

NEW RULES

LupusBURG

Game proceeds as usual with the following changes:

PREPARATION

Secret goals are not used. When building a deck of characters it does not matter whether you use men or women; only the total number matters.

Put all the **coins** in the bag and shuffle them.

The **chimney broom** is only used as a game variant (see below).

THE GAME

The **privilege** of the Burgomaster is modified as follows (this use is not mandatory). He chooses **one living character**: its owner secretly shows it to the Burgomaster, who must then secretly show one of his own characters to that player.

Example. Emma (Burgomaster for the current turn) chooses the character in the left house of David... and finds the Werewolf! She acts like she has discovered nothing, and shows one of her cards to David. She chooses to use this information to her own advantage, keeping it secret. So, she chooses not to bet that David is the Werewolf at this time.

Betting. Starting with the Burgomaster and proceeding clockwise, each player chooses if he wants to bet and who to bet on. **Players with no living characters may bet also.** If you want to bet on any player, you:

- take your seal from in front of you;
- draw three coins at random from the bag (if there are less than three, draw all of them), choose one to use and return the others to the bag;
- place the coin face down, covered with your seal, in front of **the player** who you believe is the Werewolf.

Coins are played face down, and covered with the seal so that other players will not know their value!

END OF THE GAME

The game ends when one of the following conditions is met:

- 1) the Werewolf has as many living characters as all other players combined, so that the numbers are even (e.g. 2 and 2, or 1 and 1); or
- 2) the Werewolf has no more living characters.

In the first case, **the Werewolf wins!**

In the second case, **the Werewolf automatically loses!** The Werewolf reveals his characters, and **the other players tally their scores.**

PLAYING TIPS

The role of the Thief is highly strategic! Remember that in the house with the chest there cannot be the Werewolf, nor the Thief. The Thief can use this piece of information to his advantage: by watching which characters are seen by the Burgomaster using his privilege, he can try to identify who is actually the Werewolf. And when he is the Burgomaster he has access to both types of information – the houses and the characters. **Lupusburg** is a game of balance where the Thief is the focal point. As a side effect, the Thief may also make the other players lose points by aggressively lynching the characters with the chest... but this is not his primary goal!

Unlike **Lupus In Tabula**, in **Lupusburg** the townsfolk do not make a common front... and should not be sharing all their information! As a matter of fact, the Werewolf wins alone, but if he loses, there will be only one winner among the other players!

Hence, players should try to make the best use of the information they gather: while in **Lupus in Tabula** is advisable to eliminate the Werewolf as soon as he is discovered, in **Lupusburg** it may be better to profit from this information! If you are lucky enough to discover a Werewolf early in the game, it is probably a good strategy not to cry it out loud: on the contrary, it might be a good idea to wait before you bet against him, and have the other players waste their seals by betting against innocent players. To make a long story short: when you have the Burgomaster's privilege, try not to let the other players find out what you now know: information in **Lupusburg** gives you a great power!

Pay careful attention to the votes of players who have seen some cards. You could gather some useful circumstantial information!

GAME VARIANT: THE CHIMNEY SWEEPER (6 or more players)

If you are playing with 6 to 8 players, during the preparation the Burgomaster also takes the chimney broom.

When the Burgomaster uses his privilege, if there are **at least 6 players** with at least one living character, the Burgomaster chooses any one player (not himself) to be **the Chimney Sweeper** by giving him the Chimney Broom. The Chimney Sweeper secretly looks at any one house. If there are less than 6 players with living characters, remove the Chimney Broom from play.



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