

The player (attacker or defender) with the highest score wins the duel, and decides the fate of the defeated player. You can choose to:

- **Look at his Secret Society card:** The loser shows you his Secret Society card and then places it back face-down;
- or
- **Steal an object:** The losing player shows you all of his object cards. You choose one object and add it to your hand, without revealing it to the other players. If you take the other player's only object, you must give him one of your objects in return. This is not a "trade," and any trade abilities **do not activate**.

If both players have the same score, the duel ends in a draw. The attacker draws one object from the draw deck. If the deck is empty, he receives nothing.

Used objects are returned to their owners, and can be used again. Used professions are left face up. Used duel tokens are returned to the pile.

END OF THE GAME

If you think your Secret Society has all the objects needed to win, and you hold at least one of them, you can proclaim victory. You can proclaim victory only at the beginning of your turn, before taking your action. The objects needed to win are:

For the *Order of Open Secrets*:

- 3 Keys; or
- 2 Keys and the Bag of Secrets with the key (if all objects have been drawn).

For the *Brotherhood of True Lies*:

- 3 Goblets; or
- 2 Goblets and the Bag of Secrets with the goblet (if all objects have been drawn).

If you are playing with an odd number of players, the Secret Society with fewer members may proclaim victory with only 2 objects:

- The Order: 2 Keys or 1 Key and the Bag of Secrets with the key;
- The Brotherhood: 2 Goblets or 1 Goblet and the Bag of Secrets with the goblet.

Note: a Bag of Secrets turns into a key or goblet only when the objects run out! See the "Guide to the Objects."

If you decide to proclaim victory, stand up and declare:

- The Order of Open Secrets owns the Keys of Power and demands the subjection of the Brotherhood! (If you belong to the Order)
- The Brotherhood of True Lies owns the Goblets of Intrigue and demands the subjection of the Order! (If you belong to the Brotherhood).

Then, reveal all of your cards: profession, Secret Society, and objects.

Now you must name all the members of your Secret Society who are holding the objects needed to win.

You do not have to name all the members of your Secret Society, only those holding one or more of the objects needed to win. One by one, as you name them, the other players reveal all of their cards.

If your declaration is correct, your Secret Society wins!

If your declaration is wrong, it's the other Secret Society that wins!

You can also proclaim victory by declaring that your rival Secret Society has collected all the objects they need to win. In this case, you proclaim victory and name only the players belonging to the other Secret Society who are holding the objects they need to win. As above, the named players reveal their cards: if they really have the objects needed, then your Secret Society wins! If you made the wrong call, your rivals are the winners!

Note: you can instead win by yourself if you hold the Seal of the Lodge (see the "Guide to the Objects").

HINTS FOR YOUR FIRST GAME

- Don't try to memorize everything, as this is not necessary to win the game.
- Don't try to keep all your objects. Trade them instead, even if you think they have a good effect. You will get cards with other good effects.
- Don't refuse an object just because it has a trade ability that benefits your opponent. In the next trade it will be you who benefits from this object.
- Both Bags of Secrets are in the game from the beginning, because they bring new object cards into play. Therefore, it is advisable to trade them and not to hold onto them.
- If you find out that someone is in your Secret Society try to let him know with actions such as supporting him in a duel or by trading helpful objects to him. Try not to let the other players know that the two of you are in the same Secret Society.
- Challenging someone to a duel is almost always a good idea! If you win the duel you get important information about your opponent; in case of a tie, you may draw an additional object card. Sometimes even losing a duel is advantageous, because your opponent can look at your Secret Society card, and you can often guess if he is in your Secret Society or not, depending on his future actions (e.g., supporting you in a duel or not...).

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A game for 4 - 8 players,
aged 10 and up

WOLF PARTY
COLLECTION

the Castle of the Devil

A lonely coach rattles up the narrow gorges of the mountain, shrouded by clouds the color of lead. The coachman spurs on horses black as the night, hoping to arrive as quickly as he can. Lightning rips the sky, illuminating a manor both sinister and twisted: the Castle of the Devil!

The mysterious passengers who crowd the carriage are all members of two powerful Secret Societies, locked in a perpetual war with each other. But who are allies? Who are enemies? Each stage of the journey offers you precious hidden objects. You must use them well if you hope to get vital information about your accomplices... and your foes!

Collect the Goblets of Intrigue or the Keys of Power, and declare victory for your Secret Society!

CONTENTS

- 10 characters



- 12 duel tokens (sword/shield)



- 1 summary card



- 39 game cards:

- o 8 Secret Society cards: 4 x Order of Open Secrets e 4 x Brotherhood of True Lies
- o 10 professions
- o 21 objects



- 1 Guide to the Objects and Professions



- These rules.

PREPARATION

Sort the cards by the symbols on their backs. Each player chooses a character and keeps it in front of him. Shuffle the professions. Give each player one of those at random. Keep your profession face down in front of you. Place the left over professions in a stack nearby.

Take the following Secret Society cards, based on the number of players:

- 4 players: 2 Order cards and 2 Brotherhood cards
- 5 or 6 players: 3 Order cards and 3 Brotherhood cards
- 7 or 8 players: 4 Order cards and 4 Brotherhood cards

Shuffle these cards face down and deal one to each player. Keep your Secret Society face down near your profession card. If you are playing with an odd number of players (5 or 7), one card will be left over: remove it from the game without looking at it. If there are an odd number of players, one of the Secret Societies will have one player less than the other.

Place the **duel tokens** in a pile near the middle of the table.

Each player starts the game with **one object**.

- If you are **playing with fewer than 8 players**, remove the 4 objects with the **red** seal. Shuffle the other objects faced down. Draw objects (unseen) and add them to the red sealed objects until you have one card per player (e.g., with 6 players, add 2 objects to the 4 red seal objects). Shuffle this stack and give one to each player.
- If you are **playing with 8 players**, take the 4 objects with the **red** seal and the 2 with the **green** seal. Shuffle the other objects and add 2 of them at random to this pile, face down. Shuffle these eight objects and deal one to each player.

Keep your hand hidden from the other players. Shuffle the other objects face down and use them as a draw deck. You can look at any of your cards any time, but keep them secret!

USEFUL INFORMATION



Characters

You keep your character in front of you and use it during a duel to show your support for the attacker (sword side) or the defender (shield side).



Duel Tokens

Tokens are used during a duel to support the attacker (sword) or the defender (shield). During the game, you take one token when another player refuses to trade with you (see “Trade an Object”). Keep your tokens in front of you. Once used, they go back to the pile.



Secret Societies

During the game, you are trying to determine which players are members of your Secret Society, by trading and gathering objects and information. In order to win you must identify your allies, and gather together the 3 objects your Secret Society needs.

The *Order of Open Secrets* needs **3 Keys** in order to win.

The *Brotherhood of True Lies* needs **3 Goblets** in order to win.



Professions

Each player has a profession that gives him a special ability. Some abilities can be used any number of times, others only once.

If you want to use your ability, turn over your card and read it aloud to all players. Then, follow the rules on the card. You can reveal and use your profession at any time during the game (even during another player’s turn), unless it says otherwise. Once revealed, a profession remains face-up.

Professions that can be used only once are marked in the card text. These professions cannot be used as long as they remain face-up. Some objects (e.g., *Coat*) can turn professions face down again. If your profession is turned face-down, you may use it again, immediately or later. *For more information, please refer to the “Guide to the Professions.”*



Objects

Objects are valuable tools to help you meet your goal. Each object has a special ability.

You may never hold more than 5 objects (6 with four players). If you have too many objects, you must give one of your choice to another player. You cannot give away objects for any other reason or to a player who already has 5 objects.

Each object card describes when it can be used. When you use an object, show the card to the other players, read the text aloud, and follow its instructions. Then return the card to your hand (you can use it again later).

For more information, please refer to the “Guide to the Objects.”

Note: some cards modify the rules of the game. In all cases the cards have priority over the rules.

THE GAME

Players take turns in clockwise order. The player who travelled the farthest begins.

During your turn you must choose and perform **one** of the following actions:

1. **Spy**
2. **Trade an Object**
3. **Challenge Another Player to a Duel**

After completing your action, the turn is over and the player to your left begins his turn.

1. Spy

Choose another player and draw one random object card from his hand. Look at this object without revealing it to the other players. Then give it back to him.

2. Trade an object

Offer an object **face down** to another player.

The other player looks at the object, then decides whether he accepts the trade or not.

- If he **accepts**, he keeps the object you offered and **gives you a different object, face down**. You cannot refuse the object he gives you: add it to your hand;
- If he **refuses**, take back the object you offered, and **take one duel token from the pile** (if there are none, you get nothing!).

Note: One Bag may never be traded for the other Bag. If your only object is a *Bag of Secrets* and you are offered the other *Bag of Secrets*, you **must refuse** the trade.

Many objects have a special ability that you can use only if you manage to trade them away! The text on these objects always begins with “trade this object and you can...” followed by an action to take. For example, the *Bag of Secrets* says “Trade this object and you can draw the top object from the draw pile.” If you accept one of these items in a trade, you must read the text aloud. The player who traded the item to you now performs the action described on the card. Once you have received such an item, you will have it to trade away later, and then take the action described. Do not announce when you receive any object in a trade that **does not** have any trade ability (e.g., *Key*, *Knife*, etc.).

Example: During your turn you offer Mark the Privilege card face down. The Privilege text says: “Trade this object and you can look at all of your trading partner’s objects.” Mark looks at the Privilege and accepts the trade. He passes you a Bag of Secrets. Since the Privilege has a trade ability, Mark reads the card aloud. You can then look at all of his objects (this is the effect of trading the Privilege). Afterwards, since the Bag of Secrets also has a trade ability, you must read the text aloud and Mark draws one object from the deck (the effect of trading the Bag of Secrets).

Example: You offer Elaine a Bag of Secrets. Elaine looks at the card and refuses to trade. Since the Bag of Secrets has not been successfully traded, you must take it back into your hand and its trade ability does not take effect. However, you get to take one duel token from the pile.

3. Challenge Another Player to a Duel

Duels are not fought to the death. Instead, they are a way to gather information about another player. If you choose to duel, point to another player and say aloud “I challenge you to a duel!” You are the **attacker**, and the other player is the **defender**. Turn your character over so the side with the **sword** is showing. The defender turns his character to the side with the **shield**.

Now all the other players must secretly choose which side to support. Each player **must** support one side or the other. If you are supporting the attacker, turn your character to show the sword, and cover it with your hand. If you are instead supporting the defender, place your character to show the shield, and cover it with your hand. Once all players are done, the characters are revealed at the same time.

Once the characters are revealed, players may use their professions, their objects, and their duel tokens, in any order. Used professions are revealed and turned face-up. Objects are played face up in front of you. Tokens are placed on your character card, showing the side you are supporting. Using professions, objects, and duel tokens is always optional.

When everyone has played all of the cards and tokens they choose to play, the result of the duel is determined. The attacker scores 1 point for each sword; the defender scores 1 point for each shield. If a card shows a sword and a shield, the owner of that card now chooses which symbol to use.

