

The cover art features a large, detailed werewolf with grey fur and glowing orange eyes, howling upwards. It is set against a massive, bright yellow full moon. Several black birds are silhouetted against the moon. In the foreground, the dark, gabled roofs of a village are visible, with some windows glowing with light.

WEREWOLVES BIG BOX

A social deduction game
for 8 – 50 players, ages 10+

RULES

Game Overview

Night has fallen and the villagers have all gone to sleep. But under the cover of darkness, werewolves—and possibly vampires—roam the streets. They seek out and devour—or bite—1 victim each night. Will the villagers discover who the werewolves—or vampires—are and free the village from this dark threat?

Contents

51 Character cards, consisting of:

- ▶ Characters playing for the Villager Team:
 - 24 Villagers
 - 1 Healer
 - 1 Witch
 - 1 Seer
 - 1 Hunter
 - 1 Red Riding Hood
 - 1 Cupid
 - 1 Mayor
 - 1 Oracle
 - 1 Priest
 - 1 Cook
 - 1 Blacksmith
 - 1 Insomniac
 - 1 Vampire Slayer
 - 1 Investigator
- ▶ Characters playing for the Werewolf Team:
 - 6 Werewolves
- ▶ Characters playing for the Vampire Team:
 - 6 Vampires
- ▶ Character whose affiliation is unclear:
 - 1 Drunkard

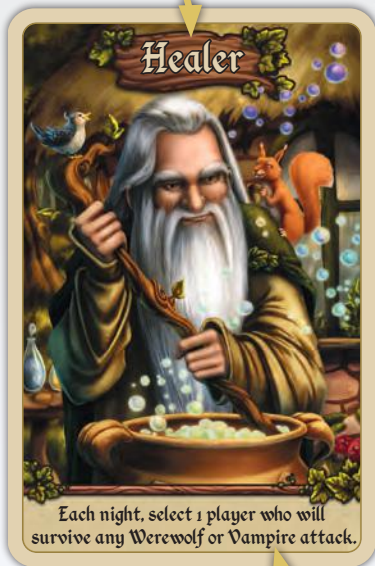
2 Promo cards:

- 1 Stray Cat
- 1 Guard Dog

2 Character Value Summary cards

1 Note Pad

Character Name



Ability

Summary of Character Values

Character Abilities vary in strength as indicated by their **Character Values**. These are summarized in the following chart and on the 2 Character Value Summary cards. **Positive numbers** mean the Character strengthens the Villager Team while **negative numbers** strengthen the Werewolf Team and/or Vampire Team.

Blacksmith	+2	Oracle	+7
Cupid	-2	Priest	+3
Cook	+4	Red Riding Hood	+3
Drunkard	-2	Seer	+7
Healer	+3	Vampire Slayer	+3
Hunter	+3	Vampire	-6
Insomniac	+3	Villager	+1
Investigator	+3	Werewolf	-6
Mayor	+2	Witch	+5

Note: Although Cupid wins with the Villager Team, his ability is more likely to help the other team—which is why his Character Value is negative.

Note: The Drunkard is not given their true role at the start of the game. Instead, they will discover which team they're playing for during the 2nd Night Phase.

Setup

Seat everyone in a circle (with or without a table) so that everyone can easily see all other players.

Before starting a game of **Werewolves**, 1 player must take on the role of Moderator. Their job is to direct the game and ensure participating Characters can perform their abilities in secret.

The Moderator now takes all the Character cards and selects cards equal to the number of players using the Character Values Summary cards as a guide—see below.

Note: *If playing with the Drunkard, the Moderator must select 1 additional Character card.*

Now the Moderator shuffles the selected Character cards and deals each player 1 card facedown. Players may secretly look at their card, but must not show it to any other players. Players should keep the cards facedown in front of them on the table or the floor.

Note: *If the Drunkard is in play, the Moderator will still have 1 card left over that they should keep facedown until needed during the 2nd Night Phase.*

Advice for Character Selection

In order to create 2 teams with roughly equal chances of winning, the Moderator should ensure the following:

- The sum of all the selected Character Values should be close to 0.
- In every game, there should be some *Werewolves*, some *Villagers*, and either the *Seer* or the *Oracle*.
- If there are more than 8 players, you can add other Characters in addition to the ones mentioned above.
- Only use *Red Riding Hood* if you are also playing with the *Hunter*.

- Only use the *Priest* if you are also playing with at least 1 of the following Characters: *Blacksmith*, *Vampire Slayer*, *Witch*.
- Only use the *Drunkard* once you've already played a few games of *Werewolves*.
- The *Vampires* can either replace the *Werewolves* or play as their own third team. You can find the rules for *Vampires* on page 30.

Example Character Selection for 11 Players:

- 3 *Werewolves* – Total Character Value: **-18**
- 3 *Villagers* – Total Character Value: **+3**
- 1 *Seer* – Character Value: **+7**
- 1 *Witch* – Character Value: **+5**
- 1 *Cupid* – Character Value: **-2**
- 1 *Hunter* – Character Value: **+3**
- 1 *Mayor* – Character Value: **+2**

Total for All Characters: 0

Note: If the players know each other well and have already played *Werewolves* several times, you should keep the Total Character Value between **-1** and **-3**. However, if several players are playing for the first time or if players don't know each other very well, the Total Character Value should be between **+1** to **+3**.

Goal of the Game

In *Werewolves*, the Villager Team plays against the Werewolf Team (or the Vampire Team). All players (except the Moderator) play Characters who belong to one of these teams.

Game play consists of alternating between Night Phases and Day Phases, beginning with the 1st Night Phase.

During each Night Phase, the *Werewolves* may devour (or the *Vampires* may bite) 1 other Character. That player will be eliminated from the game during the next Day Phase (at the start of the Day Phase for Werewolf victims and at the end of the Day Phase for Vampire victims).

If there are now only *Werewolves* (or *Vampires*) left in play, the Werewolf Team (or Vampire Team) wins. Otherwise, the game continues.

During each Day Phase, all living players—including living *Werewolves* (or *Vampires*)—may lynch 1 Character by majority vote. That player is immediately eliminated from the game. If the last *Werewolf* (or *Vampire*) is eliminated, the Villager Team wins.

When playing with both *Werewolves* and *Vampires*, there will be 3 teams. The Vampire Team, Werewolf Team and Villager Team all play against one another. The team that still has living Characters once the other two teams have been eliminated wins.

Course of Play

The following rules apply when playing with the Villager and Werewolf Teams. See pages 30–31 to play with the Vampire and Villager Teams or to play with all 3 teams.

Beginning with the 1st Night Phase, the game alternates between Night and Day Phases until one team wins. To begin each Night Phase, all players must close their eyes. Then, the Moderator will call on different Characters one-by-one to open their eyes and, if possible, use their ability. Afterwards, the Moderator will ask them to close their eyes again and will then call on the next Character or start the Day Phase.

Night Phase: The 1st Night

The Moderator begins by saying aloud for all to hear:

"It's been a long day and you're getting tired. Please close your eyes now."

After **all** players have closed their eyes, the Moderator begins calling out the participating Characters one-by-one (in the order listed below). If a Character is not in play, the Moderator skips the respective paragraph.

Note: *If the Drunkard is in play, the Moderator should check the additional Character card left over from setup before starting. If necessary, the Moderator will call this Character as usual pretending it is in play. Beginning with the 2nd Night phase, this Character will be played by the Drunkard for the rest of the game. (See below.)*



Choose 2 players to fall in love on the first night. If one dies, so does the other.

1. Cupid

The Moderator says aloud:

"Cupid, wake up and open your eyes. Cupid, point to 2 players to fall in love with each other. You may also point to yourself."

The Moderator notes the name of the player with the role of *Cupid*. During the 1st Night Phase, *Cupid* must point to 2 players who will fall in love. The Moderator notes the names of the two lovers.

Then, the Moderator says aloud:

"Cupid, you have made your choice. Close your eyes and fall back asleep."

I will now touch 2 players on the shoulder. These 2 players were selected by Cupid. When touched, they may awake and open their eyes."

The Moderator walks past each player and touches the 2 lovers on the shoulder. The 2 selected players fall in love with each other. If one of them dies, the other players **immediately dies** as well.

If *Cupid* causes a *Werewolf* and a *Villager* to fall in love, they form their own team. They can only win if they are the only survivors at the end of the game.

After a moment, the Moderator says aloud:

"Both players are now deeply in love with each other. If one of them dies, the other player will immediately die as well. Close your eyes and fall back asleep."



2. 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 (bitten by *Vampires*, devoured by *Werewolves*, the *Witch's* poison, hunted by *Vampire Slayer*, *Blacksmith's* 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:

"Priest, you have made your choice. Close your eyes and fall back asleep."

Note: Many Characters may only use their ability once per game. However, most of these Characters should not use their ability during the 1st Night Phase. It's better to wait until you have more information.



3. Werewolves

The Moderator says aloud:

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

The Moderator notes the names of the Werewolf players.

The Werewolves may devour 1 player in each Night Phase.

The Werewolves must now silently agree on and point to 1 player they would like to devour that night. This player dies at the beginning of the next Day Phase (unless another ability prevents them from doing so).

The Moderator notes the name of this player, but does not announce it at this time.

If the Werewolves can't agree on a player, the Moderator reminds them their choice must be clear. If they still can't agree, the Werewolves won't devour a player that night.

The Moderator says aloud:

"Werewolves, you have chosen a victim. Close your eyes and fall back asleep."

The Moderator will still say this, even if the Werewolves couldn't agree on a victim.



4. Seer

The Moderator says aloud:

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

The Moderator notes the name of the player with the role of Seer.

The Seer must verify whether another player is a Werewolf or not during each Night Phase by

pointing to 1 other player.

If the Seer points to a Werewolf, the Moderator gestures with a thumbs up and grimaces like a wolf for clarity. If the Seer does not point to a Werewolf, the Moderator gestures with a thumbs down and shakes their head no.

The Moderator says aloud:

"Seer, you have confirmed an identity. Close your eyes and fall back asleep."



Each night, choose 1 player to discover whether they are a Villager or a Werewolf/Vampire.

5. 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 Werewolf."

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

The *Oracle* must verify whether another player is a *Werewolf* or not during each Night Phase by

pointing to 1 other player.

If the *Oracle* points to a *Werewolf*, the Moderator gestures with a thumbs up and grimaces like a wolf for clarity. If the *Oracle* does not point to a *Werewolf*, the Moderator gestures with a thumbs down and shakes their head no.

The Moderator says aloud:

"Oracle, you have confirmed an identity. Close your eyes and fall back asleep."



6. Witch

The Moderator says aloud:

"Witch, wake up and open your eyes. I will show the Witch the Werewolves' victim."

The Moderator notes the name of the player with the role of Witch.

Then the Moderator points to the player chosen by the Werewolves.

"The Witch has a healing potion.

Decide now if you want to save this victim or not."

Once per game during the Night Phase, the Witch may protect the player the Werewolves have chosen to devour by using her healing potion to prevent their death.

If the Witch wants to save the Werewolves' victim, she gestures with a thumbs up. The Moderator notes the use of the healing potion.

If she doesn't want to save the victim, she gestures with a thumbs down.

The Moderator says aloud:

"The Witch also has a poison potion. Decide now if you want to poison a player."

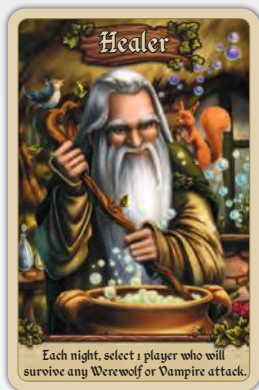
The Witch can only poison 1 player with her poison potion throughout the entire game. This player will die at the beginning of the next day.

If the *Witch* wants to use her poison potion, she now points to 1 player. The Moderator notes the name of the poisoned player.

If the *Witch* doesn't want to use the poison potion, she gestures with a thumbs down.

The Moderator says aloud:

"Witch, you have made your decision. Close your eyes and fall back asleep."



7. Healer

The Moderator says aloud:

"Healer, wake up and open your eyes. Point to 1 other player you want to heal this night. If this player is the Werewolves' victim, they won't die at the beginning of the next day."

The Moderator notes the name of the player with the role of *Healer*.

The *Healer* must point to and heal 1 other player each Night Phase.

The Moderator notes the name of the healed player. If the selected player is also the *Werewolves'* victim, they won't die at the beginning of the next Day Phase.

The *Healer* may not heal the same player on 2 consecutive Night Phases.

If the selected player is the victim of any other deadly Character ability (Witch's poison etc.), they will still die at the beginning of the next Day Phase.

The Moderator says aloud:

"Healer, you have made your decision. Close your eyes and fall back asleep."



s. Investigator

The Moderator says aloud:

"Investigator, wake up and open your eyes. Decide if you want to investigate a group of 3 players sitting 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 during the Night Phase. If they decide to do so, they must point to 3 players sitting next to one another. If there is at least 1 *Werewolf* among these 3 players, the Moderator gestures with a thumbs up and grimaces like a wolf for clarity. If there are no *Werewolves* 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 *Werewolves* are among the 3 players.

The Moderator says aloud:

"Investigator, you have made your decision. Close your eyes and fall back asleep."



9. 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, they point to 1 other player. This player will die at the start of the next Day Phase.

If the *Vampire Slayer* decides not to hunt, they shake their head no.

Important: *If the Vampire Slayer kills a player who is not a Werewolf, 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:

"Vampire Slayer, you have made your decision. Close your eyes and fall back asleep."



10. 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 during the Night Phase.

If they decide to do so, they point to 1 other player.

The Moderator notes the player who will receive the sword.

If they decide not to do so, they shake their head no.

The Moderator says aloud:

"Blacksmith, you have made your decision. Close your eyes and fall back asleep."

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. The player selected to be killed 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 fall back asleep."



11. Hunter

The Moderator says aloud:

"Hunter, wake up and open your eyes."

The Moderator notes the name of the player with the role of *Hunter*.

If the *Hunter* dies during the course of the game, he must immediately shoot another player after the announcement of his death. The

player shot is also eliminated from the game.

The Moderator says aloud:

"Hunter, close your eyes and fall back asleep."



12. Red Riding Hood

The Moderator says aloud:

"Red Riding Hood, wake up and open your eyes."

The Moderator notes the name of the player with the role of *Red Riding Hood*.

As long as the *Hunter* lives, *Red Riding Hood* won't die at the beginning of the next Day Phase if she was eaten by the *Werewolves* in the

previous Night Phase.

If the *Hunter* dies at the beginning of the Day Phase (for example, by the *Witch's* poison potion) and *Red Riding Hood* was eaten by the *Werewolves* in the previous Night Phase, then *Red Riding Hood* will die at the beginning of the Day Phase as the *Hunter* is no longer alive to protect her.

The Moderator says aloud:

"Red Riding Hood, close your eyes and fall back asleep."



13. 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*.

The *Cook* can't be devoured by the *Werewolves*. If the *Werewolves* choose the player with the role of *Cook* during the Night Phase, the *Cook* won't die at the beginning of the next Day Phase.

The Moderator makes no mention of the *Werewolves* attempt to devour the *Cook*.

The Moderator says aloud:

"Cook, close your eyes and fall back asleep."



Mayor



Your vote counts twice in a tie.

14. Mayor

The Moderator says aloud:

"Mayor, wake up and open your eyes."

The Moderator notes the name of the player with the role of *Mayor*.

If there is a tie in the open voting, the *Mayor's* vote counts double (see *The Gallows* section on page 25).

The Moderator says aloud:

"Mayor, close your eyes and fall back asleep."

Insomniac



At the end of each Night Phase, you will learn if at least 1 of the 2 players next to you was active during the night.

15. Insomniac

The Moderator says aloud:

"Insomniac, wake up and open your eyes. I will show you whether either of the 2 players next to you were active this night."

The Moderator notes the name of the player with the role of *Insomniac*.

At the end of each Night Phase, the *Insomniac* will learn whether at least 1 of the players was active during this Night Phase.

The following roles may have been active:

- *Cupid* (only in the 1st Night Phase),
- *Investigator* (if they decided to investigate),
- *Witch* (if she used either of her potions),
- *Vampire Slayer* (if they hunted),
- *Priest* (if they blessed a player),
- *Blacksmith* (if they forged the sword),
- The player who received and used the sword from the *Blacksmith*,
- The *Werewolves*, *Seer*, *Oracle*, and *Healer* are active every night.

If at least 1 of the players next to the *Insomniac* was active during this Night Phase, the Moderator gestures with a thumbs up and nods yes. If both players were inactive during this Night Phase, the Moderator gestures with a thumbs down and shakes their head no.

The *Insomniac* receives this information every night.

The Moderator says aloud:

"Insomniac, close your eyes and fall back asleep."

Once the Moderator has called all of the participating players (with the exception of the *Drunkard* and the *Villagers*) and has written down their names, the 1st Day Phase can begin.

Day Phase: The 1st Day

The Moderator says aloud:

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

The Moderator must now announce which Characters have been killed. The players for these Characters are eliminated from the game and must reveal their Character card. Then they must leave their seat. Be sure to note the *Priest's* ability. If he blessed a Character, that Character can't ever be killed by any of the abilities described below.

If the *Witch* used her poison potion, the Moderator announces which Character was poisoned.

If the *Blacksmith's* sword has been forged and used, the Moderator then announces which Character was killed by the sword.

If the *Vampire Slayer* hunted, the Moderator now announces the Character that was killed.

And finally, the Moderator announces which Character was devoured by the *Werewolves*.

Note: *The Werewolves' victim doesn't die if the Witch used her healing potion or if the Healer has healed them. Red Riding Hood won't die if the Hunter is still alive. And the Cook never dies when the Werewolves try to devour him. If no Character was killed by the Werewolves, the Moderator simply announces, "No one was devoured last night."*

Now, all of the players with Characters who are still alive may deliberate and discuss who they believe the *Werewolves* are—including the living *Werewolves*.

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

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

The *Werewolves* 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

At some time during the deliberation, all living players—including the living *Werewolves*—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 seconding the nomination, 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 should be lynched.

The Moderator says aloud:

*"At the count of 3, each of you must either gesture with a thumbs up if the player is to be lynched or gesture with your thumbs 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's Character dies and they must now reveal their Character card and leave the group of living Characters.

If the vote results in a tie and the *Mayor* is still alive, his vote counts twice and thereby decides the vote.

If there isn't a majority, the player is not lynched and they can't be nominated again during the current Day Phase. The living players continue to deliberate and can continue nominating players until a player is lynched or no other player is nominated.

End of the Day Phase

The Day Phase ends as soon as 1 Character has been lynched or if no other player is nominated.

The 2nd Night Phase

The next Night Phase now begins with the Moderator requesting all players with a living Character to close their eyes and go to sleep.



o. Drunkard

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 who you truly are.”

The Moderator shows the *Drunkard* the remaining card and the *Drunkard* immediately takes on this new character.

For example, if they are now a *Werewolf*, they will wake with the other *Werewolves*. 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 *Werewolf*, they win with the Werewolf Team. In all other cases they win with the Villager Team. This applies even if the *Drunkard* died on the first day. The Moderator never reveals the role the *Drunkard* would have played from the 2nd Night Phase on.

The Moderator says aloud:

“Drunkard, you have remembered who you truly are. Close your eyes and fall back asleep.”

Then the Moderator continues by calling out the Characters in the stated order (from page 9).

Characters that have already been eliminated will no longer be called.

The following Characters are now skipped: *Cupid*, *Hunter*, *Red Riding Hood*, *Cook*, and *Mayor*.

The same applies if the *Vampire Slayer* has lost their ability or the *Blacksmith* has already forged the sword.

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

Since the eliminated players have had to leave the table or circle of seats, they no longer have any relevance for the *Investigator* or the *Insomniac*. The *Investigator* always points to the 3 players with living Characters sitting next to each other and the *Insomniac* always finds out whether the Character for at least 1 of the players sitting next to them was active during the Night Phase.

Continuing Play

From now on, Day and Night Phases alternate. During the Day Phase, the Moderator first announces the dead (*Witch's* poison potion, *Blacksmith's* Sword, *Vampire Slayer*, *Werewolf* victims) and then the living can deliberate and discuss with one another and nominate players for the gallows. During the Night Phase, the aforementioned Characters are called upon if they are still alive.

Game End

The game ends when the last *Werewolf* dies. In this case, all players on the Villager Team win—even those who were eliminated.

On the other hand, if the *Werewolves* manage to devour—or lynch through finesse—all the other players, then the Werewolf Team wins.

On rare occasions, a stalemate may arise when neither team can make any progress. Or, it can happen that all of the Characters that were still alive die at the beginning of the Day Phase. In either of these cases, the game ends in a draw.

Example: *The only Characters still alive are 1 Werewolf and the Cook. During the day, the votes will always end in a tie and at night the Cook will always survive the Werewolf's attempt to eat them.*

Tips for the Moderator

Ideally, the Moderator should have already played a few games of *Werewolves* in order to guide the game optimally. In addition, here are some tips to ensure smooth game play.

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.

After *Cupid* has selected 2 players, the Moderator should pass by all of the players and only touch the affected players on the shoulders.

The Moderator should avoid gender specific pronouns like *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* 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.



Vampires

Instead of playing with *Werewolves*, you can play with *Vampires*. Simply replace all *Werewolves* with *Vampires* during game setup.

The *Vampires* are called on instead of the *Werewolves* in each Night Phase and bite 1 other player. The same rules apply. If the *Vampires* can't agree, they don't bite anyone.

The bitten player dies **at the very end of the next Day Phase**, not at the start of the Day Phase. They won't know they are eliminated until the end of the Day Phase!

When playing with *Vampires*, all abilities refer to *Vampires* instead of *Werewolves*. So the *Cook* can't die from the *Vampires*' bite, the *Seer* finds out every night whether they pointed to a *Vampire*, etc.

If the blessed player or the *Cook* was bitten, the Moderator announces at the end of the next Day Phase that no one died from the *Vampires*' bite. The same applies if the bitten player has already died by other means.

Play with Werewolves and Vampires

When playing with both *Werewolves* and *Vampires*, there will be 3 teams playing against each other. The *Vampire*, *Werewolf* and *Villager* teams all play against one another. The team that still has living characters once the other 2 teams have been eliminated wins.

NOTE: *At least 3 Werewolves and 3 Vampires should be included.*

During each Night Phase, the Moderator will call on the living *Werewolves* followed immediately afterwards by the living *Vampires*. If a *Werewolf* eats a *Vampire*, the *Vampire* dies at the beginning of the Day Phase. If a *Vampire* bites a *Werewolf*, the *Werewolf* dies at the end of the Day Phase.

All other Character abilities now relate to both *Werewolves* and *Vampires*.

During each Night Phase, the *Witch* discovers who the *Werewolves* have selected to eat as well as who the *Vampires* want to bite.

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.



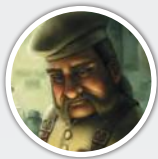
Cupid (Character Value -2)

The Moderator calls on *Cupid* during the 1st Night Phase. *Cupid* chooses 2 players (their gender is irrelevant).

These players are introduced to one another during the 1st Night Phase and become lovers. If one of them is killed, regardless of how, the other one dies as well due to a broken heart.

If *Cupid* causes a *Werewolf* and a *Villager* to fall in love, they form their own team. They can only win if they are the only survivors at the end of the game.

The same applies if *Cupid* causes a *Vampire* and a *Villager* or a *Werewolf* and a *Vampire* to fall in love.



Cook: (Character Value +4)

The *Cook* won't die at the beginning of the Day Phase after being devoured by the *Werewolves* or at the end of the Day Phase after being bitten by the *Vampires*. If the *Cook* was chosen to be devoured/bitten, the Moderator announces that no player was devoured/bitten during the previous Night Phase. The Moderator doesn't 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.

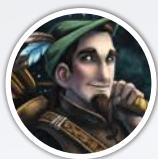
The Moderator will show them their actual Character **at the beginning of the 2nd Night Phase**, and the *Drunkard* will then play this new Character for the rest of the game.

If the new role is *Werewolf* or *Vampire*, the *Drunkard* will win along with the Werewolf or Vampire Team. In all other cases the *Drunkard* wins with the Villager Team. If the *Drunkard* dies during the 1st Day Phase they will win with the *Villagers* no matter what role they would have received during the 2nd Night Phase—and the Moderator never reveals what the new role would have been.



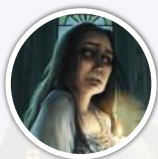
Healer (Character Value +3)

During each Night Phase, the *Healer* must select 1 other player to heal. If this player is also selected to be devoured by the *Werewolves* or bitten by the *Vampires* this same night, they do not die at the beginning/end of the next Day Phase. The *Healer* may not heal the same player over 2 consecutive nights. If the selected player is the victim of any other deadly ability, they will still die at the beginning of the next Day Phase.



Hunter (Character Value +3)

When the Moderator announces the *Hunter's* death, the *Hunter* must immediately shoot another player of his choice by pointing at them. There's no discussion of the *Hunter's* choice before the *Hunter* shoots. The player shot is eliminated and must reveal their Character card before leaving the game.



Insomniac (Character Value +3)

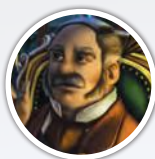
At the end of each Night Phase, the *Insomniac* will learn whether at least 1 of the 2 living players next to them was active during the current Night Phase (see pages 22–23).

The *Insomniac* is not told which of the two players was active or whether they were both 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 *Werewolf* or *Vampire* in that group. If there is, the Moderator will gesture with a thumbs up and will make a grimace like a wolf for clarity. If none of the 3 players are a *Werewolf* or *Vampire*, the Moderator will gesture thumbs down and shake their head no.



Mayor (Character Value +2)

If votes end in a tie, the *Mayor's* vote counts double. When this happens, the Moderator doesn't announce who the *Mayor* is, only which side wins the vote.

Variant:

Many groups assign the Mayor card as a second faceup role to a specific player by majority vote at the start of the 1st Day Phase. Then, if there is a tie in votes, this player breaks the tie. If the player currently holding the Mayor card dies, they must immediately pass the Mayor card to another player who is still alive **with no discussion**.



Oracle (Character Value +7)

During each Night Phase, the *Oracle* may check whether a player is a *Werewolf* or *Vampire*. If the selected player is a *Werewolf* or *Vampire*, the Moderator will gesture with a thumbs up and will make a grimace like a wolf for clarity. If that player isn't a *Werewolf* or *Vampire*, the Moderator will gesture thumbs down and shake their head no.

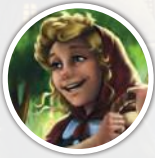
During the 1st Night Phase, if the *Oracle* points to the *Drunkard*, the Moderator will gesture with a thumbs down and shake their head no as the *Drunkard* is not a *Werewolf* or *Vampire* at that time. Their actual status won't be determined until the 2nd Night Phase.



Priest (Character Value +3)

Once per game during the Night Phase, the *Priest* may bless 1 other player.

The blessed player can no longer be killed during the Night Phases. Any abilities that would kill the player are ignored (*Werewolf* or *Vampire* attack, *Witch's* poison potion, *Vampire Slayer*, and *Blacksmith's* sword). The blessing lasts for the rest of the game.



Red Riding Hood (Character Value +3)

Red Riding Hood can't die from attacks by *Werewolves* or *Vampires* as long as the *Hunter* is still alive.

Red Riding Hood still dies normally in other ways (for example, by the poison potion or the gallows). If the *Hunter* dies during the same Night Phase *Red Riding Hood* is the *Werewolves'* or *Vampires'* victim, she will die from the attack during the next Day Phase. *Red Riding Hood* can also die from the *Hunter's* dying shot.

Red Riding Hood and the *Hunter* don't know each other. *Red Riding Hood* is revealed to the *Witch* as the *Werewolves'* or *Vampires'* victim regardless of whether the *Hunter* is alive or dead.



Seer (Character Value +7)

During each Night Phase, the *Seer* may check whether a player is a *Werewolf* or *Vampire*. If the selected player is a *Werewolf* or *Vampire*, the Moderator will gesture with a thumbs up and will make a grimace like a wolf for clarity. If that player isn't a *Werewolf* or *Vampire*, the Moderator will gesture thumbs down and shake their head no.

During the 1st Night Phase, if the *Seer* points to the *Drunkard*, the Moderator will gesture with a thumbs down and shake their head no as the *Drunkard* is not a *Werewolf* or *Vampire* at that time.



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.

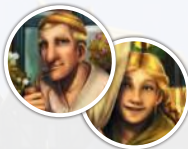
If the *Vampire Slayer* kills a non-Werewolf or non-*Vampire* player this way, they lose their ability for the rest of the game and will no longer be called on during the Night Phases.



Vampire (Character Value -6)

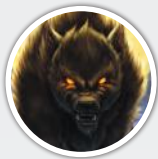
During the 1st Night Phase, the *Vampires* learn each other's role. During each Night Phase, the *Vampires* may agree on 1 victim to bite. This player will not know they have been bitten and will die **at the end of the next Day Phase**. If they can't decide on a victim, they don't bite anyone. The *Vampires* aren't allowed to choose a *Vampire* to bite.

During the Day Phases, the *Vampires* must do their best to keep their roles secret.



Villager (Character Value +1)

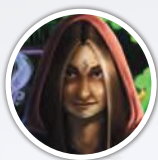
The *Villager's* job is to find and lynch the *Werewolves* and/or *Vampires*.



Werewolf (Character Value -6)

During the 1st Night Phase, the *Werewolves* learn each other's role. **During each Night Phase**, the *Werewolves* may agree on 1 victim to devour and that player will die **at the beginning of the next Day Phase**. If they can't decide on a victim, they don't devour a player. The *Werewolves* aren't allowed to choose a *Werewolf* to devour.

During the Day Phases, the *Werewolves* must do their best to keep their roles secret.



Witch (Character Value +5)

The *Witch* has 2 potions, each of which she may **only use once in the game during the Night Phase**: 1 healing potion and 1 poison potion.

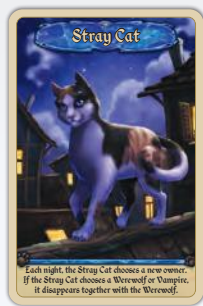
During each Night Phase, the Moderator shows the *Witch* the *Werewolves'* or *Vampires'* victim and asks if she wants to use her healing potion. If the *Witch* gestures with thumbs up, she uses the healing potion and saves the victim. If she gestures with thumbs down, she does not use the healing potion.

The *Witch* can use the healing potion on herself if she is the victim herself.

In addition, the *Witch* can use the poison potion **once per game during the Night Phase**. When the Moderator asks, she points to 1 player if she wants to use it and the selected player dies at the beginning of the next Day Phase. If she doesn't want to use it, she gestures with a thumbs down.

The *Witch* is allowed to use both potions during the same Night Phase.

Promo: Stray Cat (Character Value: +6)



The *Stray Cat* plays for the Village Team. The Moderator may select the *Stray Cat* during setup like any other Character.

Night Phases

The Moderator will call on the *Stray Cat* beginning with the 2nd Night Phase and then in each subsequent Night Phase while it is alive. The *Stray Cat* is called on first **before all other Characters**.

The *Stray Cat* must be passed on to a new owner each Night Phase. **Beginning with the 2nd Night Phase**, the player who currently has the *Stray Cat* card opens their eyes when the *Stray Cat* is called and points to another player and then closes their eyes again.

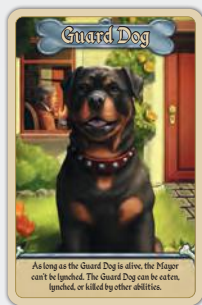
The Moderator notes the name of the new player the *Stray Cat* has been sent to each Night Phase. Then the Moderator touches their shoulder to let the new player know they now have the *Stray Cat*.

Important: The *Stray Cat* card is never passed between the players! The *Stray Cat* is only a notional cat that moves between the players. If the player who received the *Stray Cat* card during setup dies, they reveal their card as usual, which also lets the other players know who had the *Stray Cat* at the start of the game.

If the *Stray Cat* is sent to a *Werewolf* or *Vampire*, the *Stray Cat* and the *Werewolf* or *Vampire* both disappear at the beginning of the next Day Phase. The Moderator informs the player that a *Werewolf* or *Vampire* has chased the *Stray Cat* out of the Village—both never to return. The *Werewolf* or *Vampire* player is eliminated from the game. In addition, the *Stray Cat* will no longer be called during the Night Phases. If the current (notional) owner of the *Stray Cat* dies during a Day Phase, the *Stray Cat* is also no longer called on.



Promo: Guard Dog (Character Value: +2)



You can only play with the *Guard Dog* if you openly assign the *Mayor* at the start of the game by majority vote (see Variant page 35). The *Guard Dog* is given to the player who is the *Mayor* as an extra card and kept faceup while it is alive.

As long as the *Guard Dog* is alive, the *Mayor* can't be lynched during the Day Phase.

If the player currently holding the *Mayor's* card dies in any other way and the *Guard Dog* is alive, that player must immediately give the *Mayor's* card and the *Guard Dog's* card to another surviving player without any discussion.

The *Guard Dog* can be attacked by *Werewolves* or *Vampires*, and it can be lynched. It can also be shot by the *Hunter*, poisoned by the *Witch*, or killed by the *Blacksmith's* sword. However, it may not be blessed by the *Priest*. The *Healer* can heal the *Guard Dog* to protect it from the *Werewolves'* or *Vampires'* attack. But beware: It is possible the *Mayor* is a *Werewolf* or *Vampire* in disguise!

Note: If you want to use your ability on the *Guard Dog*, simply point to the faceup card.

Night Phase Character Order

The Moderator calls on the active Characters in the following order during the Night Phase and skips any Characters that are not in play.

0. Drunkard (2nd Night Phase Only)

1. Cupid (1st Night Phase Only)

2. Priest

3. Werewolves

4. Vampires

5. Seer

6. Oracle

7. Witch

8. Healer

9. Investigator

10. Vampire Slayer

11. Blacksmith

12. Hunter (1st Night Phase Only)

13. Red Riding Hood (1st Night Phase Only)

14. Cook (1st Night Phase Only)

15. Mayor (1st Night Phase Only)

16. Insomniac



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