



# SILVER™

The local villages are infested with werewolves!

As mayor of one of these villages, reduce your village's werewolf population using special abilities of your residents, including the Silver Amulet of Protection.

The mayor with the fewest werewolves in their village at the end of the game wins!

# CONTENTS



2 Villagers



4 Squires



4 Empaths



4 Bodyguards



4 Rascals



4 Exposers



4 Revealers



4 Beholders



4 Apprentice Seers



4 Seers



4 Masters



4 Witches



4 Robbers



2 Doppelgängers



4 Reference Cards



1 Scorepad



1 Amulet of Protection

# SETUP

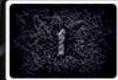
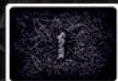
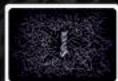
1. Shuffle the deck, and deal five cards facedown in a horizontal row (a village) to four players (if there are fewer than four players, remove any extra sets of cards from the game).



2. Give each player a reference card.

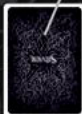


3. Place the deck facedown in the center of the table, and create a discard pile with one faceup card from the deck.



4. Choose a start player at random, and place the silver amulet on the side of the deck/discard pile nearest to them.

5. Each player secretly views two of the five cards in their village.



# GOAL

Remove werewolves (numbers on cards) from your village (your cards). After four rounds, the player with the fewest werewolves wins.

# CARDS

Cards in *Silver* have two functions:

First, the numbers represent how many werewolves have followed this resident to your village. The more powerful the resident, the more werewolves they attract!

Second, each card displays a person with an ability. If a card is in your village, that person is a resident. Some residents help you when they live publicly in your village (low-numbered faceup cards). Some are in hiding (facedown cards). Other times, people help out as they wander by (when you draw their card from the deck). Use all of your resources to figure out who is in your village and remove residents who attract the most werewolves.

Werewolves attracted by this resident

Your Village



Ability (activate when drawn from deck)



Ability (available when faceup in your village)

# GAMEPLAY

Beginning with the start player, take turns clockwise. On your turn, do 1 of the following 3 actions:

**DRAW A CARD FROM THE DECK**

*or*

**TAKE A CARD FROM THE DISCARD PILE**


*or*

**CALL FOR A VOTE**

## DRAW A CARD FROM THE DECK

If you draw the top card from the deck, do one of the following:

**1) Place the card into the discard pile.**

If the card has a  icon on it, you may use the card's ability.

*or*

**2) Exchange one or more of your cards with the card you drew.**

Put exchanged cards faceup into the discard pile, and put the new card *facedown* in front of you, in an exchanged card's place. See "Exchange Multiple Cards" on the following page for more details on how to exchange multiple matching cards.

## TAKE A CARD FROM THE DISCARD PILE

If you take the top card from the discard pile:

**Exchange one or more of your cards with the card you drew.**

Put exchanged cards faceup into the discard pile, and put the new card *faceup* in front of you, in an exchanged card's place.

# CALL FOR A VOTE

If you have four or fewer cards, you may call for a vote (say “Call” on your turn instead of drawing a card). At this time your turn ends. Each other player gets one more turn (they may not call on their turn), and then the round ends.

You may not do anything else on your turn (i.e., no faceup abilities or placing the silver amulet) when you call for a vote.

# EXCHANGE MULTIPLE CARDS

To exchange multiple cards from your village, all exchanged cards must have the same value (e.g., all 6s). Before discarding them, slide them all forward, and flip any that are unrevealed faceup. Place the card drawn in an exchanged card’s place—you cannot discard the drawn card as part of a set of matching cards until your next turn.

Three cards match, so they are placed in the discard pile.



The newly drawn card may go in either card spot.

If any slid cards do not match, return all of them to the village, turning them all facedown (even if they were faceup before). Add the new card at either end of the village in the orientation it was when you drew it (facedown from the deck, faceup from the discard pile).

If three or more cards don't match, take an additional card from the deck and place it facedown at either end of the village without looking at it.

# ABILITIES

All cards have abilities. You may activate these abilities when the card is faceup in your village (■ ■ ■ ■ ■), when the card is placed faceup onto the discard pile immediately after drawing it (↶ ■), or when exchanging sets of cards (⬆). Most card abilities are optional, but cards 0 and 1 have abilities that affect all players and are always active when those cards are faceup in a player's village.



Use these abilities when these cards are faceup in a village.



Use these abilities when you draw these cards from the deck, and then place them on the discard pile.



Use this ability when you exchange this card.

You may not use the ability on a ↶ ■ card taken from the discard pile. For abilities that allow you to view facedown cards, view cards secretly so that no other players can see them. If you steal or otherwise move a card that is faceup, it remains faceup after it is moved.

You may not use any card's ability on the turn that you call for a vote. Keep the *Reference Guide* handy for players to look up abilities of their cards, as they won't be able to pick up a facedown card to check how it works unless they use an ability that allows them to view it.

# CARD SPOTS

When you view a card, return it to the same spot that you took it from. When a single card replaces another card, the new card must go in the same spot as the old card.

When one card replaces multiple cards, the new card may go in any of the spots that the old cards were in. Then collapse empty spots by sliding cards together.

# ROUND END & SCORING

The round ends when one player has called for a vote and each other player takes one more turn, or the deck is depleted.

Your score for the round is the sum of your remaining cards.

However, if you called for a vote and have the lowest sum (or are tied for it), you score 0 points. If you called for a vote and do not have the lowest sum, you score the sum of your cards plus 10 more points.

Write down each player's score for that round, and add it to the sum of the previous rounds.

Place the silver amulet in the middle of the table on the side of the deck nearest to the player who scored the fewest points in the current round. If that player successfully called for a vote, they take the silver amulet and pull it back toward themselves to their edge of the table. This indicates that the player may use the silver bullet in the next round. (See "Silver Amulet" on the next page.)

If the call was unsuccessful and there is a tie for the lowest score in the current round, the tied player who had the silver amulet during this round keeps it. If the player with the silver amulet did not score the fewest points in the current round, the tied player who is closest to the start player's left places the silver amulet in front of them near the deck of cards for the next round.



# SUBSEQUENT ROUNDS

After the first, second, and third rounds, you'll play another round.

Shuffle all the cards in the deck and deal four sets of 5 cards. Each player chooses a set. Remove unused sets from the game.

Place the deck in the middle of the table and turn one card faceup next to it to form the discard pile.

Each player secretly views two of the cards in their village.

The player with the silver amulet in front of them goes first.

## SILVER AMULET



If you have the silver amulet as a result of successfully calling for a vote, you may, as part of your turn, place the silver amulet on one of the cards in your village. That card may not be viewed or moved by any player (including you), until the end of the round, when it is scored as usual. If the card with the amulet on it is faceup and has a faceup ability (■ ■ ■ ■ ■), that ability may still be used after the silver amulet is placed on the card. The card with the amulet on it counts toward your card total when determining if you can call for a vote.

If the silver amulet is on your last card, on your turn you may take a card from the deck and either use its ability or discard it, or you may call for a vote. You may not take a card from the deck or discard pile or use any ability that requires you to interact with cards in your village if you do not have any other cards in your village.

You may not call for a vote on the same turn that you place the silver amulet.

# GAME END

The game ends after four rounds.

The player with the fewest points wins.

In case of a tie, the tied player who has the silver amulet wins. If the player with the silver amulet is not tied to win, the tied player closest to the left of the amulet player wins.

## TIPS & REMINDERS

Abilities on cards are activated when the card is faceup:

0-1 (■ ■ ■ ■ ■) in any village,

2-4 (■ ■ ■ ■ ■) in your village,

5-12 (♠ ■) on the discard pile immediately after drawing it from the deck,

13 (♠) when exchanging one or more other cards.

You may not activate a card's ability when discarding it from your village.

The card you draw this turn cannot be exchanged in a matching set until your next turn.

The player with the lowest score for the previous *round* receives the silver amulet (not necessarily the lowest total score), and is the start player for the next round.

It is often a valid strategic choice to take a higher card that matches one of your existing cards so you can discard a pair (or larger set) on a future round.

Calling for a vote is safer if you know that most of the switching cards (11 and 12) have already appeared.

# REMEMBERING CARDS

There is a bit of a memory element to *Silver*, in that you'll need to remember the facedown cards that you've seen. One of the best ways to remember your cards is to silently repeat the ones you know from left to right. So if you have seen the first three cards, and they are 1, 8, and 1, repeat "one eight one" to yourself a few times.

It's easy to temporarily forget cards you've seen if you or other players are talking about different things while playing. It is considered bad form to try to distract other players who are focusing on remembering cards they have viewed by saying random numbers out loud.

# PLAYTESTERS

Carol Alspach, Gage Alspach, Toni Alspach, Liam Avni, Taylor Bogle, Jason Boles, Dan Calhoun, Angela Chuang, David Corbin, Mark Ebelhar, David Eberius, Tony Grappin, Alex Hanna, Leon Hendee, Joe Huber, Ally Huneycutt, Markus Iturriaga, Dan "GameBoyGeek" King, Heather Lynn, Jeremy Maher, Laura Maher, Ryan Moore, Christopher Nicholson, Mary Prasad, Ravindra Prasad, Bryon Quick, Matt Ryan, Stephen Shedden, Tim Stoner, David Satterfield, Rick Thornquist, "Evil" Elizabeth Weaver, Dixie Willard, Tony Willard, Chris Wray, Amanda Zimmer, Missy Zaloudek

# DESIGNER

*Ted Alspach* has designed many games, including *One Night Ultimate Werewolf*, *Suburbia*, *Werewords*, and *Castles of Mad King Ludwig*.

# ARTIST

*Andrey Gordeev* has drawn amazing artwork for a number of big-name clients, including McDonalds and Lipton, and has illustrated children's books and videogames. He's also the artist of *Silver Bullet* and *Silver Coin*.



CEO: Ted Alspach  
COO: Toni Alspach

Marketing Manager: Alexandra Gold  
Trade Show Manager: Matt Ryan

Customer Support Manager: Ryan Moore  
Licensing and Editorial Manager: Jeff Quick

Graphic Designers: Taylor Bogle, Jason Boles, & Missy Zaloudek  
App Developer: Jeremiah Maher & Keith Kubarek

Q/A Manager: Bryon Quick

Social Media Manager: Lindsay Schlessler

Site Manager: Carol Alspach

Special thanks to Melissa Limes and Mandy Henning

©2020 Bezier Games, Inc. and Ted Alspach. Silver and its logo are trademarks of Bezier Games, Inc.  
Bezier Games and its logo are registered trademarks of Bezier Games, Inc.

*Warning: This product contains small parts that can be swallowed  
and may not be suitable for use by children under 36 months. THIS PRODUCT IS NOT A TOY.*

Made in Shenzhen, China.

Bezier Games, Inc., PO Box 730, Louisville, TN 37777, USA

[info@beziergames.com](mailto:info@beziergames.com)

