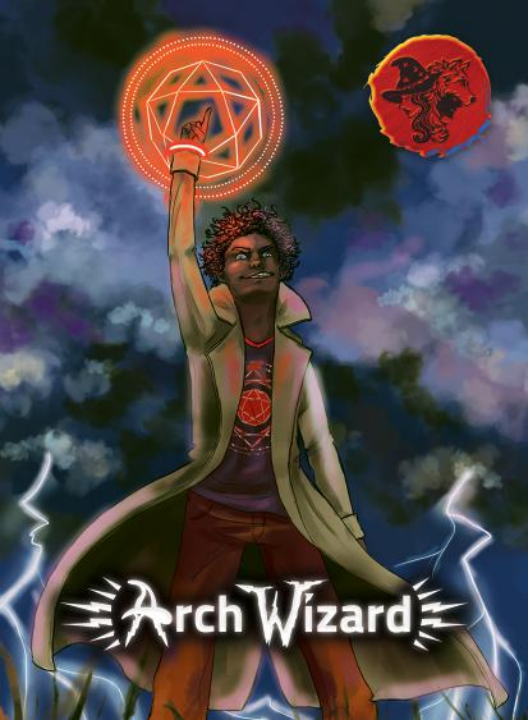


Alpha Werewolf

# Alpha Werewolf

You are the source of the curse and the subject of the wrath of the Wizards. Remain alive and your Werewolf "children" will continue to exist. Perish and all is lost! You get to move in darkness and do not wear an Armlet.

Wizards & Werewolves

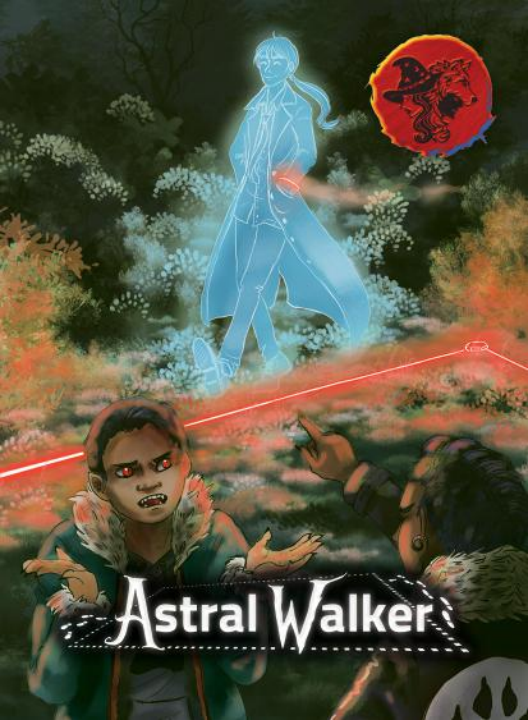


Arch Wizard

# Arch Wizard

Your very touch will destroy the Alpha Werewolf, ending its curse and winning the game! The Alpha Werewolf cannot Bite (tag) you – but be careful: a Bite from any other Werewolf turns you into one!

Wizards & Werewolves

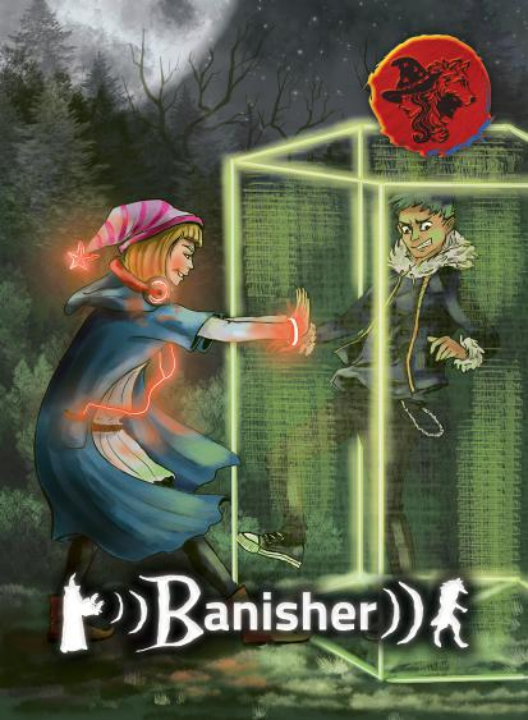


# Astral Walker

# Astral Walker

Unlike other players, you can go out of bounds – and then move freely. Werewolves cannot pursue you off the playing field but they can follow you from in bounds. If you go out of bounds after all the other Wizards have been tagged, however, you forfeit the game.

Wizards & Werewolves



))) Banisher )))



))) Banisher )))



Any non-Alpha Werewolf you touch is “Banished.” It must immediately go touch a Field Marker before it can return to play or Bite anyone. However, beware the Alpha Werewolf — its bite, and its bite alone, turns you into a Werewolf. Note: because your magic is so powerful, you cannot carry the Moon Crystal.

Wizards & Werewolves





Healer

# Healer



You and you alone can restore Wizards back from being Werewolves by tagging them. You cannot turn original Werewolves into Wizards, however, nor can you heal yourself. Once you're tagged, howl with sadness as you'll never heal again!

Wizards & Werewolves



Teleporter



# Teleporter

When you touch a teammate, that Wizard gets a free walk back to the nearest Field Marker and can return to play whenever they're ready.

"Teleported" Wizards must form a "T" using their hands and walk directly to the Marker. You cannot Teleport yourself.



Wizards & Werewolves



Werewolf

# Werewolf

Moving by the cover of darkness, your bite turns Wizards into Werewolves and can win the game. But don't get carried away! You must protect the Alpha Werewolf at all costs. Its destruction spells ruin and loss for your kind.

Wizards & Werewolves