

Basic Narration Example for 5 players

Includes 2 Werewolves, 1 Seer, 1 Robber, 1 Troublemaker, and 3 Villagers.

"Everyone close your eyes."	All players close their eyes (including the Announcer).
"Werewolves, wake up and look for other Werewolves."	The Werewolves open their eyes and look for anyone else with their eyes open. (There might not be any others.)
"Werewolves, close your eyes. Seer, wake up. You may look at another player's card, or two of the center cards."	The Seer opens their eyes and chooses one other player's card OR two center cards to look at and return face down.
"Seer, close your eyes. Robber, wake up. You may exchange your card with another player's card, and then view your new card."	The Robber opens their eyes and MAY swap their card with another player's card, which they then look at.
"Robber, close your eyes. Troublemaker, wake up. You may exchange cards between two other players."	The Troublemaker opens their eyes and MAY swap two other players' cards, without looking at them.
"Troublemaker, close your eyes. Everyone, keep your eyes closed and reach out, and move your card around slightly."	Each player, keeping their eyes closed, shifts their card slightly (without changing its position on the table). This ensures no one can claim a card was looked at or swapped.
"Everyone, wake up!"	All players open their eyes and look around suspiciously. Once players have had a few minutes to discuss, it is time to vote on who will be killed.
"Everyone – one, two, three, vote!"	Each player points at the player they vote for.

Doppelgänger Narration

When the Doppelgänger is in play, narration will change for most of the roles (see the *One Night Ultimate Werewolf* rules for details).

"Doppelgänger, wake up and look at another player's card. You are now that role. If your new role has a night action, do it now."	The Doppelgänger opens their eyes and chooses one other player's card to look at. They secretly become that role (without swapping their card). If they copy a role that is able to look at or swap cards (the Seer, Robber, Troublemaker, or Drunk), they take that action immediately.
"Doppelgänger, close your eyes."	The Doppelgänger closes their eyes.

If the Minion is in the game, use the following narration after the Doppelgänger wakes up:

"If you are now a Minion, keep your eyes open. Otherwise, close them. Werewolves, stick out your thumb so the Doppelgänger-Minion can see who you are."	If the Doppelgänger copied the Minion, they keep their eyes open; otherwise they close their eyes. The Werewolves stick their thumbs up for the Doppelgänger to see, but keep their eyes closed.
"Werewolves, put your thumbs away. Doppelgänger, close your eyes."	The Werewolves put their thumbs away and the Doppelgänger closes their eyes.

If the Insomniac is in the game, use the following narration after the Insomniac wakes up:

“Insomniac, close your eyes. Doppelgänger, if you viewed the Insomniac card, wake up and look at your card.”

If the Doppelgänger copied the Insomniac, they open their eyes and look at their own card. Otherwise, they keep their eyes closed.

“Doppelgänger, close your eyes.”

The Doppelgänger closes their eyes.

Werewolf Narration

“Werewolves, wake up and look for other Werewolves.”

The Werewolves open their eyes and look for anyone else with their eyes open. (There may not be any.)

“Werewolves, close your eyes.”

The Werewolves close their eyes.

If you want to use the Lone Wolf option for Werewolves

“Werewolves, wake up and look for other Werewolves. If there is only one Werewolf, you may look at a card from the center.”

The Werewolves open their eyes and look for anyone else with their eyes open. If there is only one Werewolf and they don't see anyone, they may look at one center card.

“Werewolves, close your eyes.”

The Werewolves close their eyes.

Minion Narration

“Minion, wake up. Werewolves, stick out your thumb so the Minion can see who you are.”

The Minion opens their eyes. The Werewolves stick up their thumbs for the Minion to see, but keep their eyes closed. (There may not be any werewolves.)

“Werewolves, close your eyes.”

The Werewolves close their eyes.

Mason Narration

“Masons, wake up and look for other Masons.”

The Masons open their eyes and look for anyone else with their eyes open. (There might not be any other Masons.)

“Masons, close your eyes.”

The Masons close their eyes.

Seer Narration

“Seer, wake up. You may look at another player's card, or two of the center cards.”

The Seer opens their eyes and chooses one other player's card OR two center cards to look at and return face down.

“Seer, close your eyes.”

The Seer closes their eyes.

Robber Narration

“Robber, wake up. You may exchange your card with another player’s card, and then view your new card.”

The Robber opens their eyes and may swap their card with another player’s card, which they then look at.

“Robber, close your eyes.”

The Robber closes their eyes.

Troublemaker Narration

“Troublemaker, wake up. You may exchange cards between two other players.”

The Troublemaker opens their eyes and may swap two other players’ cards, without looking at them.

“Troublemaker, close your eyes.”

The Troublemaker closes their eyes.

Drunk Narration

“Drunk, wake up and exchange your card with a card from the center.”

The Drunk opens their eyes and swaps their card for one of the three center cards, but does not look at their new card.

“Drunk, close your eyes.”

The Drunk closes their eyes.

Insomniac Narration

“Insomniac, wake up and look at your card.”

The Insomniac opens their eyes and looks at their own card.

“Insomniac, close your eyes.”

The Insomniac closes their eyes.