

WEREWOLVES NIGHT OF THE VAMPIRES

An interactive social game of deduction
for 6-24 players, ages 10+



RULES

Game Overview

Night falls and the village goes to sleep. But there are vampires among the villagers who seek out and bite 1 victim each night. Will the villagers discover who the vampires are and free themselves from their threat?

Contents

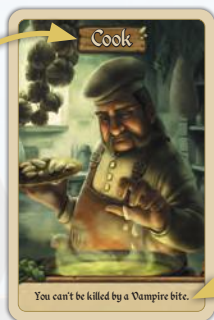
26 Character Cards, including:

- ▶ Characters playing for the Villager's team:
 - 12 Villagers
 - 1 Oracle
 - 1 Priest
 - 1 Cook
 - 1 Blacksmith
 - 1 Insomniac
 - 1 Vampire Slayer
 - 1 Investigator
- ▶ Characters playing for the Vampires' Team:
 - 6 Vampires
- ▶ Character whose affiliation is unclear:
 - 1 Drunkard

1 Character Values Card

1 Note Pad

Character
Name



Ability

The characters have different abilities as indicated by their different **Character Values**. These values are summarized on the following table and on the Character Values card. A **positive number** means the character supports the *Villagers* while a **negative number** means the character supports the *Vampires*.

***Note:** The player with the Drunkard won't know their actual character at the beginning of the game. Therefore, they won't find out which team they are playing for until the second night phase.*

Summary of Character Values

| | | | |
|--------------|----|----------------|----|
| Villager | +1 | Blacksmith | +2 |
| Investigator | +3 | Oracle | +7 |
| Cook | +4 | Drunkard | -2 |
| Priest | +3 | Vampire Slayer | +3 |
| Insomniac | +3 | Vampire | -6 |

Setup

Sit around a table so that every player can see every other player well. Alternatively, you can seat everyone in a circle without a table.

A game of **Werewolves: Night of the Vampires** requires 1 player to take on the role of the moderator. The moderator directs the game and insures participating characters can perform their abilities in secret.

Determine who will be the moderator before starting the game.

The moderator takes all the Character cards, including the Character Values card, and then selects Characters equal to the number of other players.

***Note:** If the Drunkard is playing, 1 additional Character card must be selected, which they will use beginning in the second night phase.*

Advice for Character Selection

In order to create 2 teams that have roughly equal chances of winning **Werewolves: Night of the Vampires**, the moderator should ensure the following:

- The sum of all character values should be close to 0.
- In each game, there should be some *Vampires*, some *Villagers*, and the *Oracle*.
- In a game with more than 8 players, you will need to add additional characters to the 3 mentioned above.

- The *Priest* should only be used if at least one of the following characters are also in the game: *Blacksmith*, *Vampire Slayer*.
- The *Drunkard* should only be used once you have already played a few games of *Werewolves: Night of the Vampires*.

Example composition of characters for 11 players:

- 3 *Vampires* – Total Character Value: **-18**
- 4 *Villagers* – Total Character Value: **+4**
- 1 *Oracle* – Character Value: **+7**
- 1 *Investigator* – Character Value: **+3**
- 1 *Cook* – Character Value: **+4**
- 1 *Vampire Slayer* – Character Value: **+3**

Total for All Characters: +3

Note: If you know each other well and have played *Werewolves: Night of the Vampire* multiple times, the total character value should be between **-1** to **-3**. If several players are playing *Werewolves: Night of the Vampire* for the first time, or, if players don't know each another well, the total character value should be between **+1** to **+3**.

The moderator now shuffles the selected Character cards and deals 1 to each other player facedown. Players may look at their cards but may never show or reveal their card to other players, even by accident. The players should keep their cards facedown on the table or the floor.

Goal of the Game

In *Werewolves: Night of the Vampires*, the *Vampires* play against the *Villagers*. The game is played in alternating night and day phases until one team wins. Each night, the *Vampires* may bite 1 other living character who leaves the game at the **END** of the next day phase.

- If only *Vampires* are alive, the *Vampire* team wins.
- During each day phase, living players – including the *Vampires* – may lynch 1 player by majority vote. The lynched player leaves the game.
- If the last *Vampire* is killed and leaves the game, all *Villagers* win.

Game Play

A game of *Werewolves: Night of the Vampires* alternates between night and day phases. The game begins with a night phase, followed by a day phase, then a night phase, and so on, until one team wins. In the night phase, all players must close their eyes. Then, one by one, the moderator calls up the various characters who may open their eyes and possibly use their special ability. The moderator also informs these players when to close their eyes again.

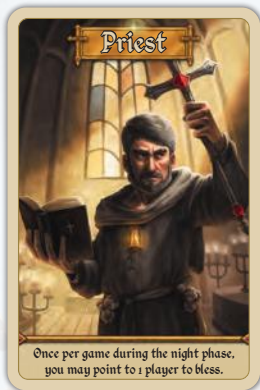
Night Phase: The First Night

The moderator says aloud:

"It has been a long day and you are getting tired – close your eyes."

After **all** players have closed their eyes, the moderator begins to call up the participating characters one by one (in numbered order below and as shown in the chart on page 29). If a particular character is not in the game, the moderator skips that character.

Note: *If the Drunkard is in the game, the moderator should check the additional Character card before starting. The moderator will call this role as usual pretending this character is in play. Beginning with the second night phase, this character will be played by the Drunkard for the rest of the game. (see page 18).*



1. Priest

The moderator says aloud:

"Priest, wake up and open your eyes. Decide if you want to bless another player."

The moderator notes the name of the player with the role of *Priest*.

Once per game during the night phase, the *Priest* may choose to bless 1 other player. If they decide to do so now, they will point to the player they want to bless.

For the rest of the game, the selected player can no longer be killed during the night phase. Any effects that would kill them (*Vampire bite*, *Vampire Slayer*, *Blacksmith sword*, see below) are ignored. The blessed player doesn't know they have been blessed.

The moderator notes the player who has been blessed.

The moderator says aloud:

"The Priest has made their decision. Close your eyes and go back to sleep."



2. Vampires

The moderator says aloud:

"Vampires, wake up and open your eyes. Look at each other. As a group, choose a player to bite."

The moderator notes the names of the *Vampire* players.

The *Vampires* must now agree on and point to the player they want to bite that night. This player will die and leaves the game **at the end**

of the next day phase but will remain unaware they have been bitten.

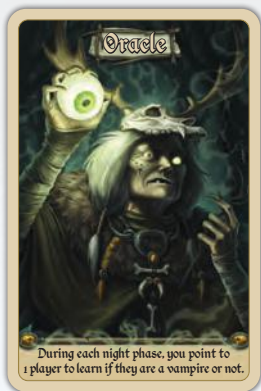
The moderator notes this player's name, but doesn't announce it yet.

If the *Vampires* can't agree on a player, the moderator informs them their choice must be unanimous. If they can't agree after a while, the *Vampires* won't bite any player that night.

The moderator says aloud:

"The Vampires have made their decision. Close your eyes and go back to sleep."

The moderator says this regardless of whether the *Vampires* have chosen a victim or not.



3. Oracle

The moderator says aloud:

"Oracle, wake up and open your eyes. Point to a player. – I will tell you whether this player is, or is not, a Vampire."

The moderator notes the name of the player with the role of *Oracle*.

If the *Oracle* points to a *Vampire*, the moderator gestures with a thumb up and mimes a large bite

like a *Vampire* for clarity.

If the *Oracle* does not point to a *Vampire*, the moderator gestures with a thumb down and shakes their head no.

The moderator says aloud:

"The Oracle has confirmed an identity. Close your eyes and fall back asleep."



4. Investigator

The moderator says aloud:

"Investigator, wake up and open your eyes. Decide if you want to investigate a group of 3 Players next to one another."

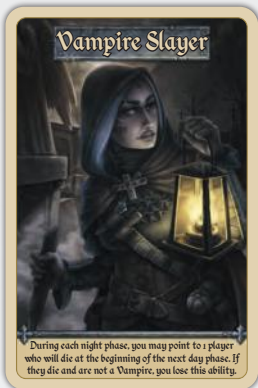
The moderator notes the name of the player with the role of *Investigator*.

The *Investigator* may choose to investigate once per game. If they decide to do so, they must point to 3 players sitting next to one another. If there is at least 1 *Vampire* among these 3 players, the moderator gestures with a thumbs up and mimes a large bite like a *Vampire* for clarity. If there are no *Vampires* among these 3 players, the moderator gestures with a thumbs down and shakes their head no.

The moderator doesn't tell the *Investigator* how many *Vampires* are among the 3 players.

The moderator says aloud:

"The Investigator has made their decision. Close your eyes and fall back to sleep."



5. Vampire Slayer

The moderator says aloud:

"Vampire Slayer, wake up and open your eyes. Decide if you want to hunt tonight."

The moderator notes the name of the player with the role of *Vampire Slayer*.

Each night phase, the *Vampire Slayer* may choose to hunt. If they decide to do so, the point to 1 other player. This player will die at the start of the next day phase.

Important: If the *Vampire Slayer* kills a player who is not a *Vampire*, they lose their ability for the rest of the game. If this happens, the moderator will no longer call on them beginning with the next night phase (see below).

The moderator says aloud:

"The Vampire Slayer has made their decision. Close your eyes and fall back to sleep."



6. Blacksmith

The moderator says aloud:

"Blacksmith, wake up and open your eyes. Do you want to forge a sword and give it to another player?"

The moderator notes the name of the player with the role of *Blacksmith*.

The *Blacksmith* may choose to forge a sword for another player once per game. If they decide to do so, they

point to 1 other player.

The moderator says aloud:

"The Blacksmith has made their decision. Close your eyes and fall back to sleep."

The Blacksmith's Sword

After the *Blacksmith* decides to forge the sword for another player and closes their eyes, the moderator walks around the players in a circle and touches the shoulder of the player for whom the sword was forged.

"A sword has been forged. I touched a player on the shoulder who will wake up now and open their eyes. Point to another player you wish to kill with the sword."

The player for whom the sword was forged must point their finger at another player.

That player will die at the start of the next day phase.

The moderator notes the name of the player who was killed with the sword.

The sword breaks and is of no further use.

The moderator says aloud:

"The sword has done its job and is now broken. Close your eyes and go back to sleep."



7. Cook

The moderator says aloud:

"Cook, wake up and open your eyes."

The moderator notes the name of the player with the role of *Cook*.

If the *Cook* has been bitten by the *Vampires* during this night phase or during one of the following night phases (see below), they do not die at the end of the next day phase.

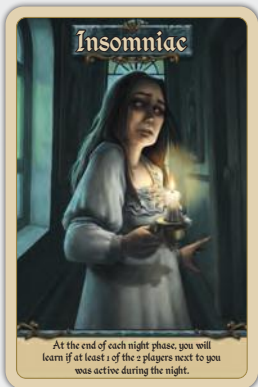
(The heavy use of garlic in their

meals make them immune to Vampire bites.)

The moderator does **not** mention whether the *Cook* has been bitten by the *Vampires* or not.

The moderator says aloud:

"Cook, close your eyes and fall back to sleep."



8. Insomniac

The moderator says aloud:

"Insomniac, wake up and open your eyes. I will show you whether either of the two players next to you were active this night."

The moderator notes the name of the player with the role of *Insomniac* and then checks whether either player next to the *Insomniac* was active this night phase.

Vampires and the *Oracle* are active every night.

The following players may have been active:

Investigator (if they decided to investigate)

Vampire Slayer (if they decided to hunt)

Blacksmith (if they forged the sword) as well as the player who received and used the sword.

Priest (if they blessed a player)

If at least 1 of the neighboring players was active during this night phase, the moderator gestures with a thumb up and nods yes. If both players were inactive during this night phase, the moderator gestures with a thumb down and shakes their head no.

The *Insomniac* receives this information every night.

The moderator says aloud:

"Insomniac, close your eyes and fall back to sleep."

Once the moderator has called all of the participating roles (with the exception of the *Drunkard* and the *Villagers*) and has written down the remaining players names, it is day.



Day Phase: The First Day

The moderator says aloud:

"It has been a long night and Vampires have prowled through the village. Everyone, wake up and open your eyes."

If the *Vampire Slayer* hunted, the moderator first announces which player has been killed. This player dies, turns their character card faceup, and leaves the game.

Important: If the *Vampire Slayer* selected the blessed player, the moderator does not announce which player was hunted. Instead, the kill is ignored and not mentioned at all. If the *Vampire Slayer* chose the blessed player, then that player does **not** die and the *Vampire Slayer* does **not** lose their ability. (And they may realize that this player was blessed.)

If the sword was forged and used, the moderator announces which player was killed by the sword. This player dies, turns their character card faceup, and leaves the game.

The moderator does **not** mention who was bitten by the *Vampires*.

All killed players must now leave the group of living players.

Now, all of the player left alive (including the living *Vampires*) may now deliberate and discuss who they believe the *Vampires* are.

Were there any unusual noises during the night? Are any players conspicuously calm or nervous?

The *Vampires* can try to draw attention away from themselves and can blame other players, or they may simply stay undercover in the crowd.

The *Vampires* may be able to cooperate with one another, but if they do, they should be very careful not to let the other players catch on.

The Gallows

After a while, all living players (including the living *Vampires*) may nominate a player to be lynched on the gallows.

To nominate someone, point to this player and say, for example, *"I nominate Peter"*.

If another player confirms a nomination by also nominating them, the nominated player is then given the opportunity to defend themselves with a short speech. Subsequently, all the living players openly vote on whether the twice nominated player is lynched.

The moderator says aloud:

"At the count of 3, each of you must either gesture with a thumb up if the player is to be lynched or gesture with your thumb down if you think the player is not a Werewolf."

1 - 2 - 3 - vote!"

If more players show thumbs up than thumbs down, the nominated player is lynched.

This player dies, turns their character card faceup, and leaves the the group of living players.

If there is not a majority, the player is not lynched and they can't be nominated again during the current day phase. The living players continue to debate and can continue nominating players until a player is lynched (or no other player is nominated).

End of the Day Phase

Once a player has been lynched, or if no other player is nominated, the day phase ends. Now, the moderator announces which player was bitten by the Vampires unless that player is still alive. This player dies, turns their character card faceup, and leaves the group of living players.

Important: If the blessed player or the *Cook* was bitten, the moderator announces that no one died from a *Vampire's* bite last night.

The Rest of the Game

Now, the next night phase begins with the moderator requesting all living players to close their eyes and fall asleep.

The moderator will call on the *Drunkard* first (if the character is in the game and still lives) saying aloud:

"Drunkard, wake up and open your eyes. You now remember your true role."

The moderator shows the *Drunkard* the remaining card and the *Drunkard* immediately takes on this new character. If they are now a *Vampire*, they will wake with the other *Vampires*. If it is another active character, they will open their eyes when that character is called.

The moderator notes the new role and the name for this player.

If the *Drunkard* is now a *Vampire*, he wins with the *Vampire* team. If all other cases they win with the *Villagers*. This is the same even if the *Drunkard* dies on the first day, and the moderator never reveals the role the *Drunkard* would have played from the second night on.

The moderator says aloud:

"The Drunkard has remembered who they are. Close your eyes and fall back asleep."

Then the moderator continues by calling up the *Vampires*, the *Oracle*, the *Investigator*, the *Vampire Slayer*, the *Blacksmith*, the *Priest*, and finally, the *Insomniac*, as described before.

The players who have left the group of living players because they were killed no longer have any relevance for the *Investigator* or the *Insomniac*. The *Investigator* always points to 3 living people sitting next to one another, and the *Insomniac* will always be informed whether there was any activity during the night by the 2 living players next to them.

Characters that have already died will no longer be called. The same applies if the *Vampire Slayer* has lost their ability or if the *Blacksmith* has already forged their sword.

All other characters will still be called even if they have already used their ability.

From now on, day and night phases alternate. During the day, the moderator first announces the killed (by *Vampire Slayer* and/or *Blacksmith sword*), then the living players discuss and nominate players for the gallows. At the end of each day phase, the moderator will announce the player bitten by the *Vampires* the previous night. During the night phase, the roles mentioned above will be called if the players are still alive.

End of the Game

The game ends as soon as the last *Vampire* dies.

In this case, all players on the *Villagers'* team win—including those who were killed.

Or, if only *Vampires* are alive, the game is over and the *Vampires'* team wins.



Tips for the Moderator

Ideally, the moderator should have already played a few games of *Werewolves: Night of the Vampires* in order to lead the game optimally. Here are some additional tips to ensure smooth gameplay.

Moderator Behavior during the Night Phase

In general, the moderator should be careful not to talk to players directly during the night phase, but should rather speak in different directions towards all of the players.

When the *Blacksmith* selects a player, the moderator should pass by all of the players and only touch the affected player on the shoulder.

The moderator should avoid gender specific pronouns such as “he”, “she”, “his” and “her” (except for the names of the Characters). Otherwise, this may inadvertently pass information to the group.

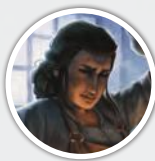
Keep the Game Moving

If several people are playing *Werewolves: Night of the Vampire* for the first time, the game can take longer than with experienced players.

The moderator should watch the game progress and encourage players to actively participate. Some groups can be very silent. In this case, the moderator should encourage the players to make nominations.

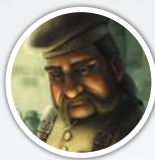
If the living players are in a heated discussion, the moderator should let them continue discussing, even if this makes the day phase slightly longer than usual.

Summary of All Characters (alphabetically)



Blacksmith (Character Value +2)

Once per game during the night phase, the *Blacksmith* may forge a sword. If they do, they will point to 1 other player who will be given the sword. The moderator will touch that player on the shoulder (after the *Blacksmith* closes their eyes). The player given the sword will then point at 1 other player, who dies at the start of the next day phase.



Cook: (Character Value +4)

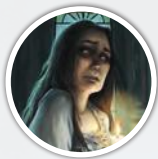
The *Cook* will not die at the end of the day phase due to a Vampire bite. If the *Cook* was bitten, the moderator will announce that no player died from a Vampire bite from the previous night. The moderator does not disclose who the *Cook* is.



Drunkard (Character Value -2)

The *Drunkard* doesn't know what their actual character will be at the beginning of the game. The moderator will give them their actual character at the beginning of the second night phase, and the *Drunkard* will play this new character for the rest of the game.

If the new role is *Vampire*, they will win along with the *Vampire* team. In all other cases they win with the *Villagers*. Even if the *Drunkard* dies on the first day, they will win or lose based on their actual role. Also, if the *Drunkard* dies on the first day, the moderator doesn't reveal the *Drunkard's* actual role.



Insomniac (Character Value +3)

At the end of each night phase, the *Insomniac* will learn whether at least 1 of the 2 living players next to them was active during the night.

Vampires and the *Oracle* are active every night.

Other players who may be active during the night are:

Investigator (if they investigated), *Vampire Slayer* (if they hunted), *Priest* (if they blessed a player), *Blacksmith* (if they forged a sword), and the player who received and used the sword.

The *Insomniac* will not learn which of the 2 players were active or if they both were active.



Investigator (Character Value +3)

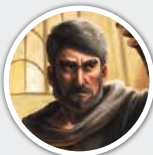
Once per game during the night phase, the *Investigator* may point to 3 living players sitting next to one another (not including themselves) to determine if there is at least 1 *Vampire* in that group. If there is, the moderator will give a thumbs up gesture and mime a large bite. If none of the 3 players are a *Vampire*, the moderator will give a thumb down gesture and shake their head no.



Oracle (Character Value +7)

During each night phase, the *Oracle* will point to a different player. If that player is a *Vampire*, the moderator will gesture with a thumb up and will mime a large bite for clarity. If that player isn't a *Vampire*, the moderator will gesture thumb down and shake their head no.

On the first night, if the *Oracle* points to the *Drunkard*, the moderator will gesture with a thumb down and shake their head no as the *Drunkard* is not a *Vampire* (yet) as this isn't determined until the second night phase.



Priest (Character Value +3)

Once per game during the night phase, the *Priest* may bless 1 other player.

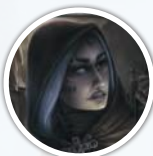
The blessed player will not die due to a *Vampire* bite. They also will not die if they are hunted by the *Vampire Slayer* or attacked with the *Blacksmith's sword*.



Vampire (Character Value -6)

During the first night phase, the *Vampires* learn the identities of the other *Vampires*. During each night phase, the *Vampires* agree on 1 victim to bite. This player will not know they have been bitten and will die at the end of the next day phase.

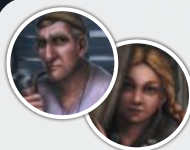
During the day phases, the *Vampires* must do their best to keep their role secret.



Vampire Slayer (Character Value +3)

During each night phase, the *Vampire Slayer* may go hunting. If they choose to hunt, they must point to 1 other player. That person will die at the start of the next day phase.

If the *Vampire Slayer* kills a non-*Vampire* player this way, they lose their ability for the rest of the game and will no longer be called on during the night phases.



Villagers (Character Value: +1)

The *Villagers* must find and lynch the *Vampires*.

Combining *Werewolves: Night of the Vampires* with *Werewolves*

You can play *Werewolves: Night of the Vampires* with *Werewolves* using the following guidelines:



- ▶ All rules for *Werewolves* and *Vampires* now apply to both roles.
- ▶ With small groups (up to approx. 24 players) play with either *Werewolves* OR with *Vampires*.
- ▶ With larger groups (over 25 players) you can play with both *Werewolves* and *Vampires*. However, there are now 3 factions (*Werewolves*, *Vampires*, and *Villagers*) that are all playing against each other. Each faction wins if only players from their faction are left alive.

Character Details



Cook

The *Cook* is immune to both Vampire bites and Werewolf attacks.



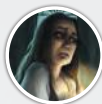
Cupid

If *Cupid* causes a *Werewolf* and a *Vampire*, a *Werewolf* and a *Villager*, or a *Vampire* and a *Villager* to fall in love, the two lovers only win if they are the only survivors at the end of the game.



Healer

If the *Healer* chooses the player who was bitten by the *Vampires*, that player does not die at the end of the next day phase.



Insomniac

In addition to the usual roles that include activity at night, include the *Seer*, the *Healer*, and the *Witch* (if they use one of their potions).



Investigator

The *Investigator* learns from the moderator whether there is at least 1 evil character (*Werewolf* or *Vampire*) in the group of 3 people sitting next to each other that they have selected. However, they don't learn whether it is a *Werewolf* or a *Vampire* (or possibly both).



Priest

The blessed player cannot die from the *Witch's* poison potion or a *Werewolf* attack.



Red Riding Hood

Red Riding Hood doesn't die from the *Vampire* bite if the *Hunter* is still alive. (If the *Hunter* dies from any other effect that same night, *Red Riding Hood* loses the *Hunter's* protection and dies at the end of the next Day Phase.)



Seer and Oracle

During the night phase, if the *Seer* and/or *Oracle* points to a *Werewolf* or a *Vampire*, the moderator gestures with a thumb up and mimes a sneer so that they do not reveal whether it is a *Werewolf* or a *Vampire*.



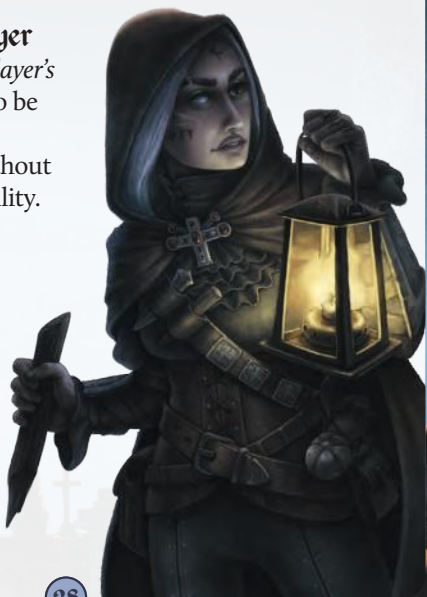
Witch

Each night phase, the *Witch* learns who the victim is for both the *Werewolves* and the *Vampires*. If the *Witch* uses their healing potion on a player who was bitten by the *Vampires*, that player does not die at the end of the next day phase.



Vampire Slayer

The *Vampire Slayer's* ability may also be used to hunt *Werewolves* without losing their ability.



Night Phase Character Order

During the night phase, the moderation should use the following order to call up the characters.

1. Drunkard (Second Night Phase)
2. Cupid (First Night Phase)
3. Priest
4. Werewolves
5. Vampires
6. Seer
7. Oracle
8. Witch
9. Healer
10. Investigator
11. Vampire Slayer
12. Blacksmith
13. Hunter (First Night Phase)
14. Red Riding Hood (First Night Phase)
15. Cook (First Night Phase)
16. Mayor (First Night Phase)
17. Insomniac



Expand your gaming experience!



- Play with up to 48 players!
- Play with characters from both games.
- Play with exciting characters like the Witch, Cupid, or the Hunter.

Credits

Illustrations and Cover Design

Lea Fröhlich

Graphic Design

Jessy Töpfer

Realization

Sebastian Hein

English Translation

Ralph H Anderson

Special thanks from Pegasus Spiele to Ted Alspach whose game of Werewolves, which is playable by up to 68 people, is this edition's big brother.

©2022 Pegasus Spiele GmbH, Am Straßbach 3,
61169 Friedberg, Germany. v1.0 All rights reserved

Reprinting and publishing of game rules, game components
or illustrations without the express permission of
Pegasus Spiele is prohibited.



Pegasus Spiele

Playing is Passion!
www.pegasusna.com



/pegasusspieleNA

