

### Chapter 1 : Werewolf Poker Deck: The Wild West by White Wolf Game Studio | LibraryThing

*Werewolf Poker Deck: The Wild West (Werewolf - The Apocalypse) [White Wolf Games Studio] on calendrierdelascience.com \*FREE\* shipping on qualifying offers. Nothing says wild west quite like the classic deck of cards and this one has been tinted to a west a little wilder than most.*

Still in the original factory shrink wrap, with condition visible through shrink noted. For example, "SW NM " means shrink wrapped in near-mint condition. Like new with only the slightest wear, many times indistinguishable from a Mint item. Close to perfect, very collectible. Board games in this condition may be played but show little to no wear. Lightly used, but almost like new. May show very small spine creases or slight corner wear. Absolutely no tears and no marks, a collectible condition. May have medium sized creases, scuff marks, very small stain, etc. Complete and very useable. Fair Very well used, but complete and useable. May have flaws such as tears, pen marks or highlighting, large creases, stains, marks, a loose map, etc. Poor Extremely well used and has major flaws, which may be too numerous to mention. Item is complete unless noted. When only one condition is listed, then the box and contents are in the same condition. A "plus" sign indicates that an item is close to the next highest condition. A "minus" sign indicates the opposite. Boardgame counters are punched, unless noted. Due to the nature of loose counters, if a game is unplayable it may be returned for a refund of the purchase price. In most cases, boxed games and box sets do not come with dice. The cardboard backing of miniature packs is not graded. If excessively worn, they will be marked as "card worn. If excessively worn, they will be marked as "tray worn.

### Chapter 2 : Wolf Playing Cards For Sale - Collectibles For Everything

*Click to read more about Werewolf Poker Deck: The Wild West by White Wolf Game Studio. LibraryThing is a cataloging and social networking site for booklovers.*

Werewolves descend upon the townsfolk each night, and during the day a furious mob seeks to bring them to heel. Who will survive the slaughter? Werewolf is a wickedly fun party game full of deception and secrets. A narrator leads the game, and a group of at least 7 players are each given a secret identity in the form of a character card. The game alternates between night, when the Werewolves attack, and day, when the village mob forms and tries to discern who is friend or foe. Light some candles, put on some creepy mood music more info below , and really get into character. Have your narrator set the scene and describe each grizzly death. The deck is already fully illustrated, along with the card backs and matching rigid two-piece box. Each deck will include 50 Poker sized 2. The characters include 8 of each Werewolf male and female , 9 of each Villager male and female , as well as 2 of each of the following: Inspired by my childhood love of the Grimm brothers and other German fairytales, I set the deck in a fantastical 18th century Germany, and based the illustration style off of European folk art. Every aspect is lovingly crafted, because while I am first and foremost an illustrator, I also adore playing this game. My deck began as a gift for my boyfriend, but has grown into something a much bigger. Both are on the side of the Village, but possess unique abilities that make play a little more interesting. For more advanced games, players can also add: Finally, the deck also includes the Matchmaker, whose role is to secretly pair two lovers at the start of the game. The Little Girl is a fun card that introduces a small amount of sanctioned cheating. Her role is to help the village as usual during the day, but during the night she has the added ability to literally peak. The Physician, like the Watchman, has the power to save other Villagers. But unlike the Watchman, the Physician uses medicine rather than the sword. Each night he can visit a Villager and give them a tonic. If they are attacked in the night by a Werewolf, they miraculously survive! The Physician cannot heal himself, but can visit any player for any number of consecutive nights. The Bear Tamer is a fun, silly role with a very simple mechanic. On the first morning that the Village wakes, the narrator will growl if the Bear Tamer is seated next to a Werewolf. The Gravedigger and the Baker are function as Villagers unless otherwise assigned roles. This gives experienced players the opportunity to add their own home-brewed mechanics to the roles. The Village Drunk is a boisterous fellow who never seems to put down his stein. If you play this role, beware that it requires some level of theatrics! The Village Drunk can only communicate through gestures and drunken grunts. The Thief is a street urchin with quick fingers and a wry smile. If you have the Thief in play, add two random cards from the deck to the middle of your circle of players. On the first night before anyone else acts, the thief "steals" one of the two cards. They choose their new role from these two cards, lending an extra level of uncertainty to who is who. You may choose to make it mandatory for the Thief to take the Werewolf card if that is one of the two cards they choose from. Some of my favourite games of Werewolf have been ones where we put on some music in the background and got a little spooky. It also does wonders covering up any noises that might give people away during the night phases. Think windy fields, distant church bells, spectral German folk songs, and piano. Further more, I am including two narrator tracks to make play a little smoother for beginners. The first track will be for a basic game, which includes Villagers, Werewolves, a Clairvoyant, and a Witch. The second track will include all characters. While I would love to provide tracks for every combination of characters, that could take an immense amount of time. I may add this as a stretch goal In the interest of keeping things simple for you and for me , there are 4 different ways to support this project. Shipping is separate, and fulfilment is being handled by the manufacturers, as this was the best way to keep things organized and most affordable. That being said, this is my first solo Kickstarter, and I expect there to be a big learning curve. The good news is that the deck is done, which only leaves more room for stretch goals and extra goodies. I have painstakingly created every aspect of the deck, and ordered different generations of prototypes. I am making plans to have distribution handled by the printer to streamline shipping and make it more affordable for everybody. Questions about this project?

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### Chapter 3 : Werewolf: The Wild West " Poker Deck (White Wolf edition ) | Board Game Version | BoardC

*Revealing your wild side has never been easier or more swiftly done than with the help of Full Moon Bicycle® Playing Cards. A strikingly hand-illustrated beast rules the standard deck tuck box with his bulging muscles and massive strength.*

From the Back of the Box: You play Poker Stranger? Now you can deal yourself a hand of savage justice with these deluxe, oversized poker cards. The Wild West role-playing game. These are intended to be used as a prop during game sessions, with the large card sizes being suitable for werewolves to hold. The deck consists of the standard 52 cards and two jokers, with face cards decorated with characters from the RPG, and aces decorated with thematic imagery. One final additional card with a back that matches the deck advertises the role-playing game itself. There is no RPG content in this item. The box contains full rules for seven poker variants: Tombstone, Silver Bullets, and Alpha all appear to be designed for this deck. Five cards face-down to each player. Five cards face-down on the table. One of the cards on the table is flipped up, followed by a round of betting players look at their own hands. Repeat until all five cards on the table have been flipped. A showdown follows the last round of betting, with each player making the best hand possible using his own cards and the five on the table. If you use the third card, expect someone with a potentially good hand to raise the stakes over the last three rounds of betting. Three cards face-down to each player. Five cards down on the table. A round of betting is held after the deal, and then one of the table cards is turned up. It is wild, along with all cards of the same rank. Another round of betting follows. Repeat until all four table cards are up. When a table card is flipped and it is the lowest-showing card, it and all cards of the same rank become wild, replacing any previous wild card. Two cards face-down to each player. Everyone secretly puts a chip in their hand if they are staying in, otherwise they leave their hand empty. Players hold their closed hands in front of them and open them simultaneously. Players who hold chips and thus stay in reveal their cards. New hands are then dealt to all players, not just those who stayed in the previous round. The game continues until only one player stays in, and the pot is therefore empty. No straights or flushes are allowed.

### Chapter 4 : Wild West Poker Deck - White Wolf Publishing, Incorporated - Google Books

*Scott King is raising funds for Werewolf Bicycle® Playing Cards! Lenticular Lens Motion Tuck on Kickstarter! Meet the Full Moon Werewolf deck! The WORLDS first lenticular lens motion tuck! Watch the transformation happen in your hands.*

### Chapter 5 : Werewolf by Krista Gibbard " Kickstarter

*A poker deck that works and can be used for Werewolf featuring video game parodies of your favorite heroes and villains!*

### Chapter 6 : standard deck playing card games | Wiki | BoardGameGeek

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### Chapter 7 : Werewolf card | Wolves and Tattoo's | Pinterest | Playing cards, Cards and Werewolf

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### Chapter 8 : Werewolf - The Wild West, Poker Deck - Werewolf The Wild West - Noble Knight Games

*Werewolf Poker Deck: The Wild West (Werewolf - the Apocalypse) by White Wolf Games Studio () on*

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