

• Once the *Wolf* figure stops in front of a player's house, that player turns his house around to reveal his choice. There are two possibilities:

4: *The Wolf player earns the number of victory points that are on the victim's house (3, 2 or 1). The victim loses that many points.*

Wolf: *The Wolf player loses the number of victory points on the victim's house. The victim earns that many points.*

• After the *Wolf* and his victim have settled their affairs, the other players turn their houses around to reveal their choices. There are two possibilities:

4: *You earn the number of victory points that are on your house (3, 2 or 1).*

Wolf: *Because the Wolf did not attack you, you earn no victory points. But you don't lose any, either.*

• Take any victory points you earned from the center of the table. Put lost victory points back there too. If you reach 5 or more victory points, turn over one of your tokens to its **5** face, and put 4 others back so everyone has enough.

*Note: If you lose more victory points than you have (i.e. you are the *Wolf* or his victim), simply lose all that you have. Even if you have nothing to lose, you are still considered the player who lost victory points during the round.*

• Finally, the player who lost victory points during the round (the *Wolf* or his victim) takes the *Character* cards, and redistributes them **however he wants, faceup**. Then, each player takes the corresponding house or figure, and a new round starts.

End of the game

The game ends when one or more players have **10 or more victory points** at the end of a round.

The player with the most victory points wins.

If there is a tie, and one of them is the *Wolf* or victim who gained points last round, that player wins. Otherwise, the first tied player clockwise from the *Wolf* wins.



Credits

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