



# ONE NIGHT ULTIMATE WEREWOLF



Looks at another player's card and becomes that role. If she sees the Seer, Robber, Troublemaker, or Drunk, then she does those actions immediately. If she sees a werewolf or Mason, wakes with them.



Wakes with the werewolves. If only 1 werewolf wakes up, he may look at a center card.



Werewolves put out their thumbs for the Minion so he can see who they are.



Wakes with the other Masons.



May look at one other player's card or two center cards.



May rob another player's card and replace it with his Robber card, then looks at his new card. He does not wake again for the new role.



May switch the cards of two other players without looking at those cards.



Must exchange his Drunk card for a center card without looking at his new card.



Looks at her own card to see if it has been changed.



No special power.



Only wins if he dies.



If he dies, the player he is pointing at also dies.

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