

WEDNESDAY

THE RAVEN'S TRUTH

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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, you find you're not the only one there. Several fellow Nightshades are also present. 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...

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THE RAVEN'S TRUTH



Contents

1 Vision board



24 Truth cards



8 Weather Condition
(2 each: cloudy, rainy,
windy, full moon)

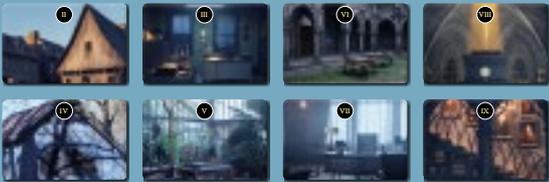


8 Day or Night
(4 each)



8 Location
(1 for each location around
the game board)

40 Action cards (5 per location)



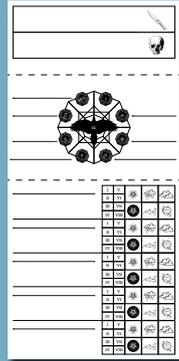
8 Player markers



8 Vision markers



1 Notepad



8 Outcast tokens



1 Game board



8 Identity cards



1 Thing token



1 Weather marker



1 Day or 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 surrounding the future murder (Weather Condition, Day or Night, and Location) wins the game.

However, if it turns out that you yourself are the perpetrator, you will win the game by avoiding being identified until the end of the game—which will happen either when the 5 Action cards at the Nightshade Library (IX) are depleted or when all other players are eliminated.

Setup

- A** Place the Game board and the Vision board next to each other in the middle of the play area.
- B** Shuffle the Identity cards and deal one face up in front of each player.
- C** Give each player the Vision marker and Player marker that match the colour of their Identity card. Return any unused Vision and Player markers to the game box.
- D** Place your Vision marker on the corresponding icon on the Vision board.
- E** Find the Outcast tokens that match each player's Identity card. Shuffle the tokens face down and place one at random on the Perpetrator space of the Vision board (*this is the perpetrator you have to find to win the game*).
- F** Shuffle the remaining seven Outcast tokens and place them face down in the recesses on the edges of the Game board at random.
- G** Sort the Action cards by number. Shuffle each deck separately and place them on the corresponding numerals on the Game board.
- H** Place the Day or Night marker and the Weather marker on the designated spaces of the Vision board.
- I** Place the Thing token on **Wednesday's Room (I)**.
- J** Sort the Truth cards by category and shuffle each deck separately. Give each player one card per category, face down. These three cards make up your truth, so keep these truths a secret from all other players!



Day or Night



Location



Weather Condition

*NOTE: Remember to only refer to these Truth cards whenever a player is performing a Vision (either by visiting the **Nightshade Library** or as instructed by an Action card, see page 9). Make sure players are aware that their Location truth **is not related** to where their Outcast marker or where their current Player marker is located.*

- K** Give each player 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.

The game is now ready to begin, starting with the oldest player.

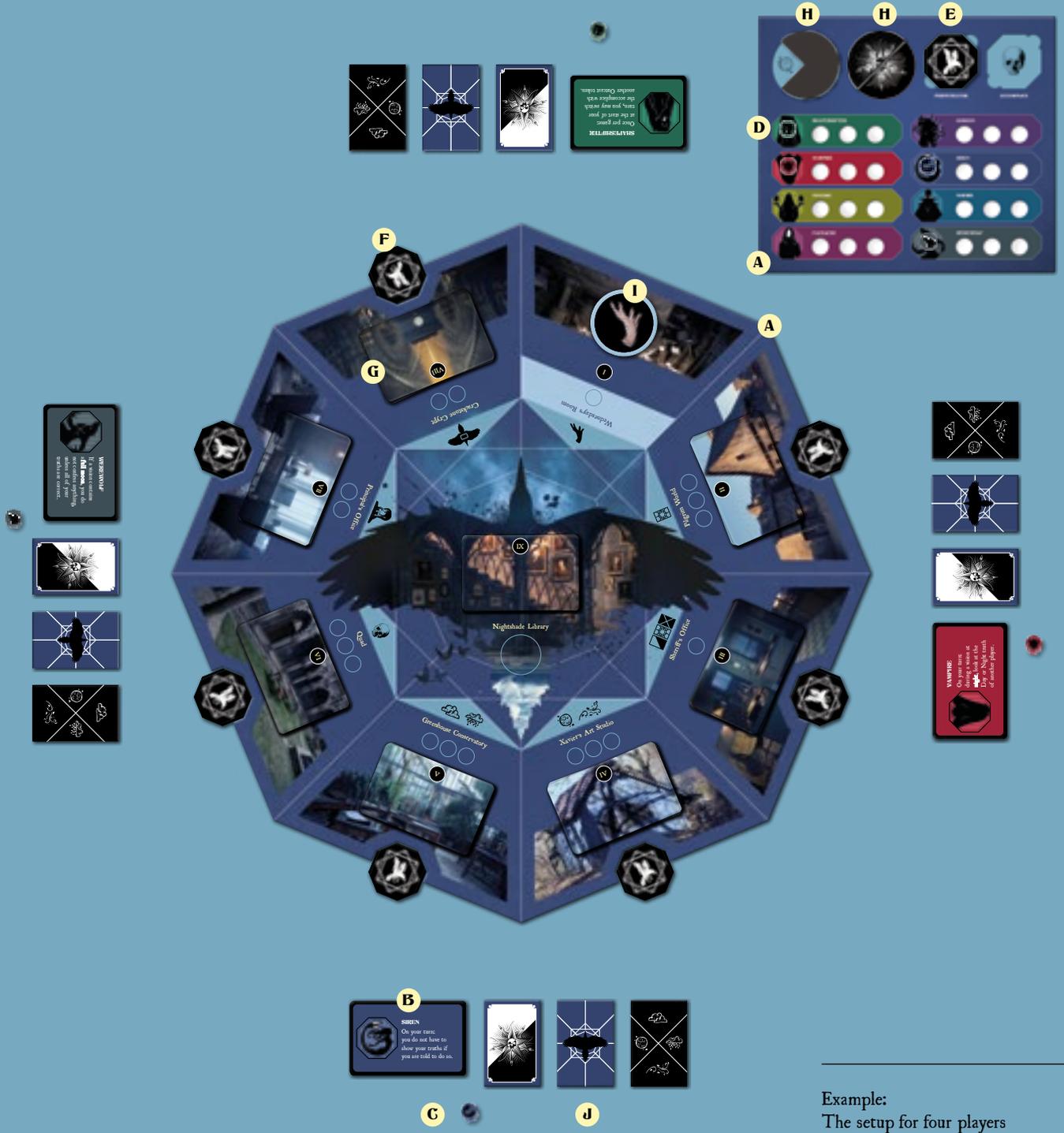
THE NOTEPAD

Fold line

Fold line

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

NOTE: See page 13 for more information on using the notepad.



Example:
The setup for four players

The Game

You all take turns in a clockwise order, starting with the first player, until the end of the game is triggered (*see page 11*).

Your turn consists of three steps which must be resolved in order:

- 1 Move your Player marker to a location of your choice.
- 2 Draw and resolve an Action card from the location.
- 3 Perform a vision (conditional)

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

Your Turn

The details of the steps you do on your turn are explained below:

1 Move your Player marker to a location of your choice

Move your Player marker to an empty space at another location. You cannot place your marker at a location that does not have an empty space and you may not stay where you are.



2 Draw and resolve an Action card

Take the top Action 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. Certain Action cards show two options, you may choose to do one option or the other, not both. If for any reason an option is not possible, you must choose the other option. The **Wednesday's Room** and **Nightshade Library** locations work differently (*see page 8*).

Action cards that influence other people during their turn remain in effect until your next turn. Place such cards face up in front of you. At the start of your next turn, the effect ends and the Action card is also placed at the bottom of the corresponding Action card deck.

If the Action card effect doesn't affect other player's turn, after resolving the card effect, place the card at the bottom of the corresponding Action card deck. This does **not** apply to the cards of **Nightshade Library**.

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'** on page 14).

NOTE: If two Action cards from the same location contradict each other, the most recently resolved card takes priority.

Action cards and 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 Action cards at **Nightshade Library**.



Principal's Office - VII

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



Quad - VI

Look at or switch the accomplice.



Greenhouse Conservatory - V

Gives information about players with the 'cloudy' and 'rainy' 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 'windy' Weather Conditions.



NOTE: Some Action cards can also reveal the truths of players on that particular location, so consider which location you choose to go to.

Outcast tokens

Some Action cards allow you to look at the Outcast token at that location. Write down on your notepad which Outcast tokens are found at which location. Gathering this information will help you deduce the perpetrator and the accomplice by ruling out the Outcasts they cannot be.

NOTE: The location of an Outcast token is randomly determined during setup. It is not related to the Location Truth card belonging to the players.



Wednesday's room (I)

This location does not have any Action cards or an Outcast token, but is instead where Thing can be found. Whenever you move to **Wednesday's Room**, you must move Thing to another location on the game board.

You may never place Thing on the **Nightshade Library** or **Wednesday's Room**.

As long as Thing is placed on a location, it is blocked and players may not move to that location.

NOTE: Thing does not block Wednesday's Room at the start of the game, when he begins on this location.

Example: The Werewolf places their Player marker on **Wednesday's Room** and moves Thing to the **Principal's Office**. That location is now blocked.



Nightshade Library (IX)

Whenever you resolve an Action card effect here, **remove the card from the game** instead of placing it at the bottom of the deck. If the Action card deck at the **Nightshade Library** becomes empty, the game ends after you perform a vision and unless you win, the perpetrator wins the game!

After resolving the Action card effect, the player at the **Nightshade Library** may perform a vision (*see page 9*).

HINT: The Action cards at the Nightshade Library can be used to discover other players' truths.

NOTE: The Nightshade Library does not have a limited number of spaces. Any number of players may be present at this location at the same time.



3 Perform a vision (conditional)

You may only perform a vision by either visiting the **Nightshade Library (IX)** or when instructed to do so by the effects of one of the Action cards at the **Principal's Office (VII)**. All the other players must tell everyone how many of their Truth cards match your vision (but not which ones).

This is a great way to gain the information needed to win the game without revealing your Truth cards. However, by performing visions you are also advancing towards the end of the game by depleting the Action cards available at the **Nightshade Library**. If no players have unmasked the perpetrator by then, this will help the latter to win the game.

Perform your vision by selecting the following information:

- 1 Turn the Weather marker on the Vision board to indicate your weather selection (cloudy, rain, wind, or full moon).



- 2 Flip the Day or Night marker on the Vision board to indicate your selection (day or night).



Day



Night

- 3 Retrieve the Player markers of all other players (not your own) and place them at any locations on the game board. You cannot place players at the **Nightshade Library** and there must be empty spaces available for each marker. Thing and any Action card effects are **ignored** for this process.

(continue to the next page)



Example: The Shapeshifter places their Player marker on the **Nightshade Library** and uses the Action card to perform a vision of a full moon 1 night 2 where the Siren is at **Wednesday's Room**, the Werewolf is at the **Pilgrim World**, and the Vampire is at the **Sheriff's Office** 3. The shapeshifter hopes that these will match some—or all—of the other players' Truth cards.



All other players must now look at their Truth cards and check **how many** of their Truths match the situation of the Vision board (Weather Condition and Day or Night) and the current Player marker location on the game board.

For every correctly guessed truth, the player must move their Vision marker one step to the right on the Vision board.

NOTE: The other players should not share which Truth cards have been guessed correctly in the vision! They want to keep their truths hidden for as long as possible.



Example: The Vampire, Siren, and Werewolf look at their three Truth cards and indicate on the Vision board how many of them matches the Shapeshifter's vision. Two truths are correct for the Vampire, one for the Siren, and three for the Werewolf. Because the Shapeshifter performs this vision, they do not need to reveal their truths.

The Accomplice

In order to win the game you must correctly identify which Outcast is the accomplice. The accomplice is determined as a result of certain Action cards that allows you to place a token as the accomplice. If such an Action card is revealed, you may choose to **place** the Outcast token at your current location as the accomplice on the Vision board, do not look at the token whilst doing so.

Once an Outcast token has been placed as the accomplice, you **cannot choose** the “place accomplice” option anymore. The accomplice can only be changed again afterwards using one Action card at the **Quad (VI)** that allows player to **switch** (not “place”) the accomplice. If there is only one Outcast token to switch, move the token to the empty space.

If the accomplice is one of the players in the game, they **do not** automatically win the game when the perpetrator wins.



Example: The Vampire moves to the **Principal's Office** and reveals an Action card where they can either look at the Outcast token on this location or place it as the accomplice. Without looking at the token, they decide to do the latter and place it on the Vision board.



End of the Game

The game can end in one of three ways:

1 You unmask the perpetrator

To win the game you must name the perpetrator and accomplice correctly. You may only do this after performing a vision at the **Nightshade Library** and after correctly identifying all three of their truths within your vision.

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

- 1 After performing your vision, you may firstly attempt to name the accomplice (if any). Announce your choice to all players and then check the **Outcast** token placed on the **Accomplice** space. Be careful not to reveal the token to any other player.

If you are correct: reveal the accomplice token and proceed to naming the perpetrator.

If you are wrong: you are eliminated from the game. Play continues without you taking turns but you must still participate in other player's visions.

- 2 To name a player as the perpetrator, you **must** correctly identify all three of their truths **within your vision**. If a player's **Vision** marker is in the rightmost space (i.e. all three of their truths are correct), you may name them as the perpetrator.

Announce your choice to all players and then check the **Outcast** token placed on the **Perpetrator** space. Be careful not to reveal the token to any other player.

If you are correct: reveal the perpetrator token and you have won the game!

If you are wrong: you are eliminated from the game. Play continues without you taking turns but you must still participate in other player's visions.

Example: The Werewolf suspects the Siren and performs a vision of a cloudy day with the Siren located at **Wednesday's Room**. The Siren indicated that all of their truths are guessed correctly 1.

Because there is a token on the accomplice space, the Werewolf must correctly name the identity of this token 2 before finally confirming whether the Siren is indeed the perpetrator 3.



2 The perpetrator wins

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

- A** At the end of the turn in which the Action card deck on **Nightshade Library (IX)** becomes empty.

*NOTE: If the perpetrator is the one resolving the last Action card from **Nightshade Library**, you may skip the final vision.*

- B** When all other players have made a wrong accusation and therefore, are 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.

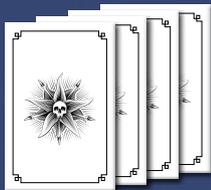
*However, if you do know you are, it will be easier for you to prevent your truths from being discovered and to make sure the Action card deck on **Nightshade Library** is depleted. For example, you can go to the **Crackstone Crypt (VIII)** to slowly deplete the card deck at the **Nightshade Library**, or go to the **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!*



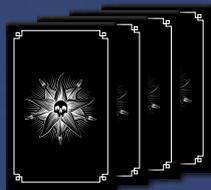
3 Only one player remains

If only one player remains, because all other players have made wrong accusations, the remaining player wins the game immediately. They do not need to know who the accomplice is, who the perpetrator is, or what are their truths.

Truth Cards Overview



Day



Night



Rainy



Cloudy



Full moon



Windy



Wednesday's Room



Pilgrim World



Sheriff's Office



Xavier's Art Studio



Greenhouse Conservatory



Quad



Principal's Office



Crackstone Crypt

Using the 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.

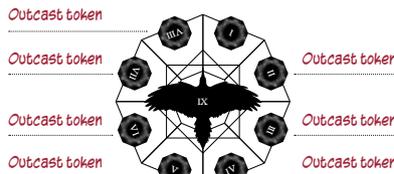
Perpetrator 

Accomplice 

Accomplice

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

NOTE: The accomplice may change during the game due to the effect of an Action card.



Location overview

When you look at the Outcast tokens on the game board as a result of an Action 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. These tokens were not placed as the perpetrator in setup.

Name and/or identity

Notes

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

Players

For a better overview, you can note the names and/or identity 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.

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 Identity Overview

Each player takes on the role of one of the outcasts. Each Identity card explains your unique abilities. If these abilities contradict the normal rules, then the Identity card takes precedence.



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 you gather with any other players on the same location. This only applies to looking at Outcast tokens or the accomplice.

NOTE: If cards or effects instruct you to show Truth cards 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 abilities.



NORMIE

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

Normie

While drawing an Action card at **Pilgrim World** or **Sheriff's Office**, you may draw two Action cards and pick one to resolve. Place the other card back on top of the Action card deck.



PSYCHIC

You may ignore the effects of **Thing**.

Psychic

Thing does not prevent you from moving to the location where the Thing token is placed.



SHAPESHIFTER

Once per game:
at the start of your
turn, you may switch
the accomplice with
another Outcast token.

Shapeshifter

Once per game, at the start of your turn, you may switch the accomplice token with any other Outcast token (except the perpetrator).

Rotate this card to remind you that the ability has been used.



SIREN

On 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 Truth cards.



VAMPIRE

On your turn:
during a vision at
night, look at the
Day or Night truth
of another player.

Vampire

If it is night during a vision on your turn, you may look at the Day or Night Truth card of one other player.

It can be useful to flip the Day or 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.



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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.