



For 3-5 Players  
10 or older  
30 minutes approx.

## The Werewolves bEat Robber's Horror English Rules

*One night at midnight, in a small village, a bandit of robbers has come, very quietly, to thief enormous treasures from every rich house. But they were not the only visitors — every night in that village, the werewolves also prowl about for food, a suspicious human!*

*In this game, you become one of the robber, the werewolf, or the traitor, each of whom belongs to the robber team or the werewolves team. The robbers collect treasure chests to escape, and the werewolves eat robbers to satisfy, as many as possible!*

### Components

- 36 Cards (15 Treasure Chests, 15 Robbers, 2 Werewolves, 1 Seer, 2 Knives, 1 Traitor)
- 3 Chips (2 for Werewolves, 1 for Traitor)
- 2 Rulesheets (English and Japanese)

### Cards

The game cards consists of two suits of normal cards, **chests and robbers**, each of which ranking from 15 to 1; and four types of special cards — **the werewolves, the seer, the knives and the traitor**. The ranks and suits of special cards may vary from trick to trick.

This game is based on the variable partnerships. In every deal you belong either to the robber team or the werewolf team. The robbers and the traitor score from icons in the chest cards, while the werewolves score from icons in the robber cards.

In the table below is shown which cards are unused and how many cards are in your hand for each number of players.

PLs	Chests Robbers	Werewolves	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



### Setup

- 1) Whoever has recently sought the treasure becomes the dealer, who shuffles and cuts the deck face down, and deals all cards equally face down. In 3- and 5-player game, remove one remaining card from the deck each deal. You may not show your hand to other players.
- 2) Place the chips in front of the table, which corresponds to the werewolf and traitor cards that will be used.
- 3) Now every player has a role. **Whoever has one or more werewolf cards becomes a werewolf. If not, whoever has the traitor card becomes a traitor. All other players become robbers.** Your scoring will depend on your role (see **Scoring**).
- 4) The werewolves and the traitor belong to the werewolf team. The robbers belong to the robber team. You may or may not reveal your role until you play the corresponding card.

### Course of the Game

The player at the left to the dealer leads to the first trick, i.e., plays the first card face up, and play continues clockwise. You are not obliged to follow the suit led and may play any card from your hand.

Once every player has played a card, those cards form a trick. Whoever played the strongest card wins the trick (see **The Trick** for the detail).

The winner takes all cards in the trick and place those cards face down in front of them. No one may see those cards until the end of the deal.

The winner leads to the next trick, and so on, until all players run out of their hands. Then succeed to the scoring.



GO TO  
BACK SIDE



## The Trick

The winning card of a trick firstly depends on the leading suit. The opposite suit to that led is stronger, called the trump suit. That is, if a chest is led, the robbers are trumps, and vice versa. Among the same suit, the higher rank wins.

The next table shows how the special cards work.

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

- 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.

### Ex. 1



A chest is led, so the robber is the trump suit. 12 of the robber wins the trick (not 15 of the chest, since its suit is weaker).

### Ex. 2



The leading suit is the robber, of the third card. Then, the first werewolf is regarded as 16 of the chest. The second werewolf is regarded as one higher, 17 of the chest, winning the trick.

### Ex. 3



The first sword and the third seer are trumps, and the second traitor is the leading (weaker) suit. The sword ranks 0 and the seer ranks 16, so the latter wins the trick.

## Chips

You may use three chips as indicating who played the werewolves and/or traitors. They are just optional, not required to use. When you play a werewolf, place the corresponding chip in front of you. When you play a traitor, do similarly. If you took the traitor chip first and the werewolf chip next, place the latter onto the former, since you are the werewolf.

## 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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The Werewolves bEat Robbers' Horror

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