What You Need (Play As You Learn)

Everything from the Original One Night Ultimate Rules
Vampire Werewolf Cards
Vampire Role Tokens & Mark Tokens

The Game is played similar to the Original One Night Ultimate Werewolf except that roles include Vampires instead of Werewolves.

Read the roles on the cards carefully.

Here’s a list of which roles include extra Mark tokens and what these do exactly:

When the Vampire role is in play, place a Mark of the Vampire token on the table:

![Mark of the Vampire]

The Vampire uses this token to turn another player into a Vampire.

If the game includes the Count, place a Mark of Fear on the table:

![Mark of Fear]

The Count places this token on another player’s card. This player cannot wake up to complete their role.

If the game has a Cupid in play, place two Mark of Love tokens on the table:

![Mark of Love]

The Cupid shoots the arrow of love to two players by placing Mark of Love tokens on their cards. The players with the Mark of Love tokens need to keep each other alive because if one person dies, the other also dies of a broken heart.

If the game has a Diseased in play, place a Mark of Disease token on the table:

![Mark of Disease]

The Diseased is infected and he/she infects another player by placing the Mark of Disease on their card. Any player that points to infected players automatically loses, even if their team wins.

If the Instigator is in play, place a Mark of the Traitor on the table:

![Mark of the Traitor]

The Instigator gives a Mark of the Traitor to another player. That player wins if another player on his team dies.

If the Priest role is in play, place two Mark of Clarity tokens on the table:

![Mark of Clarity]

The Priest gives one Mark of Clarity to themselves and one Mark of Clarity to another player. These tokens remove all Vampire, Disease, Love and Traitor Marks.

If the Assassin and/or Apprentice Assassin are in play, place the Mark of the Assassin token on the table:

![Mark of the Assassin]

The Assassin puts the Mark of the Assassin on another player and wins only if the player with the Mark of the Assassin dies. The Apprentice Assassin takes over the Assassin’s role if the Assassin role card is in the middle and not in play.

Enjoy the game. Play the Vampire roles by themselves or mix it up with other Werewolf, Daybreak and Alien cards for some epic battles.