

# WEDNESDAY

## THE RAVEN'S TRUTH

MN  
XY

RULEBOOK

You snap your fingers twice to open the hidden entrance to Nightshade Library. It's dark outside and you're quite sure you weren't followed. Before you descend, you take one more look at the mysterious note in your hand, its message clearly typed with an antique typewriter:

"Come to Nightshade Library tonight. Make sure you're not seen."

When you walk downstairs to the secret meeting in Nightshade Library, you find you're not the only one there. Several Nightshades are also present in the underground library. Before you can ask what's going on, Wednesday suddenly appears from the shadows and speaks to all of you:

"The past few days, I've had a cryptic vision. In the vision, I foresaw a future murder, and all of your faces appeared to me. This leads me to believe that some of you will be involved in this murder. I theorize that one of you will be the perpetrator, helped by an accomplice. Unfortunately, the vision was not sufficient to uncover the truth. That is why I have gathered all of you here to solve this mystery."

The search for the truth begins...

# WEDNESDAY

THE RAVEN'S TRUTH



# CONTENTS

1 Vision board



24 Truth cards



8 Day and night



8 Location



8 Weather condition

40 Location cards (5 per location)



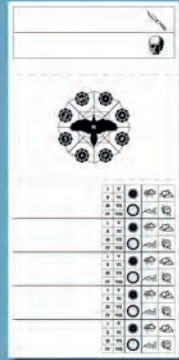
8 Location markers



8 Vision markers



1 Notepad



8 Outcast tokens



1 Game board



8 Outcast cards



1 Thing token



1 Weather marker



1 Day and night marker



## GOAL OF THE GAME

In *Wednesday: The Raven's Truth* you play as outcast students at Nevermore Academy. After being called upon by Wednesday Addams, you must help her solve a future murder. The first player to name the perpetrator, the accomplice and the correct truths wins the game.

However, if it turns out you yourself are the perpetrator, you will have to make sure that the location cards at Nightshade Library (IX) are depleted as quickly as possible, before you are caught.

## SET-UP

- A** Place the game board and the vision board next to each other and within easy reach of all players.
- B** Shuffle the outcast cards and give one to each player. Place this card face up in front of you. The outcast card indicates which outcast you are and which unique effect you have during the game. See the **‘Outcast overview’** on page 14 for more information on the outcasts and their effects.
- C** All players receive the vision marker and location marker in the colour of their outcast.
- D** All players place their vision marker on the corresponding outcast icon on the vision board. Keep your location marker in front of you for the moment.
- E** Of the 8 outcast tokens, gather only the tokens corresponding with the outcast cards of all the players. Shuffle the tokens and place one of these tokens face down as the perpetrator on the vision board. From now on, one of the players is the perpetrator.
- F** Shuffle the remaining seven outcast tokens (even the tokens not used in step **E**) and place them face down in the recesses on the edges of the game board.
- G** Sort the location cards by number. Shuffle each deck and place them on the corresponding numerals on the game board.
- H** Place the day and night marker and the weather marker on the vision board.
- I** Place Thing on Wednesday’s Room (I).
- J** Sort and shuffle the truth cards by category. Give all players one card per category, face down. These three cards make up your truth, so keep these truths a secret for all other players!



Day and night



Location

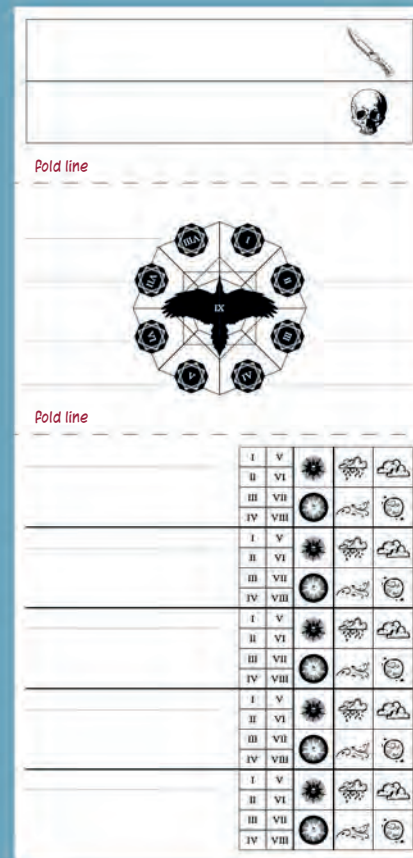


Weather condition

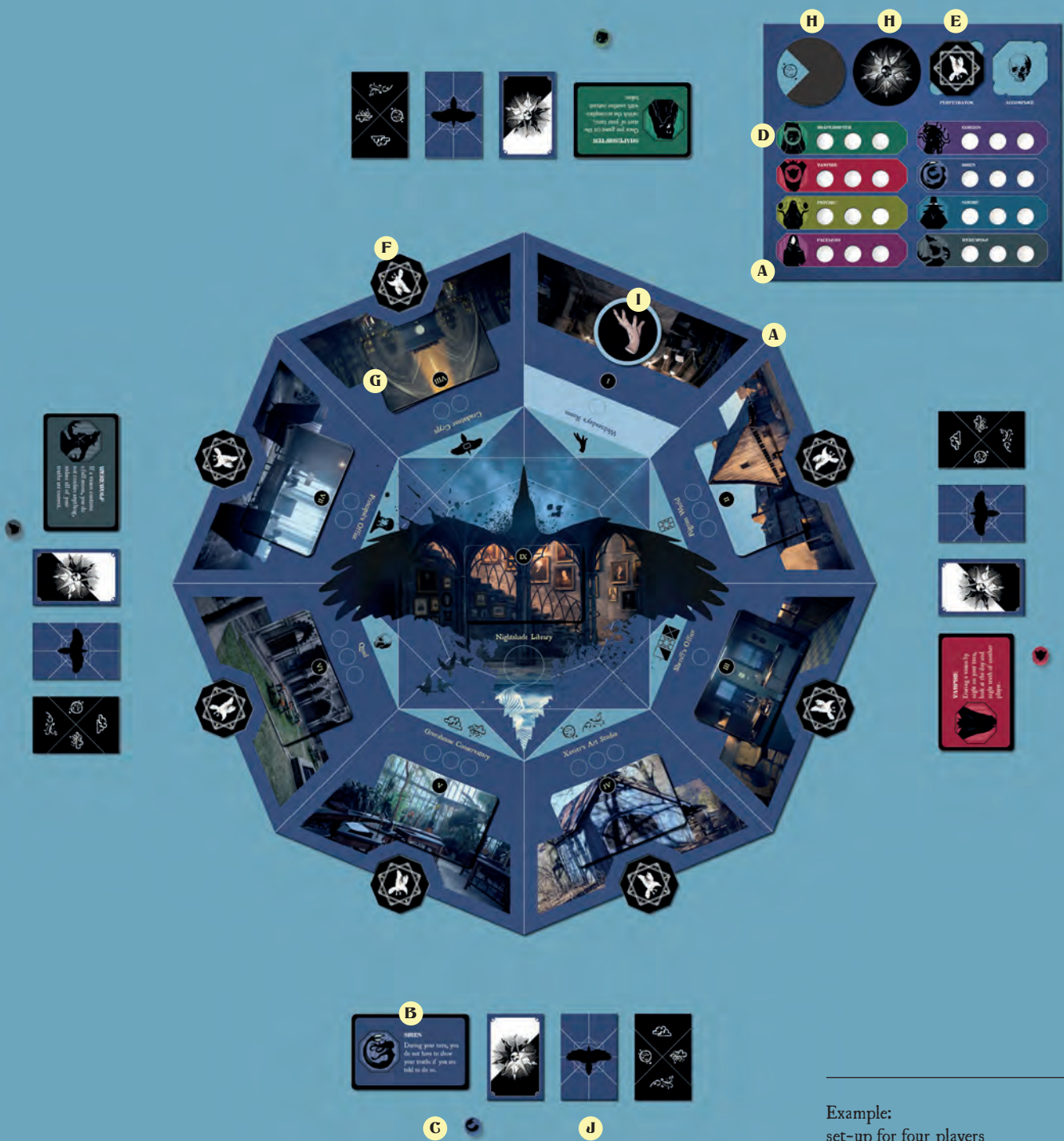
- K** All players receive a sheet from the notepad to make notes. Fold the sheet along the folding lines, indicated by the dotted line, to hide your notes from the other players. See **‘Notepad’** on page 13 for tips on using the notepad during play.

**K**

### THE NOTEPAD



The game can now begin. The oldest player begins.



Example:  
set-up for four players

## THE GAME

A turn consists of two consecutive steps:

- 1 Move your location marker to a location of your choice.
- 2 Draw and resolve a location card.

In some cases, these steps are also followed by a third step, namely a vision (see **‘Vision’**).

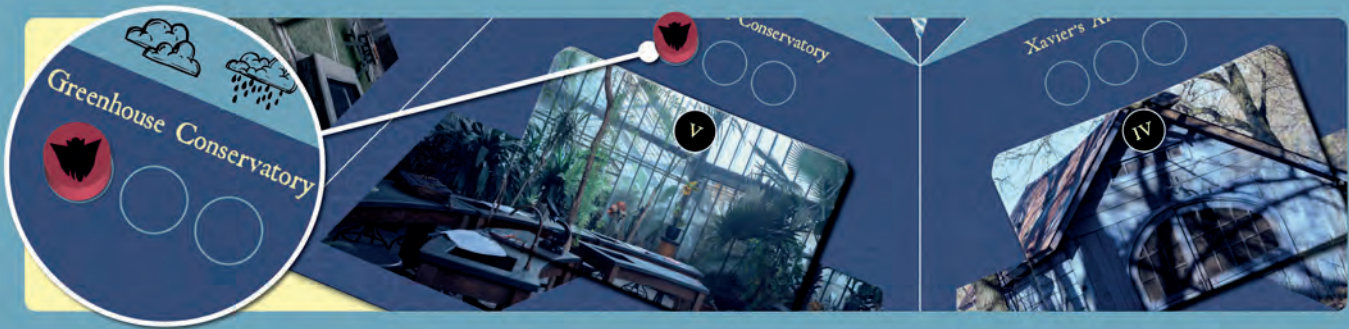
When you have performed all steps, your turn ends and play continues with the next player in clockwise order.

## STEPS

### 1 Move your location marker to a location of your choice

Place your location marker on a location on the game board of your choice. This can be any location, as long as there is enough space. Space is indicated by the circles at each location. If all circles are occupied, you may not place your location marker on this location.

*PLEASE NOTE! You must place your location marker on a different location each turn.*



### 2 Draw and resolve a location card

Take the top location card from the location you are at and read its text out loud. Then, resolve the card effect. Some cards reveal things about other players' truths. Others allow you to look at outcast tokens and, in this way, discover which outcasts are innocent. The locations Wednesday's Room and Nightshade Library are an exception to this (see **‘Wednesday's Room’** and **‘Nightshade Library’**).

After resolving the card effect, place the card at the bottom of the corresponding location card deck. This does not apply to the cards of Nightshade Library.

*PLEASE NOTE! Location cards that influence other people during their turn remain in effect for a whole round. The player that resolves the card effect places such cards face up in front of them. When the turn comes around to this player again, the effect ends and the location card is also placed at the bottom of the corresponding location card deck.*

## Multiple players on the same location

If multiple players are on the same location on the game board, these players must share all information they receive about outcast tokens or the accomplice. The Faceless is an exception to this (see **'Faceless'** in the outcast overview).

*PLEASE NOTE! In the case of contradicting location cards from the same location, only the last location card to be drawn applies.*

## LOCATION HINTS

All locations have five cards. Three of these cards are identical at every location, but two of them have special effects and are unique to that location. Above each location are one or more hint icons that hint at which exact game element is influenced by these unique cards. So, pay close attention to these hint icons to see what kind of cards you can expect at this location.



### Crackstone Crypt - VIII

Influence the location cards at Nightshade Library.



### Principal's Office - VII

Perform a vision without having to remove a card from Nightshade Library from the game.



### Quad - VI

Look at or switch the accomplice.



### Greenhouse Conservatory - V

Gives information about players with the 'cloudy' and 'rain' weather conditions.



### Pilgrim World - II

Gives information about the location truths of other players.



### Sheriff's Office - III

Risk having to show your own truths to look at those of other players.



### Xavier's Art Studio - IV

Gives information about players with the 'full moon' and 'wind' weather conditions.



*PLEASE NOTE! Some location cards can also reveal the truths of players on that particular location, so mind which location you go to.*

### Outcast tokens

Some location cards allow you to look at the outcast token of that location. Write down on your notepad which outcast tokens are found at which location; this way, you can rule out outcasts who are not the perpetrator as the game progresses.



## WEDNESDAY'S ROOM

Wednesday's Room is a special location on the game board. This location does not have any location cards or an outcast token, but is instead where Thing can be found. When you are on Wednesday's Room, you move Thing to another location on the game board. As long as Thing is placed on a location, that location is blocked and players may not move there until Thing is moved. When someone goes to Wednesday's Room again, they may move Thing to a new location and, in this way, block that location instead.

*PLEASE NOTE! You may never place Thing on Nightshade Library or move it back to Wednesday's Room. Thing does not block Wednesday's Room at the start of the game, when he begins on this location.*

Example: the Werewolf places their location marker on Wednesday's Room and moves Thing to another location to block it.



## NIGHTSHADE LIBRARY

Nightshade Library is also a special location on the game board. When you resolve a location card effect here, remove this card from the game instead of placing it at the bottom of the deck. When the location card deck of Nightshade Library is empty, the game is over and the perpetrator wins the game. However, Nightshade Library is also an important location for discovering other players' truths. This is because, after resolving the location card effect, the player at Nightshade Library may perform a vision (see 'Vision').

*PLEASE NOTE! Nightshade Library does not have a maximum amount of spaces. All players can be present at this location at the same time.*





## VISION

During a vision, players can discover the other players' truths. This is done by describing the circumstances of the future murder and then letting those suspicions be checked truthfully by the other players. Players can start a vision by going to Nightshade Library, or by encountering specific location cards on Principal's Office (VII).

The player starting a vision performs the following actions:

- A** Flip the day and night marker on the vision board to either day (the white side) or night (the black side).



- B** Turn the weather marker on the vision board to a weather condition (cloudy, rain, wind or full moon).



- C** Place all the location markers of all other players (so excluding your own) on any location on the game board, with the exception of Nightshade Library.

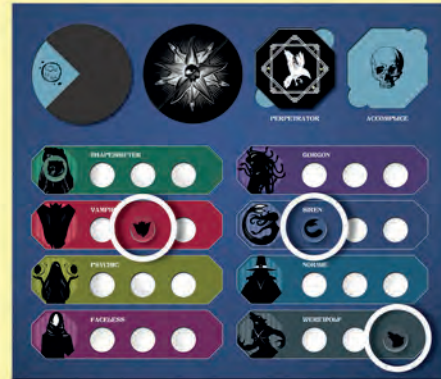
*PLEASE NOTE! You can ignore all other rules, such as Thing and location effects, when doing this. There must, however, be enough space on the location. This is because location markers remain on these locations after the vision.*



After this, all other players look at their truths and check how many of their truths match the situation of the vision (day or night, location and weather condition). For every correct truth, players must move their vision marker one step to the right on the vision board. So, when the vision matches all of your truths, you move your vision marker all the way to the right.

*PLEASE NOTE! Of course, you do not need to share exactly which truths are correct! You want to keep this a secret for as long as possible.*

**HINT:** A vision is a good way to gather more information and to discover other players' truths, but by performing visions you also indirectly help the perpetrator. After all, after the Nightshade Library deck runs out, the game ends and the perpetrator wins! 'Use with caution!'



Example: the Shapeshifter starts a vision and does not need to reveal their truths. Two truths are correct for the Vampire, one for the Siren and three for the Werewolf.

## ACCOMPLICE

Besides the perpetrator, there is also an accomplice whose identity you must discover to win the game. Unlike the perpetrator, the accomplice is not determined before the game starts, but during it, as a result of certain location cards. If the accomplice is a player, they do not win alongside the perpetrator and therefore must discover the perpetrator to win, just like the other players.

*PLEASE NOTE! If a location card gives you the option to place an outcast token as an accomplice, you can only choose this option if there is no outcast token in the accomplice space yet. If there is, you must choose the other option on the card instead.*

**HINT:** When you place an outcast token as the accomplice, or when you switch out the accomplice for another outcast token, you may not look at the token that is being placed or switched first. Therefore, it is always useful to know beforehand which outcast is being placed as the accomplice, so that you have them confirmed already.



## END OF THE GAME

The game can end in one of two ways.

### 1 You unmask the perpetrator

You move to Nightshade Library and take and resolve the location card as per usual. Then you start a vision.

*PLEASE NOTE! Even after resolving the last card on Nightshade Library, you still perform a vision that turn. This will be the last chance to name a perpetrator.*

1 To name a player as the perpetrator, you must first predict the correct truths (day or night, location and weather condition) of the appropriate player during your vision. This means that their vision marker must show three correct truths. After this, you announce that you will be naming the perpetrator.

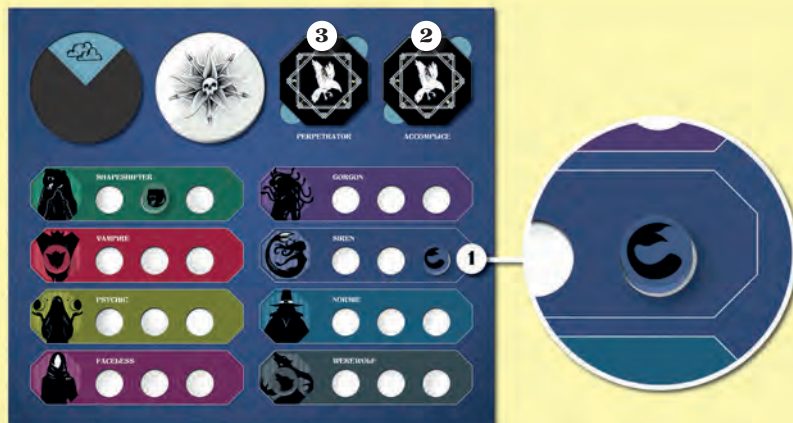
First name the accomplice 2 out loud and look at the outcast token of the accomplice without the other players seeing which outcast it is. If it is correct, you continue by naming the perpetrator 3 out loud and looking at the outcast token of the perpetrator without the other players seeing which outcast it is. You win the game only if both suspicions are correct.

### Wrong accusation

When you name the wrong accomplice or perpetrator, you are immediately disqualified and the game continues without you. However, you still participate in visions. Because of this, leave your location marker on the board.

*PLEASE NOTE! When you name the wrong accomplice, you may not look at the outcast token of the perpetrator.*

Example: the Werewolf starts a vision and suspects the Siren. During the vision, the Werewolf predicts the three correct truths and may name the accomplice and then name the perpetrator.



## 2 The perpetrator wins

The player whose outcast token was placed as the perpetrator can win in one of two ways:

- When the location card deck on Nightshade Library is empty.  
*PLEASE NOTE! If the perpetrator is the one resolving the last location card from Nightshade Library, you can skip the final vision.*
- When all other players have made a wrong accusation and are therefore out of the game.



**HINT:** Although you typically find out whether you are the perpetrator (or not) during the game, it is possible for the perpetrator to win the game without knowing they are the perpetrator. However, if you do know this, it will be easier for you to prevent your truths from being discovered and to make sure the location card deck on Nightshade Library is depleted. For example, you can go to Crackstone Crypt (VIII) to slowly deplete the card deck at Nightshade Library, or go to Nightshade Library yourself and perform a fake vision. However, don't forget that other players may be on to you if you go to these locations too often!

### One player left

When only one player remains in the game as the result of multiple wrong accusations, but that player does not know who the perpetrator is, the game ends immediately. The remaining player wins the game without having to move their location marker or perform visions.

## TRUTH CARDS OVERVIEW



Day



Night



Rain



Cloudy



Full moon



Wind



Wednesday's Room



Pilgrim World



Sheriff's Office



Xavier's Art Studio



Greenhouse Conservatory



Quad



Principal's Office



Crackstone Crypt

## NOTEPAD

On the notepad, you can write down information in an organised manner.

### Perpetrator

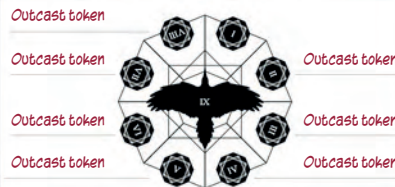
When you think you know the perpetrator's identity, you can note that outcast (or player) here.

Perpetrator 

Accomplice 

### Accomplice

When you look at the outcast token of the accomplice as a result of a location card, you can note that outcast here.



### Location overview

When you look at the outcast tokens on the game board as a result of a location card, you can note which outcast tokens you encounter on which location here.

**HINT:** Because there is only one of each outcast token, you can rule out outcasts you encounter on the game board from being the perpetrator; this is because outcasts tokens found on the game board were not placed as the perpetrator at the start of the game.

### Player

For a better overview, you can note the names and/or outcasts of the other players here. This way, you can easily see which notes apply to which player. Below this field is free space for short notes, such as truths you may still be unsure of, or even how a player is behaving.

Name and/or outcast

Notes

Name and/or outcast

Notes

Name and/or outcast





































Notes

Name and/or outcast

Notes

Name and/or outcast

Notes

I	V			
II	VI			
III	VII			
IV	VIII			
I	V			
II	VI			
III	VII			
IV	VIII			
I	V			
II	VI			
III	VII			
IV	VIII			

### Truths

When you learn about the truths (day or night, location and weather condition) of other players, you can mark or cross out the corresponding truth here.

## OUTCAST OVERVIEW



### FACELESS

You do not have to share information on the accomplice or the outcast token with other players at the same location as you.

### Faceless

You do not have to share information with any other player on the same location. This only applies to looking at outcast tokens or the accomplice. *PLEASE NOTE! If cards or effects instruct you to show truths or outcast tokens to all players, the players on your location (as well as all other players) should still be shown this information.*



### GORGON

Negate the special effects of other players at the same location as you.

### Gorgon

Players on the same location as you cannot use their special effects. For example, a Shapeshifter cannot switch the accomplice if they are on the same location as a Gorgon, and a Faceless must still share information with a Gorgon on the same location.



### NORMIE

In Pilgrim World or Sheriff's Office, take two location cards and choose one to resolve.

### Normie

While drawing a location card in Pilgrim World (II) or Sheriff's Office (III), you take two location cards and pick one to resolve. Place the other card back on top of the location card deck.



### PSYCHIC

You may ignore the effects of Thing.

### Psychic

Thing has no effect on you, allowing you (and only you) to go to locations where the Thing token is placed.



### SHAPESHIFTER

Once per game (at the start of your turn), switch the accomplice with another outcast token.

### Shapeshifter

Once per game, you may switch the accomplice token with another outcast token. Of course, The other outcast token cannot be the perpetrator.

*PLEASE NOTE! You may only perform this switch at the start of your turn, before moving your location marker.*



### SIREN

During your turn, you do not have to show your truths if you are told to do so.

### Siren

On your turn, ignore all effects and cards that instruct you to reveal any of your truths.



### VAMPIRE

During a vision by night on your turn, look at the day and night truth of another player.

### Vampire

If it is night during a vision on your turn, you may look at the day and night truth of one other player. So, it can be useful to flip the day and night marker to night during your own vision.



### WEREWOLF

If a vision contains a full moon, you do not confess anything, unless all of your truths are correct.

### Werewolf

If it is a full moon when another player performs a vision, you do not have to move your vision marker, unless all three truths are correct. In that case, move your vision marker the full three spaces.



Development: MNKY Entertainment

Follow us on:     @mnkyentertainment

**MNXY**  
ENTERTAINMENT

Leidsevaart 123 | 2211 VS  
Noordwijkerhout | The Netherlands  
[www.mnkyentertainment.com](http://www.mnkyentertainment.com)



10-99



2-6



45

© 2024 MNKY Entertainment. Developed and produced by MNKY Entertainment. All rights reserved. No part of this publication may be reproduced without prior written consent of MNKY Entertainment.

WEDNESDAY © 2022 MGM Television Entertainment Inc. WEDNESDAY is a trademark of Tee & Charles Addams Foundation. © 2024 Metro-Goldwyn-Mayer Studios Inc. All Rights Reserved.



**WARNING!** Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might differ from the images used in the rulebook.