

DEATH NOTE 人狼

DEATH NOTE Werewolf

Prologue

What is DEATH NOTE Werewolf?

Anyone whose name is written in this notebook will die.

"DEATH NOTE Werewolf" is a game where you can enjoy a battle of wits centered around the DEATH NOTE.

Players take on the role of task force members investigating the Kira case. However, among the task force members, there are not only those who want to catch Kira but also Kira's allies who want to kill L.

The game alternates between two phases: "Investigation Phase," where players gather information using investigation cards, and "Judgment Phase," where Kira kills using the notebook. The game continues until either the Kira team or the L team achieves their victory conditions.

the characters

夜神月 Light Yagami

Using the power of the DEATH NOTE, he aims to eliminate criminals and create an ideal world as the god of this new order, known as 'Kira.

弥海砂 Misa Amane

A devoted follower of Kira who is deeply infatuated with Light Yagami and assists him in his cause.

L L

A brilliant detective who uses unconventional methods to pursue Kira.

メロ Mello

A candidate to succeed L, who relentlessly pursues Kira with quick and ruthless actions, unconcerned with the means.

ニア Near

Another candidate to succeed L, who uses his superior deductive reasoning and insight to track down Kira.

ワタリ Watari

An elderly gentleman who has supported L for many years, acting as his assistant.

夜神総一郎 Soichiro Yagami

The head of the Japanese police investigation team, responsible for the Kira case, who works alongside L.

日本捜査本部 Japanese Task Force

A team of Japanese police investigators working with L to pursue Kira.

How to Play

Players: 4–7 people Play time: 20 minutes Recommended Ages: 12 years and up

P.1

内容物 Contents

- Role Cards ×7 (Kira, Worshipper, L, L, Police, Police, Watari ×1)
 - Conclusion Card ×1
 - Investigation Cards ×28 (DEATH NOTE, Alibi, Witness, Shinigami ×1 / Arrest, Handgun, Alias, Surveillance ×2 / Vote ×4 / Exchange ×5 / Interrogation ×7)
 - Game Summary ×4
 - Investigation Card List ×2
 - Game Flow ×2
 - DEATH NOTE Board (Whiteboard)×1
 - Pen ×1
 - Rulebook ×2 (Prologue, How to Play)
-

P.2-3

ゲームの準備 Game Preparation

The cards used in "DEATH NOTE Werewolf" vary depending on the number of players. First, create a set of Role Cards and Investigation Cards according to the number of players. Any unused cards should be returned to the box.

4 Players

Role Cards: Kira, L, Police, Police

Investigation Cards:

- ① DEATH NOTE, ② Arrest, ③ Handgun ×1 each
 - ④ Alias, ⑤ Alibi, ⑥ Surveillance ×1 each
 - ⑦ Vote ×2
 - ⑧ Exchange, ⑨ Interrogation ×4 each
- (Total: 16 cards)

5 Players

Role Cards: Kira, Worshipper, L, Police, Police

Investigation Cards:

- ① DEATH NOTE, ② Handgun, ③ Alias, ④ Alibi ×1 each
- ⑤ Arrest, ⑥ Surveillance ×2 each

- ⑦ Vote ×3
 - ⑧ Exchange ×4
 - ⑨ Interrogation ×5
- (Total: 20 cards)

6 Players

Role Cards: Kira, Worshipper, L, L, Police, Police

Investigation Cards:

- ⑩ DEATH NOTE, ② Handgun, ③ Alias, ④ Alibi ×1 each
 - ⑤ Witness, ⑬ Shinigami ×1 each
 - ① Arrest, ⑥ Surveillance ×2 each
 - ⑦ Vote ×3
 - ⑧ Exchange ×5
 - ⑨ Interrogation ×6
- (Total: 24 cards)

7 Players

Role Cards: Kira, Worshipper, L, L, Police, Police, Watari

Investigation Cards:

- ⑩ DEATH NOTE, ④ Alibi, ⑤ Witness, ⑬ Shinigami ×1 each
 - ① Arrest, ② Handgun, ③ Alias, ⑥ Surveillance ×2 each
 - ⑦ Vote ×4
 - ⑧ Exchange ×5
 - ⑨ Interrogation ×7
- (Total: 28 cards)

捜査カードの見方 How to Read Investigation Cards

Card Number

During the game, you may compare the numbers on different cards. Even if the illustrations differ, cards with the same number are treated the same.

Special Notes on Cards

Conditions for using the card and other specific details are written here.

Card Effect

The effect of the card when used is explained here.

① 正体カードの配布 **Distributing Role Cards**

Shuffle the Role Cards thoroughly face down, and deal one card to each player. The card you receive indicates your Role and team for this game. Check your card privately, ensuring the other players cannot see it. Keep your Role secret from other players throughout the game.

Abilities by Role

"Even if the Characters are different, as long as the Role name at the top of the card is the same, all characters can use the same abilities tied to the Role."

<Kira Team>

Kira

- When you have the "DEATH NOTE" in your hand, you can kill a player during the Judgment Phase.
- You can change the number on the "DEATH NOTE" card.

Worshipper

- During the Judgment Phase and when the "Shinigami" card is in use, you can open your eyes and communicate with Kira.

<L Team>

L

- You can use the "Arrest" card.
- You can change the number on the "Arrest" card.

Police

- You can use the "Handgun" card.
- You can change the number on the "Handgun" card.

Watari

- Before the game starts, you know who L is.
- You can change the number on the "Arrest" card.

What Does "Change the Number on a Card" Mean?

This ability allows you to change the number on a specific card to any number you choose during the game. For example, when a card that requires you to "pass the card with the smallest number" is played, normally, you would compare the numbers as written on the cards. With this ability, though, you don't have to follow the original. However, you cannot change the number when the "② Handgun Card" is used.

Example:

If your hand contains "① Arrest" and "③ Alias," and a card that forces you to "pass the card with the smallest number" is played, you would normally pass "① Arrest." However, if your Role is L, you can change the number of "① Arrest" to 10 and instead pass "③ Alias" to the player next to you.

P.5-6

②手札の配布 Hand Distribution

Each player starts the game with two investigation cards. Follow the steps below to ensure that the key cards are included in someone's hand from the beginning.

Dealer:

- Take out one "DEATH NOTE" card and one "Arrest" card from the deck of "Investigation Cards". Set these aside.
- Shuffle the deck of "Investigation Cards", draw two cards per player, remove two cards from that total, and replace them with the 'DEATH NOTE' and 'Arrest' cards.
- Shuffle again, and deal two cards to each player.

Example: In a five-player game, The dealer must draw eight cards from the deck of Investigation cards - (Five players x 2) - 2 = 8 cards. Then shuffle the drawn cards with the "DEATH NOTE" and "Arrest" cards. The dealer now should have ten cards. Distribute two cards to each of the five players.

- The remaining "Investigation Cards" are placed in the center of the table to form the "draw" deck.

③デスノートボードなどの配置 Placement of the DEATH NOTE Board and Other Items

Place the DEATH NOTE board and pen within reach of all players. Next to the deck is a good spot. The summary card contains a list of the Investigation Cards and an overview of the game flow. If you get confused during the game, feel free to refer to it. Set the Conclusion Card aside for now.

④ワタリがLを確認 Watari Confirms L (Only in 7-Player Games)

In a Seven player game, the player role of Watari, who only participates in this mode, is a role that knows who L is before the game starts. Have someone confirm and lead the following steps below (The person leading does not have to be a participant in the main game to lead this part).

Everyone closes their eyes and extends one hand in a fist in front of them. Watari player opens their eyes, and during this time, the players who are L (both of them) will raise their thumb on the extended hand. Once the Watari player have confirmed, they close their eyes again, the L players lower their thumbs, and then everyone opens their eyes.

Example of instructions: "Everyone, please close your eyes and extend one hand in front of you."

"Watari, please open your eyes."

→ "L players, please raise your thumb."

→ "L players, please lower your thumb."

- “Watari, please close your eyes.”
- “Everyone, please open your eyes.”

Once the setup is complete, the game begins.

The person with the strongest sense of justice will be the first player and start the investigation phase.

If no one stands out, decide the first player by any appropriate method.

(For game instructions, refer to the back side.)

P.7

ゲームの流れ **Game Flow**

The battle of wits over the DEATH NOTE begins.

Alternating between 'Investigation Phase' and 'Judgment Phase,' until either the Kira Team or L Team achieves their victory condition.

捜査の時間 Investigation Phase

Use investigation cards to uncover each other's identities and the location of the notebook.

裁きの時間 Judgment Phase

Kira writes a player's real name on the DEATH NOTE board to kill them.

Lチームの勝利条件 L Team's Victory Condition

Achieve the following:

Arrest Kira during the Investigation Phase using the "Arrest" card.

キラチームの勝利条件 Kira Team's Victory Conditions

Achieve any of the following:

- Kill all L players during the Judgment Phase.
- Reduce the L Team to only 1 player during the Judgment Phase.
- Have all "Arrest" cards removed from the game.

Once the winner is decided, flip the appropriate side of the "Conclusion Card" and share your victory on SNS using the hashtag #DEATH NOTE Werewolf.

P.8-10

捜査の時間 Investigation Phase

This is the time to use the Investigation cards to uncover each other's identities and the location of the notebook. The active player should follow the two steps below on their turn. Once they finish their turn, the turn moves to the person on their left. After everyone has had one turn, the game proceeds to the Judgment Phase.

※ This is the flow for 6 and 7-player games. The setup for 4 and 5-player games is explained later.

①カード補充 Draw a card

Draw one card from the Investigation Draw Deck and add it to your hand.

※ If there are no cards left in the deck, shuffle the discard pile facedown to create a new draw deck.

②カード使用 Play a card

Choose one card from your hand and play it. The used card is placed face-up in the discard pile. If there is no card you want to use, you may pass but must discard one card from your hand face-up into the discard pile.

If L manages to arrest Kira using the "Arrest" card during the Investigation phase, the L Team wins the game. After everyone has had one turn, the game proceeds to the Judgment Phase.

Regarding the Investigation Cards "Exchange" and "Interrogate"

These cards allow you to move low-numbered cards such as the 'DEATH NOTE' or 'Arrest,' significantly advancing the investigation. Even if these specific cards aren't moved, using 'Exchange' or 'Interrogate' can still provide valuable clues by revealing who has changed card numbers, helping to identify Kira or L.

※Set-ups for 4 and 5 Player Games

In the first Judgment Phase only, the phase begins after all players have taken two turns each.

From the second Judgment Phase onward, the phase begins after each player has taken one turn.

裁きの時間 Judgment Phase

This is the time for Kira to write a name in the DEATH NOTE and kill someone. It's time to eliminate the fools who dare defy the god of the new world. There are no individual turns during this phase; everyone simultaneously follows the two steps below. After completing step ② Execution, the game returns to the Investigation Phase, starting with the first player.

①裁き Judgment

Everyone closes their eyes and counts to 13. During this time, only Kira and Worshipper open their eyes. Everyone should lightly tap the table with one hand during this time (to mask the sound of others moving).

If Kira has the "DEATH NOTE" in their hand, they write the real name of one of the players on the DEATH NOTE board.

※ If Kira does not have the "DEATH NOTE," they cannot write any names.

※ If Kira has the "DEATH NOTE," they must write someone's name.

It does not have to be the full name; an abbreviation or nickname of the player is fine as long as it identifies the person.

②執行 Execution

After 13 seconds, everyone opens their eyes and checks the DEATH NOTE board. The player whose name is written dies from a heart attack and is eliminated from the game.

However, if that player has an "Alias" card, they can reveal it and avoid death, remaining in the game.

The eliminated player reveals their Role Card face-up. Their hand cards remain facedown and are placed at the bottom of the draw deck in any order.

At this point, if all L players have been eliminated, the Kira Team wins.

P.11

カードの使い方の補足 **Extra Tips for Using Cards**

①逮捕 Arrest

To exclude means to remove from the game, making it unusable for the duration of that game. If all "Arrest" cards are excluded without being able to arrest Kira, the Kira Team will win, so L should use this card carefully.

②拳銃 Handgun

Even if a player has the ability to change a card's number, they must compare the cards using their original numbers when the 'Gun' is used and reveal the lowest-numbered card.

③偽名 Alias

- When a name is written in the 'DEATH NOTE', the player only needs to reveal the card when using it; they don't need to discard it.

- If the player with the Kira role has an "Alias" card in their hand, they can write their own real name.

④アリバイ Alibi

This card does not affect players other than Kira. If an "Arrest" card is used against a player that isn't Kira, they can deny the accusation even if they do not have an "Alibi" card in hand.

⑧交換 Exchange

- The player who used this card may return the received card to the original player if he chooses to.
- If the player who was targeted has cards with the same number, they can give either one.

⑨取調 Interrogation

If both cards in hand have the same number, the player can give either one.

P.12

FAQ

Q. I cannot use or discard any of my hand cards, and I'm unable to do anything on my turn.

A. Inform the other players that you cannot use any cards, then draw one more card from the deck.

Return the first card you drew this turn to the deck, shuffle well, and proceed with your turn.

(Example: Your Role is police, but your hand consists of "Arrest," "Arrest," and "DEATH NOTE".)

Q. What should Worshipper do?

A. During the Judgment Phase or when using a "Shinigami", guide Kira on whom to judge using eye contact or gestures.

Q. Can players talk to each other during the game?

A. Yes, they can. After using the "Vote", players can share their deductions or discuss the whereabouts of the "DEATH NOTE" card and other players' identities. Of course, it's fine to lie as well. Conversely, players can also enjoy pure deduction using only investigation cards without engaging in conversation.