

SILVERTM DAGGER

The local villages are infested with werewolves!

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

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

If you've played other *Silver* games, you can ignore most of this rulebook. Just skip ahead to the Silver Dagger section on page 9 and then read the Reference Guide.

CONTENTS



2 Debt Collectors



4 Spies



4 Halflings



4 Sentinels



4 Zombies



4 Approximators



4 Flippers



4 Elusive Seers



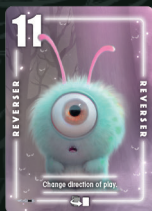
4 Magicians



4 Mystic Seers



4 Renfields



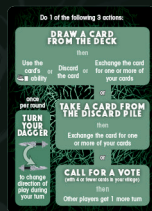
4 Reversers



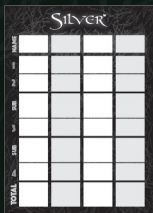
4 Master Thieves



2 Furies



4 Reference Cards



1 Scorepad



1 Silver Dagger of Direction



4 Private Deck Markers

SETUP

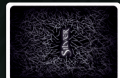
1. Shuffle the deck, and deal five cards facedown in a horizontal row (a village) to four players (if there are fewer than four players, remove any extra sets of cards from the game).



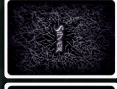
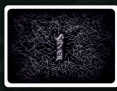
2. Place a private deck marker at one end of each player's village.



3. Give each player a reference card.



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



5. Choose a start player at random, and place the silver dagger to the side of the deck/discard pile nearest to them with the point facing towards that player's left.



6. 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 Dagger* 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.

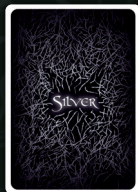
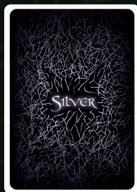
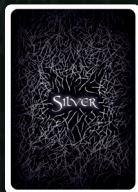
Werewolves attracted by this resident


Private Deck Marker


Your Village

Public Residents
(Faceup cards)

Hidden Residents
(Facedown cards)



 Ability (activate when drawn from deck)

 Ability (available when faceup in your village)

GAMEPLAY

Beginning with the start player, take turns in the direction the silver dagger is facing (clockwise at the start of each round). 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 (or your private 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 turning the silver dagger) 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 turn 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 at scoring (■+■+■), when the card is faceup in your village (■■■), when the card is placed faceup into your village (Approximator only) or onto the discard pile immediately after drawing it (↶), or at end of round scoring (■+■+■). Most card abilities are optional, but the Debt Collector (0) and Halfling (÷2) have abilities that are always active when those cards are faceup at scoring in a player's village, and the Furry (13) ability is activated at scoring if the sum of the village he is in is equal to 50 (whether he is faceup or facedown).



Use these abilities when these cards are faceup at scoring.



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 during end of round scoring.

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 swap 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 (the latter can happen before all other players get a turn after a player has called for a vote). Slide any faceup cards above your other cards, then flip your remaining cards faceup. This helps show faceup Debt Collectors and Halflings versus those which may have been facedown in your village.

Each player should resolve the effects of the faceup Debt Collectors (0s), then Halflings ($\div 2$ s), and finally Furies (13s). Scoring cards are always resolved lowest value to highest, starting with the player with the silver token.

Your score for the round is the sum of your remaining village 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 dagger 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, with the point of the dagger facing the left of that player. If that player successfully called for a vote, they take the silver dagger and pull it back toward themselves to their edge of the table (with the ears

“up”. This indicates that the player may use the silver dagger in the next round. (See “Silver Dagger” below.)

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 dagger during this round keeps it. If the player with the silver dagger 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 dagger 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 one last 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 dagger in front of them goes first.

SILVER DAGGER



If you have the silver dagger as a result of successfully calling for a vote, you may, as part of your turn, turn the dagger so that it faces in the opposite direction and also flip it over (with the ears of the wolf touching the table). At that time, play proceeds in the opposite direction that it had been going; play starts each round clockwise, and turning the dagger would result in going counterclockwise around the table. The player who possesses the silver dagger as a result of calling for a vote may only use that ability once per round. In a 2 player game, turning the dagger skips your opponent’s turn. You may not call for a vote on the same turn that you turn the silver dagger.

The dagger is also used to indicate the direction of play if a player uses the ability of the Reverser (11) to change direction of play. In this case, the player who played the Reverser must turn the dagger around so that it faces the opposite direction.

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 dagger wins. If the player with the silver dagger is not tied to win, the tied player closest in the direction the dagger is pointing to the dagger player wins.

TIPS & REMINDERS

Abilities on cards are activated when the card is faceup:

0 & 2 (■+■+■) in your village at scoring (it must be faceup before the round ends).

1, 3 & 4 (■■■) in your village,

5 (↔■) in your village immediately after drawing it from the deck.

6–12 (↔■) on the discard pile immediately after drawing it from the deck.

However, the 13 (■+■+■) ability is activated at scoring whether the card is faceup or facedown, after the 0 & 2 abilities are resolved.

Play continues in the direction the silver dagger is facing until it is turned. At the beginning of each round, the silver dagger faces left.

REMEMBERING CARDS

There is a bit of a memory element to *Silver Dagger*, in that you'll need to remember the facedown cards 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.

COMBINING DECKS

You can combine *Silver* decks to customize your games. Replace all cards of one number from one deck with all cards of that same number from another deck. You can combine any combination of numbers, and any number of decks this way!

Just make sure you always have two 0s, two 13s, and four each of cards 1–12.

A fun way to combine decks is to let the losers of the last game each replace a number of their choice before the next game.

PLAYTESTERS

Carol Alspach, Dakota Alspach, Gage Alspach, Toni Alspach, Taylor Bogle, Dan Calhoun, Angela Godel, Ally Gold, Tony Grappin, Dan "GameBoyGeek" King, Jeremy Maher, Laura Maher, Nathan McKeehan, Ryan Moore, Mary Prasad, Ravindra Prasad, Bryon Quick, Matt Ryan, David Satterfield, Lindsay Schlessler, "Evil" Elizabeth Anne Weaver, Chris Wray, and many more.

DESIGNER

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

ARTIST

Andrey Gordeev has drawn amazing artwork for a number of big-name clients, including McDonald's and Lipton, and has illustrated children's books and videogames. He's also the artist of *Silver*, *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 Design: Taylor Bogle & Alanna Kelsey
App Developers: Jeremiah Maher, Keith Kubarek, Chris Strater, Andre Infante
Q/A Managers: Nathan McKeenan & Bryon Quick
Social Media Manager: Lindsay Schlessler

©2020 Bezier Games, Inc. *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

