

Isupus in Tabula

A thrilling game for 8-24 players (and a Moderator), aged 8 and up

Werewolves haunt the secluded village known as Tabula: every night some villagers turn into werewolves, and slaughter an innocent victim to satisfy their instincts. Surviving villagers gather every day to discuss the problem: at the end of the discussion, they lynch one person among them, thinking he could be a werewolf. Who will survive this massacre?

Contents

- A deck of 24 cards representing: 3 Werewolves, 13 Humans (12 Villagers, 1 Seer), 8 Special characters (1 Medium, 1 Possessed, 1 Bodyguard, 2 Freemasons, 1 Werhamster, 1 Owl, 1 Mythomaniac);
- 10 summary cards ("master card");
- 3 blank cards for your own creations;
- 26 Angry Mob cards;
- these rules.

Aim of the Game

There are two sides in the game: the Werewolves and the Humans. Werewolves aim to slaughter everyone in the village; the Humans on the other hand must lynch all the Werewolves.

Preparation

Choose a Moderator: he does not belong to any side, and only manages the flow of the game; the other players will interpret their role according to the cards. The deck composition varies

depending on the number of players: with 8 players (not counting the Moderator) use 5 Villagers, 2 Werewolves and 1 Seer. With 9 or more players, add enough Villagers and/or Special characters (see below); with 16 or more players, add the third Werewolf.

The Moderator randomly deals one card face down to each player, glancing at it and memorizing who are the werewolves. Each player looks secretly at the card he is dealt, and must keep it face down until the end of the game.

The Moderator keeps the Angry Mob cards handy.

The Game

Each turn of the game is divided in two cyclic steps: night and day. At night the Werewolves kill one player; during daytime all the living players gather in the village to lynch somebody, believing he is a Werewolf. One of the Humans, the Seer, secretly has the Second Sight and can detect the taint of lycanthropy at night.

The night

All players close their eyes, and start tapping the table, to cover up accidental sounds. The Moderator calls aloud the **Seer** (e.g. "Seer, open your eyes; Seer, pick someone to ask about"). The Seer opens his eyes and silently points or nods at another player. The Moderator silently answers thumbs-up if the Seer pointed at a Werewolf, thumbs-down otherwise. The Moderator then calls the end of the Seer's phase ("Seer, close your eyes"); the Seer closes his eyes. **Note:** this phase must be played even if the Seer has already been eliminated from play, in order not to give out any clues; the Moderator will call the Seer, and the end of his phase a few moments later, without having the Seer actually playing the phase.

The Moderator now calls the Werewolves ("Werewolves, open your eyes and pick someone to kill"). The Werewolves open their eyes, and

recognize each other; the Werewolves then silently agree on one Villager to slaughter. The Moderator notes this decision, and calls the end of the Werewolves' phase ("*Werewolves, close your eyes*"). The Werewolves close their eyes. The night is over.

The day

The Moderator now announces the daytime ("*Everybody open your eyes; it's daytime*"). All players open their eyes. The Moderator tells the player chosen by Werewolves that he has been killed. That player, from now on, is eliminated from play and **may not talk** for the rest of the game. Also, he may not reveal his card.

Survivors now must choose someone to lynch; players can talk in order to identify the Werewolves: there is no restriction on speech (truth, misdirection, lies...). However, Werewolves disguised among the Humans will probably throw suspicion on the Villagers, mostly on the one they think is the Seer. As already stated, players may not reveal their card to other players.

Lynching

After three minutes of discussions, the Moderator asks each player, starting with the one sitting to the right of the last player slaughtered, and proceeding clockwise, which player has to be lynched. The Moderator gives an Angry Mob card to a player each time he gets a vote. The two players -or more in case of a tie- with the highest number of votes (= highest number of Angry Mob cards) are "nominated", and may defend themselves with one more brief speech. Once the speeches are over, the Moderator collects the Angry Mob cards and players who were **not nominated** vote again (using the same system) for the **nominee** to be lynched. The player receiving the most votes is lynched and out of the game; in case of a tie, the voting (and the speech) for the tied players should be repeated. The Moderator will

break any other tie by choosing at random. The eliminated player **may not comment** on the decision, and **may not talk** for the rest of the game (obviously, he may not reveal his card).

The day is now over: the Moderator collects the Angry Mob cards, and the game continues with another night and so forth, until one side wins.

End of the game

The Moderator calls the end of the game with a victory for the Humans if they lynch all the Werewolves.

The Werewolves win if they slaughter (or cause to be lynched...) enough Humans so that the numbers are even (e.g. 2 Werewolves and 2 Humans, or 1 and 1): then the Werewolves mercilessly slaughter the last surviving Villagers openly!

A side always wins as a whole: therefore previously eliminated players win too!

Tips

The Humans are trying to figure out who is a Werewolf, while Werewolves are pretending to be Villagers and trying to throw suspicion on real Villagers. The Seer is trying to throw suspicion on any Werewolf he discovers, but without revealing himself (if he does, Werewolves will certainly kill him at night, since he is their greatest threat). Obviously the Seer can make himself known at any time, if he thinks it's worthwhile. Watch out though: a Werewolf could claim to be the Seer! Players agreeing a lot are really suspicious, and remember: accusing someone of being a werewolf is suspicious, not accusing anyone: it's even more suspicious!

Playing Tips

- During the first night, it is recommended that the Moderator is the one who is chosen to be slaughtered by the werewolves. This way,

werewolves do not choose randomly, and each player has a chance to play one whole turn. During the first night, the werewolves open their eyes to know each other, and they choose automatically the moderator as the victim. The moderator will announce at the beginning of the first day that **he** is dead: the players may now choose someone to lynch, basing their decisions on the information available to the seer and to the werewolves...

- Players that are out of the game may keep an Angry Mob cards **face down** in front of themselves (Ghost side up) to show that they are no longer in play.

- If you are playing with a very large group, or not around a table, there is a chance that the Angry Mob cards are not clearly visible to all. In this case, during the voting, the players being voted may record how many votes they get by simply using their fingers, keeping them clearly visible to all.

Special Characters

With 9 or more players, you can add one or more of the following characters to the playing deck. The number in brackets it's the suggested minimum number of players for introducing that character.

- **Medium (9)**: he is a Human who can talk with the dead. At the beginning of the night (starting from the second one), the Moderator calls his phase, and shows him thumbs-up, if the last player lynched was a Werewolf, thumbs-down if not.

- **Possessed (10)**: he is a Human, but he sides with the Werewolves... without knowing who they are! Therefore he wins if the Werewolves win.

- **Bodyguard (11)**: he is a Human who protects a player of his choice, each night. At night (starting with the second one), before the Werewolves' phase, the Moderator calls the Bodyguard phase: the Bodyguard points at another player. If the Werewolves choose that

player as the victim, he does not die, and nobody is killed.

- **Owl (12)** the Owl* is a Human (!) with a special ability. During each night, the moderator calls the phase of the Owl, who chooses a person. During the day, play proceeds as normal until the voting for the two nominees. Once all players have voted, the moderator announces the name of the person chosen by the Owl, who automatically becomes the second nominee for lynching, ahead of the others. If the person chosen by the Owl was one of the two nominees, then the preference of the Owl does not change anything.

(*translator's note: "Gufo" (Owl) in Italian is also a person who brings bad luck there are untranslatable puns throughout).

- **Freemasons (13)**: they are two Humans who know each other's role. During the first night, the Moderator calls their phase: the Freemasons open their eyes and recognize each other. The Freemasons must be added as a pair to the deck, not singularly.

- **Werehamster (15)**: he plays on his own, and cannot be killed by Werewolves (if Werewolves choose him as the victim, then nobody is killed). With respect to the game end and to the Medium call, the Werehamster is considered as a Human: if the Seer points at him during the night, the Werehamster is killed, together with the player chosen by the Werewolves. The Werehamster is the only winner if he is still alive when the game ends.

- **Mythomaniac (16)**: he plays, at the end of the second night, a special phase: he has only one chance to point at another player still in play. If that player is **not** a Werewolf or the Seer, then the Mythomaniac stays a Human until the game ends. Otherwise, if that player is a Werewolf or the Seer, he immediately takes on the same role of the appointed player. From now on, the Mythomaniac opens his eyes at night when the moderator calls the character whose ability he now matches; each decision is taken together. The Seer sees the Mythomaniac-werewolf as a Werewolf.