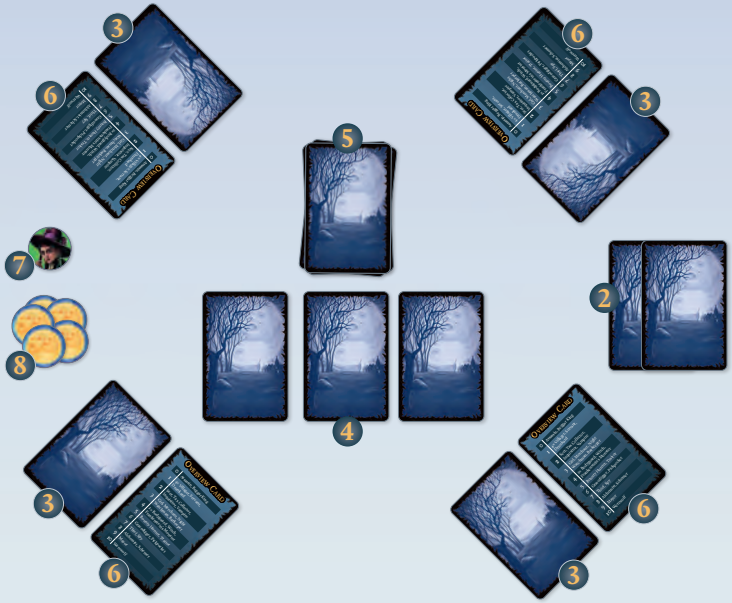


GAME SETUP

1. Set aside the 3 Moon cards and the *Werewolf* Character card. Shuffle the remaining 29 Character cards (now only called "cards") face down.
2. Place 2 cards face down at the edge of the playing area without looking at them.
3. Deal 1 card face down to each player. Each player takes this card into their hand and keeps it secret.
4. Place 3 cards face down next to each other in the center of the playing area.
5. Prepare the draw pile:
   a. Divide the remaining cards into 3 stacks of approximately equal height (6–7 cards).
   b. Shuffle the **Werewolf Moon card** face down into 1 of the stacks and place it in the center of the playing area as the bottom part of the draw pile.
   c. Shuffle the **Howling Wolf Moon card** face down into 1 of the remaining stacks and place it on top of the pile in the center of the playing area as the middle part of the draw pile.
   d. Place the **Sitting Wolf Moon card** face-down on top of the current draw pile.
   e. Finally, shuffle the ***Werewolf* Character card** face down into the last remaining stack and place it on top of the pile in the center of the playing area as the top part of the draw pile. The draw pile is now complete.

Note: This setup ensures that the *Werewolf* is hidden in the top part of the draw pile and that the 3 Moon cards are revealed afterward.

6. Give each player an Overview card.
7. Place the Witch token at the edge of the play area.
8. If you are playing a longer game (see page 8), also place the Moon tokens at the edge of the play area. Otherwise, return them to the box.
9. The last player to see a wolf starts the game.





GAME OVERVIEW

You always have 1 card in your hand. On your turn, you may either draw 1 card and play 1 card to use its effect or take 1 card from the center and return 1 card to the center to gain information.

You win the game if

- you have the *Werewolf* in your hand when the 3rd Moon card (i. e. the Werewolf Moon card) is revealed **OR**
- you are the last remaining player **OR**
- a card effect says you have won **OR**
- you have the highest numerical value in hand when the draw pile is exhausted.

GAMEPLAY

A game consists of an unspecified number of turns. When it is your turn, perform 1 of the following 2 actions:

A **Draw 1 card and play 1 card.**

B **Take 1 card from the center and return 1 card.**

Play then passes clockwise to the next player.

If a player is eliminated by a card effect, they place their hand card face up in their display, without using its effect. Skip them for the remainder of the game whenever it would be their turn.

Play continues until 1 of the 4 game end triggers occurs.

Details on Gameplay:

A 1 card and play 1 card.

Draw the top card of the draw pile. Choose 1 of your 2 hand cards and play it face up in your display in front of you. Then apply its effect, if possible. If the card text says "may", applying the respective effect is optional. (See page 9 for details on all card effects.)

Played cards should be placed face up next to each other in your display. The name and value of each card must always be visible to all players.

B Take 1 card from the center and return 1 card.

Take 1 of the 3 center cards into your hand. Look at your 2 hand cards and choose 1 to keep. Return the other card face down to the center. You do **not** play a card this turn!



END OF THE GAME

A game can end in 4 ways:

- The 3rd Moon card is revealed and you have the *Werewolf* in your hand. You instantly win.
- You are the only remaining player. You instantly win.
- You play the *Vampire* and its effect is fulfilled. You instantly win.
- If a player draws the last card of the draw pile, the game ends after that player's turn (unless a card effect grants them another turn). All remaining players compare the numerical values of their hand cards. The highest value wins, unless a card effect states otherwise.

Note: More than 1 player may win if players share the highest value or if card effects allow it.

Longer Game
For a longer game, play multiple rounds using the Moon tiles. The winner of each round receives 1 Moon token. Some card effects may cause multiple players to receive a Moon token.

With 3 or 4 players, the first player to receive 3 Moon tokens wins.

With 5 or 6 players, the first player to receive 2 Moon tokens wins.

If multiple players reach the required number of Moon tokens at the same time, they all win together.

CARD EFFECTS - DETAILS

You are ready to play *Wolfmoon* now. You only need to read this section if you have any questions regarding the card effects.

VALUE 0



Assassin:

If you guess the value of 1 player's hand card, that player is eliminated. You have 2 attempts.

Choose 1 player and name a value between 0 and 10. If that player has a card with that value in their hand, they must place it face up in their display and are eliminated. If your first guess is wrong, you may name a second value. Both guesses must be made against the same player. If both your guesses are wrong, nothing happens.



Beggar King:

If you have the Beggar King ***in your hand*** *when the draw pile is exhausted, you are the* ***sole winner*** *if at least 1 player has the value 8 or 9.*

Playing this card has no effect. The card effect only applies if the last card of the draw pile was drawn and you compare your values.

The effect also applies if the final value of a player with *Frankenstein's Monster* or the *Merchant* reaches 8 or 9.

Players with a value of 10 or higher, including the *Werewolf* and possibly *Frankenstein's Monster* or *Merchant*, also lose.

If the Witch token is also in front of you, the player with the *Witch* in their display does **not** win together with you.

VALUE 1



Villager:

If you guess the value of 1 player's hand card, that player is eliminated. You have 1 attempt.

Choose 1 player and guess a value between 0 and 10. If they have a card with that value in their hand, they must place the card face up in their display and are eliminated. If your guess is wrong, nothing happens.



Drunkard:

Take the hand cards of all players, including your own, and look at them. Then shuffle these cards face down and randomly deal 1 card to each player.



Servant:

***At the end of your turn**, you may discard the* Servant ***from your display** to take 1 additional turn immediately.*

Playing this card has no effect.

You may discard the *Servant* at the end of this or any of your future turns. When you remove the *Servant* from your display, place it face up at the edge of the play area. It cannot be used again during this game.

During your additional turn, you may choose between action A and B. If you choose action A and the draw pile is exhausted, draw 1 of the 2 cards that were set aside at the beginning of the game instead.

Rare special case: If you want to perform action A during your additional turn, but the draw pile is exhausted and the 2 cards set aside have already been drawn, you may only perform action B.

VALUE 2



Seer:

Secretly look at 1 other player's hand card.

The other player keeps their card afterwards and continues playing as usual.



Tax Collector:

Name 1 player. If that player has a hand card with a value of 0 or 1, they are eliminated.

Choose 1 player and ask them whether they have a card with a value of 0 or 1 in their hand. If so, they must place the card face up in their display and are eliminated. Otherwise, nothing happens.



Inquisitor:

Name 1 player. If that player has a hand card with a value of 9 or 10, they are eliminated.

Choose 1 player and ask them whether they have a card with a value of 9 or 10 in their hand. If so, they must place the card face up in their display and are eliminated. Otherwise, nothing happens.



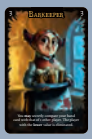
Vampire:

If you play the Vampire *and have at least 2 cards with a value of 7 or higher in your display,* ***you instantly win the game****.*

This also applies if you are forced to discard your *Vampire* due to the *Bounty Hunter* being played. If you must place the *Vampire* face up in your display because you have been eliminated, its effect does not take place.

If you play the *Vampire* and you don't have at least 2 cards with a value of 7 or higher in your display, nothing happens.

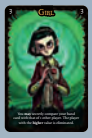
VALUE 3



Barkeeper:

*You **may** secretly compare your hand card with that of 1 other player. The player with the **lower** value is eliminated.*

That player places their card face up in their display and is eliminated. In the event of a tie, no one is eliminated and nothing happens.



Girl:

*You **may** secretly compare your hand card with that of 1 other player. The player with the **higher** value is eliminated.*

That player places their card face up in their display and is eliminated. In the event of a tie, no one is eliminated and nothing happens.



Merchant:

If the Merchant *is **in your display** when the draw pile is exhausted, add 2 to the value of your hand card.*

Playing this card has no effect. The card effect only applies if the last card of the draw pile was drawn and you compare your values.

Example: You have the *Spy* (value 7) in your hand. Since the *Merchant* is in your display, your final value is 9.



Night Watchman:

Take the 3 cards from the center into your hand. Keep 1 of the 4 cards. Shuffle the other 3 cards face down and place them back in the center.

VALUE 4



Frankenstein's Monster:

If you have Frankenstein's Mon*ster* ***in your hand*** *when the draw pile is exhausted, the value of your card is equal to the combined values of the lowest and highest cards in your display.*

Playing this card has no effect. The card effect only applies if the last card of the draw pile was drawn and you compare your values.

Example: The lowest card in your display is the *Seer* (value 2) and the highest card in your display is the *Thief* (value 7), so your final value is 9.



Witch:

Choose 1 player who has been eliminated. That player draws 1 card and rejoins the game. Place the Witch token *in front of that player. If that player wins, the player with the* Witch *in their display* ***also wins****.*

If the draw pile is exhausted, that player draws 1 of the 2 cards that were set aside at the beginning of the game instead.

If the player with the Witch token wins the game and you have the *Witch* in your display, you win with them, even if you have already been eliminated.

The *Gravedigger's* effect allows another player to take the *Witch* back into their hand. At the end of the game, only the display where the *Witch* is located matters for determining who wins alongside the player who has the Witch token.

VALUE 4 – CONTINUATION

Rare special case: If no card can be drawn because the draw pile is exhausted and the 2 cards set aside have already been drawn, this effect cannot be carried out. If the Witch token is already in front of a player, it remains there.

Exception *Beggar King*: If the player with the Witch token wins and has the *Beggar King* in their hand, you do not win together with them.



Bodyguard:

You are protected from the effects of other players' cards until your next turn.

When playing the *Bodyguard*, rotate the card to the side by 90 degress while placing it in your display to indicate that you are protected. Rotate it back upright at the start of your next turn to indicate that its effect is no longer active.

VALUE 5



Traitor:

If the Werewolf *wins when the 3rd Moon card is revealed and you have the* Traitor ***in your hand, you also win.***

Playing this card has no effect.



Bounty Hunter:

Choose 1 player. That player plays their hand card face up into their display and draws 1 new card.

If the player plays the *Mayor* or the *Werewolf* in this way, they are eliminated and do not draw a new card.

VALUE 5 – CONTINUATION

If they play the *Vampire* and have at least 2 cards with a value of 7 or higher in their display, they instantly win the game as usual.

If they play the *Bodyguard*, they are protected until their next turn.

A *Servant* or *Alchemist* played in this way may still be discarded from the display later for their respective effect, and a *Merchant* will still grant their effect when the draw pile is exhausted.

The effects of other cards discarded in this way are not applied.

If the draw pile is exhausted, that player draws 1 of the 2 cards that were set aside at the beginning of the game instead.

Rare special case: If no card can be drawn because the draw pile is exhausted and the 2 cards set aside have already been drawn, that player is eliminated instead.

VALUE 6



Gravedigger:

Take 1 card, except the Werewolf*, from the display of a player of your choice into your hand. Then play 1 of your 2 hand cards.*

Apply the effect of the played card as usual.

If the played card is the *Witch* and it had already been played earlier, take the Witch token and place it in front of the player who has rejoined the game just now instead.

VALUE 6 – CONTINUATION



Pickpocket:

Name 2 players. Those players swap their hand cards with each other.

VALUE 7

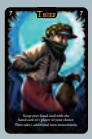


Spy:

*You **may** play the* Spy *if the value of your card was not guessed correctly by an* Assassin *or a* Villager. *The other player is eliminated and you receive their hand card.*

Playing this card has no effect.

If you have the *Spy* in your hand and another player targets you with an *Assassin* or a *Villager* but does not name the value 7, you may play the *Spy*. If you do, the other player is eliminated. However, they do not place their card in their display, but give it to you face down instead. This becomes your new hand card.



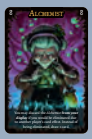
Thief:

Swap your hand card with the hand card of 1 player of your choice. Then take 1 additional turn immediately.

During your additional turn, you may choose action **A** or **B**. If you choose action **A** and the draw pile is exhausted, draw 1 of the 2 cards set aside at the beginning of the game instead.

Rare special case: If you want to perform action **A** during your additional turn, but the draw pile is exhausted and the 2 cards set aside have already been drawn, you may only perform action **B**.

VALUE 8



Alchemist:

You may discard the Alchemist ***from your display*** *if you would be eliminated due to another player's card effect. Instead of being eliminated, draw 1 card.*

Playing this card has no effect.

If you would be eliminated due to the card effect of another person and you have the *Alchemist* in your display, place your hand card face up into your display as usual. Then remove the *Alchemist* from your display and place it face up at the edge of the play area. It cannot be used again during this game.

Then draw 1 card from the draw pile. If the draw pile is exhausted, draw 1 of the 2 cards that were set aside at the beginning of the game instead.

Note: If it is your turn and you are elimintated due to the effect of a card you played yourself, you may not remove the *Alchemist* and are eliminated as usual.

Rare special case: If no card card can be drawn because the draw pile is exhausted and the 2 cards set aside have already been drawn, you are eliminated as usual.



Schemer:

If you have the Schemer ***in your hand*** *and are eliminated due to another player's card effect,, that other player is also eliminated.*

Playing this card has no effect.

Note: If it is your turn and you are elimintated due to the effect of a card you played yourself, the other player is not eliminated.

Rare special case: If the last 2 players in the game are eliminated due to the *Schemer's* card effect, no one wins the game.



VALUE 9



Mayor:

If you place the Mayor *in your display for any reason, you are eliminated.*

You are always eliminated from the game when you place the *Mayor* in your display.

VALUE 10



Werewolf:

If you place the Werewolf *in your display for any reason, you are eliminated. If you have the* Werewolf *in your hand when the 3rd Moon card is revealed,* ***you instantly win the game****.*

You are always eliminated from the game when you place the *Werewolf* in your display.

MOON CARDS



Sitting Wolf Moon Card:

If you draw this card, immediately place it face up in the center of the play area.

Then take another turn. You may choose between actions **A** and **B**.

You all know now that the *Werewolf* is among you.



Howling Wolf Moon Card:

If you draw this card, immediately place it face up in the center of the play area.

Then take another turn. You may choose between actions **A** and **B**.



Werewolf Moon Card:

If you draw this card, immediately place it face up in the center of the play area.

This is the 3rd Moon card, the player with the *Werewolf* in their hand instantly wins the game. If no one has the Werewolf in their hand, take another turn. You may choose between actions **A** and **B**.

If you choose action **A** and the draw pile is exhausted, draw 1 of the 2 cards that were set aside at the beginning of the game instead.



CREDITS

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