**ONE NIGHT ULTIMATE DAYBREAK RULES**

**What You Need (Play As You Learn)**
Everything from the Original One Night Ultimate Rules
Daybreak Werewolf Cards
Sentinel Shield Token & Artifact Tokens

The Game is played similar to the Original One night Ultimate Werewolf except that roles are more complicated to play. Many roles make it difficult to let everyone know you’re a villager and many roles have new ways your role can be swapped. Read the roles on the cards carefully.

*Here’s a list of which roles include extra tokens/cards and what these do exactly:*  
If the game has a Sentinel is being played, place the Sentinel Shield Token on the table:

![Sentinel Shield Token](image)

Places a shield token on another player’s card face up. This shield stops any players from moving or viewing that player’s card.

If the game includes an Alpha Wolf:

![Alpha Wolf](image)

Place a Werewolf card in the middle but sideways so that it is not confused as a center card. When the Alpha Wolf takes it's turn it will swap another player’s card with the Werewolf card, turning them into a Werewolf.

If the game includes a Curator, the Curator places a token face down on another player’s card without seeing the token. The player with the token gets to view the token. Place all the below tokens face down and have this page ready so everyone knows which tokens are in play:

- **The Claw of the Werewolf changes the player into a Werewolf.**
- **The Brand of the Villager turns the player into a Villager.**
- **The Cudgel of the Tanner turns the player into a Tanner.**
- **The Void of Nothingness doesn’t do anything. The player’s role is the same.**
- **The Mask of Muting stops the player from speaking for the whole game.**
- **The Shroud of Shame forces the player to turn their chair away from the table until after the vote.**
- **The Bow of the Hunter changes the player into a Hunter. The Hunter gets an additional kill if he dies.**
- **The Sword of the Bodyguard changes the player into a Bodyguard so his vote protects whoever he points to.**
- **The Cloak of the Prince changes the player into a Prince. The Prince cannot die so the 2nd most votes dies.**
- **The Mist of the Vampire changes the player into a Vampire. This token is to be played with Vampire cards.**
- **The Dagger of the Traitor wins if another player on his team gets killed.**

Daybreak cards and tokens create more complications so be aware of which cards are in play.