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## Werewolf game roles troublemaker

Troublemaker, wake up. You can exchange cards between two other players. From ONUW, to Team Village As Troublemaker, you don't have to switch anyone. If you don't switch anyone, you can lie and say you did it. If you switch two cards you can either tell truthfully who you crossed, lie about who you crossed over or say you don't switch anyone. Lying about who you crossed has the advantage that if one of these players confess to having previously been a werewolf hoping to now lynch the person who got this card, you can show that you don't actually switch them, and so they still have to be a werewolf who should be lynched. This strategy is most effective for beginners. While Troublemaker is pretty powerful, playing with newcomers is actually one of the least powerful, playing experienced players. Having seen a lot of werewolves claiming to be Troublemaker, almost no one takes Troublemaker at his word, and it provides no real information to the person who performed the role of Troublemaker because they don't get to look at any cards. What do you think? Leave your thoughts in the comments section. The social game deduction is fantastic and we talked about how to be a better werewolf player before. Each game is unique, and One Night Ultimate Werewolf is a prime example of this. There's only one night stage, but at the end of it you may have changed your role or team. First you need to find out what your winning state is, and only then can you decide how best to act. You can play one night as a silly game where you point the finger and then reveal who is dying. But you can also play it strategically - carefully work out your deceptions and turn the game in your favor. If you want to be the guru of your group's One Night, here are some tips. Learn to love lies - Your life may depend on it one night has so many special powers that it seems that you can just figure out what happened if everyone is telling the truth. And usually you can. But that doesn't mean it's a good idea. For example, what if I'm a developer and I saw a wolf. To be honest, I can tell everyone. Which seems like a good idea until Smutyen says he's replaced me and that other player. Suddenly my honesty killed me, and I lost. But if I lied a little bit and figured things out a little bit more, I might have a chance to win. Even if you start with a village team, you don't know for sure that you ended up there. So it's best to envelop yourself in a cloak of lies until you're more confident on how to use your special knowledge. That doesn't mean you have to sit there and keep quiet, either. A quiet village is a dead village. So it is very important that the conversation continues. Make some accusations or claim to have some other roles. Start a conversation and you'll what other players let slip. The robber, the Troublemaker, and Proyer, oh mine! One night has a ton of variety and you can swap different roles for completely different experiences. But these three - Rogue, Troublemaker, and Pro seer - will be in almost every game. Troublemaker, especially, is what really makes the game work. As a Developer, it is often advantageous to look at two cards in the center rather than the cards of one player. But it is better to keep the knowledge to yourself. You don't want to start by seeing Mason and the robber in the middle, because it means that the wolves know what the roles are, and will know not to make a mistake by pretending to be these roles. Also, you can lie about what you've seen to get a reaction from other people. Or maybe you look at someone and see the wolf. Instead of revealing that right away, it's sometimes good to keep that in your pocket until later the claim needs confirmation. The robber is one of the most sneaky roles in the game. Often the robber ends up grabbing the card of another villager. This is useful because you can confirm that the player started, like and strengthen their claims later. But it's best when you get a werewolf card. Then you can pretend to be the Progol who saw the wolf. Or you can make this wolf look guilty because they think they still have a wolf map. And when everyone votes for them, you win like a wolf! Smutian has the most opportunities to cheat. You can pretend to change the wrong two cards and see if any player suddenly recognizes that werewolf. Even if you're not a troublemaker, sometimes it's a good way to make a statement. Maybe you and another Wolves player and someone on your buddy. Just say: Actually, I'm a troublemaker, and I changed it with someone else. Boom! The perfect alibi and it allows your teammate to play straight into it. More roles, Daybreak, Vampire, and Beyond If you have these concepts smoothed out, you can start applying them as new roles are added to the mix. Mignon and Tanner can win by dying, so they want to be suspicious and try to be killed. And they also provide cover for werewolves who may act too suspiciously as a double fake. In Daybreak, you get interesting cards like a witch who can change someone to one of the central cards, or an alpha wolf that can convert another player into a wolf team. These changes can really break preconceived notions and a great way to challenge someone who thinks they've all figured it out. Vampire adds a new command as well as Mark's system. You don't change roles so often, but you can change motivation. The killer wants to kill a particular player, and the Traitor wants his own team to lose. So even if you figure out that someone has a village role, it's means they're on your team. And always remember to lie, to lie, and lie again. At least until you think it's in your best interest to tell the truth. Do you play One Night Ultimate Werewolf? Share your tips in the comments. All Images Credits: Bezier Games Featured Images Credit: Bezoya Game Board Game, One Night Ultimate Werewolf One Night Ultimate Werewolf Review You and other players take on a role in the village and try to find out who the werewolves are without attracting suspicions. Game type: Co-op - Teams - Verbal number of players: 3-10 Recommended age: teenage figures 16 role-playing tokens: 3 villagers, 2 werewolves, 2 masons and 1 unit; Saw, robber, troublemaker, tanner, city drunk, hunter, insomnia, minion, double 16 role cards: same distribution Pregame Setup Basic setup for 3-5 players, but you can add more players and difficulty just by including more role cards in the game. For 3 players use 2 werewolves, a googlier, a robber, a troublemaker, and one villager. For 4 players add 1 villager for 5 players add 2 inhabitants there should always be 3 more role cards in the game than there are players. Place the role tokens (face up) in the middle of the playing area for each role card that is used in the game. Shuffle role cards and hand out 1 card to each player. Place the 3 remaining role cards in the middle of the game zone, face down, next to the tokens. Each player must secretly view his card and then place the card to the middle of the 3 cards where each player may be able to reach it and still know that this is your card. Declare one player a speaker. It is best if this player knows how to play before becoming an announcer. The announcer announces the phases of the game and when action should be taken. There is a free app that you can install on your smartphone if you want to use it as an announcer. Playing the game game is divided into two stages. Night phase and daytime phase. Roles are called to perform their special actions at one of these stages. Some roles have no action. Perhaps there are no werewolves, as they can both be in the center. The game begins in the night phase. Tanners, villagers and hunters never wake up during the night phase. Speakers can use the following script: Announcer: All, close your eyes. All players close their eyes (including the announcer). Werewolves, wake up and look for other werewolves. Werewolves open their eyes and look for someone else whose eyes are open (others may not be). Werewolves, close your eyes. Show it, wake up. You can look at another player's card or two central cards. The player with the Seer card opens his eyes and can safely look at the card of another player or any two cards in the center. Look, close your eyes. Robber, wake up. You can exchange the card for another player's card and then view the new card. Player with The card opens its eyes and can safely exchange your card on the card of another player he is looking at. Robber, close your eyes. Troublemaker, wake up. You can exchange cards between two other players. The player with the Troublemaker card opens his eyes and can safely exchange the cards of the other two players without looking at these cards. Troublemaker, close your eyes. The announcer, keeping his eyes closed, moves the cards around a bit so that no player can visually determine which cards were moved initially. That's it, wake up! All players open their eyes and continue to be suspicious of everyone else. No players can interact with another player (in any case) during the night leg, except for actions related to their role. If your role is not called, then you should keep your eyes closed. If your role has no action to take, then you should keep your eyes closed. Phase Day: Players can now communicate, but they can never show their role cards and they can't look at their own role cards. Players may not know that their role has changed during the night, if so, then this player unknowingly this role in this team. Players can say whatever they like at this stage to try to figure out who, if any, can be werewolves. After some discussion, the announcer will announce that it is time to vote and will be reading off three, on one each player will point to the other player to vote for who can be a werewolf. The player with the most votes is executed. Each player with two or more votes and has a draw for the majority of votes, then both players are executed. If no player gets more than 1 vote, no one is executed. All executed players reveal their cards. The full list of roles and the order that they need to be announced: Doppelganger is a special role that becomes another role. During the night stage, it can view another player's card and become that role. The villager, Tanner, Hunter and now this role, does nothing else at night. Werewolf or Mason: She wakes up with other werewolves or masons when called. She is on a werewolf team she examines a werewolf and is on a village team if she considers a mason. She immediately performs their respective actions if she considers Progol, Rogue, Troublemaker, or drunk. She doesn't wake up again when these roles are called normally. At the end of the double phase, the announcer will announce that if she is treated to a minion card to keep her eyes open and werewolves to put her thumb up (she is currently on the werewolf team). If she didn't, she should close her eyes. If she considers Insomniac, she opens her eyes after Insomnia closes to check your own card to see if it is still a doppelganger. Werewolves are in the werewolf team, and when they are called, they open their eyes to see each other. Lone Wolf Option-If There's Only 1 Werewolf, Then That Werewolf Werewolf View one central map. Minions are in the werewolf team, and all werewolves put their fingers up, but keep their eyes closed. Minions know who will be werewolves, but werewolves do not know who will be henchmen. Masons wake up and look at each other. Both mason cards must be added to the game if one is used. The developer can choose one player card or two central cards. The robber can replace his own role card on any other player card (they can't browse before they accept). Troublemaker can change two other player cards (without viewing), these players now have these roles. Drunk should exchange his drunken card (face down) for a role card in the center, but not look at the new role card. Insomnia use this card only if troublemakers or theif are in play as well. Insomniac can check her card one last time to make sure it hasn't changed. Doppelganger as insomnia can now view her card one last time to make sure it hasn't changed. Hunters are not awake at night, but always kill the person they are pointed to (vote for) if they themselves are executed. You can add or remove roles as you please, but you should always add 3 more roles than there are players and insomnia should only be used when the robber and/or troublemaker are in the game (it is redundant if they are not). Winning the game After one night and one day: villagers win the game if at least one werewolf dies; it doesn't matter if the innocent (s) was (were) executed as well. The villagers win the game if no one is executed and werewolves in the game. Villagers can lose the game if they are performed by another villager (including a tanner) without catching werewolves. Werewolves win the game if at least one werewolf player and werewolves don't kill and the tanner is not killed. Tanner is neither on the villager nor the werewolf team, but (always) win the game if they manage to get themselves killed. If the tanner dies and werewolves do not die, yet in the game, the werewolves lose. Villagers still benefit if the tanner dies, but the werewolf dies. If only a tanner dies, only the tanner wins. Wins.