



Welcome! To get started, read through the Setup & Gameplay, then choose a challenge level. If you're new to this, we suggest starting with Level A.

SETUP & GAMEPLAY

1. Choose a playing field where it's safe to run. Light up each corner using the Field Markers.
2. Wizards wear Armlets. They start with the lights in solid (continuous) mode.
3. Wizards must face away from the playing field while Werewolves hide the Crystal(s).
4. Hidden Crystals must be lit, easily reachable and safe to retrieve. They cannot be completely covered.
5. Once the game starts, Werewolves cannot touch or "puppy guard" (stand within 15 feet of) the Crystals.
6. If players go out of bounds, they have 5 seconds to return or are OUT for the rest of the game.
7. When Wizards become Werewolves, they howl, turn off their Armlets and go hunt Wizards – **as if they are full-blooded Werewolves!**



One Crystal Saves Them All

(Level A)

Easy to learn, fast to play

Beware the Werewolf's curse! It turns friends into foes and will destroy you too – unless you find the Moon Crystal first.

All players start as Wizards except one: the Alpha Werewolf. This player hides the Moon Crystal then howls to start the game. Wizards search for the Crystal. If they touch this powerful artifact, they end the curse and win the game.

As they search, the Werewolf tries to Bite (tag) them. Bitten Wizards become Werewolves. They join the hunt and win by converting all the Wizards into Werewolves.



If the playing field is small, or to add more players, start with more Werewolves. To play another round, make the most successful Wizard start as the Alpha Werewolf.

Ages 8+ · 10-30 minutes · 4-10+ players

Ideal for young players or as a warm up



Destroy the Alpha Werewolf (Level B)

Requires 1-2 games to understand

Sometimes the only way to end a curse is to destroy its source... The Alpha Werewolf!

Start with equal teams of Werewolves and Wizards.



Werewolves, you'll choose one teammate to be the Alpha Werewolf and announce its identity to the Wizards. You then hide all three Crystals and howl to start the game. Your goal is to convert all Wizards into Werewolves. To do so, you must bite them twice:

First Bite – This “weakens” the Wizard. The victim must go directly to the nearest Field Marker, change his or her Armlet to flashing mode and return to play when ready.

Second Bite – This converts the Wizard into a Werewolf. They howl and join the hunt!

Wizards, to win the game, you must magnify your magic by retrieving a Crystal and then tag (destroy!) the Alpha Werewolf.

The Alpha Werewolf cannot Bite you while you're holding a Crystal – but the others can. You cannot pass or drop a Crystal – but they do have the following powers:



Star Crystals – if Bitten while holding one, it acts as an antidote.

Moon Crystal – because this Crystal is so powerful, two Werewolves must Bite its holder together, either by linking arms while tagging or by tagging at the same time. When this occurs, the Moon Crystal also serves as an antidote.

When a Crystal is used as an antidote, the player does not lose a life level but must immediately walk to the nearest Field Marker and deposit the Crystal next to the Marker (where it remains out of play for the rest of the game). After doing so, Wizards may return to the game when ready.

Numbers may dwindle but so long as at least one Crystal remains in play, there's hope for the Wizards. Once they're gone, Werewolves can howl to their hearts content as they will inevitably win!

Ages 10+ · 20-40 minutes · 4-10 players

Multiple roles and item powers





Circle of Wizards (Level C)

Requires 2+ games to understand

Forget what you think you know about Wizards and Crystals. It's time for a new kind of power!

Wizards, you win by destroying the Alpha Werewolf – and this time you get to choose a Wizard Class from the enclosed game cards (one per player, no repeats) and wear the corresponding Wizard Armlet.

Announce your Class – and special power – to the Werewolves.

Werewolves, you only need to Bite a Wizard once to force them to join your pack – but be careful of their unique abilities!



Choose your Alpha and reveal its identity to the Wizards, hide the Crystals and howl to start playing.

Star and Moon Crystals both serve as antidotes. (If Bitten, the Wizard gets a free walk to the nearest Field Marker, deposits the light out of the game, then returns to play when ready.) The Moon Crystal has one additional power: the Wizard holding it this “becomes” an Arch Wizard – BUT loses all other powers.

All told, Wizards have two ways to destroy the Alpha Werewolf: the Moon Crystal and the Arch Wizard.

Whatever type of Wizard or Werewolf you are, get ready for a new level of stealth and strategy... Get ready for a totally new kind of game!



WHAT'S INCLUDED



STAR CRYSTALS (2)

Antidote for Werewolf "bites"



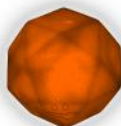
WIZARD ARMLETS (5)

Each Wizard has their own power



FIELD MARKERS (4)

To define the playing area



MOON CRYSTAL (1)

Use to defeat the Alpha Werewolf



CHARACTER CARDS (7)

Use for Level C

FOR PROTECTION

- Do not play in complete darkness
- DO NOT THROW the game pieces
- Never push when tagging
- When we say "Bite," we mean tag. Save the biting for real Werewolves!