

WEREWOLVES

A werewolf with glowing orange eyes is howling upwards against a large, bright yellow full moon. The scene is set over a village with snow-covered roofs and lit windows. Several birds are flying in the dark sky.

An interactive social game of deduction
for 6 - 24 players, ages 8+

RULES

Game Overview

Night falls and the village goes to sleep. But there are Werewolves among the villagers that seek out and eat 1 victim each night. Will the Villagers be able to discover who the Werewolves are and free themselves from their threat?

Contents

25 Character Cards, including:

▶ Characters playing for the Villagers:

- 6 Villagers (male)
- 6 Villagers (female)
- 1 Healer
- 1 Witch
- 1 Seer
- 1 Hunter
- 1 Red Riding Hood
- 1 Cupid
- 1 Mayor

▶ Characters playing for the Werewolves:

- 6 Werewolves

1 Character Values Card

Character
Name



Ability

The characters have different strengths 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 *Werewolves*.

Note: Cupid wins with the village; however, his ability helps the Werewolves, so his Character Value is negative.

Summary of Character Values

Cupid	-2	Hunter	+3
Mayor	+2	Red Riding Hood	+3
Villager	+1	Seer	+7
Healer	+3	Werewolf	-6
Witch	+5		

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* 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 summary, and then selects characters equal to the number of other players.

Advice for Character Selection

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

- The sum of the character values should be close to 0.
- **In each game**, there should be some *Werewolves*, some *Villagers* and the *Seer*.
- In a game with more than 8 players, you may add additional characters to those mentioned above.
- *Red Riding Hood* should only be played if the *Hunter* is also in the game.

Example Character Selection for 11 Players:

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

Total for All Characters: 0

***Note:** If the players know each other well and have played Werewolves multiple times, the total character value should be between **-1** to **-3**. If several players are playing Werewolves for the first time or if players do not know one 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*, the *Werewolves* play against the *Villagers*.

The game is played in alternating night and day phases until one team wins.

Each night, the *Werewolves* may eat 1 other player who then leaves the game.

If only *Werewolves* are alive, the *Werewolf* team wins.

All living players – including the *Werewolves* – may lynch 1 player by majority vote in each day phase. This player also leaves the game.

If the last *Werewolf* dies, all *Villagers* win.

Game Play

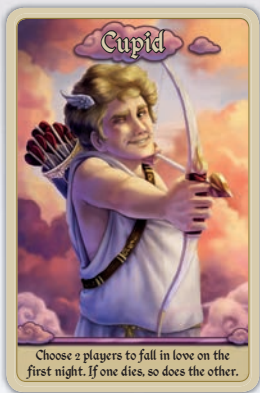
A game of *Werewolves* alternates between night and day phases. The game begins with a night phase, followed by a day phase, then a night phase, and so on, until one team wins. In the night phase, all players must close their eyes. Then, one by one, the moderator calls up the various roles that may open 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 the order shown*). If a particular character is not being played, the moderator skips that character.



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*.

The 2 selected players fall in love with each other. If one of them dies, the other player **immediately**

dies as well.

The moderator notes the names of the two lovers.

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 two players were selected by Cupid. They awake and open their eyes."

The moderator walks past each player and touches the two lovers on the shoulder.

After a moment, the game master says aloud:

"Both players are deeply in love with each other. Close your eyes and fall back asleep."



Werewolves

The moderator says aloud:

"Werewolves, wake up and open your eyes. Look at each other.

As a group, choose a player to eat."

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

The *Werewolves* must now agree on and point to 1 player they would like to eat that night. This player dies at the beginning of the next day. The moderator notes the name of this player, but does not announce it, yet.

If the *Werewolves* cannot agree on a player, the moderator points out to them that their choice must be clear. If they still cannot agree, the *Werewolves* will not eat a player that night.

The moderator says aloud:

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

The moderator will still say this, even if the Werewolves could not agree on a victim



Seer

The moderator says aloud:

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

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

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

The moderator says aloud:

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

Witch



You have 1 healing potion and 1 poison potion
& you witness the victim of the Werewolves.

The moderator says aloud:

“Witch, wake up and open your eyes. I will show the Witch the Werewolves’ victim.”

The Witch has a healing potion. Decide now if you want to save this victim or not.”

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

The *Witch* can only save 1 player with her healing potion throughout the entire game.

If the *Witch* wants to save the *Werewolves’* victim, she gestures with a thumb up. The moderator notes the use of the healing potion. If she does not want to save the victim, she gestures with a thumb 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 dies 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* does not want to use her poison potion, she gestures with a thumb down.

The moderator says aloud:

"The Witch has decided. Close your eyes and fall back asleep."



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 victim of the Werewolves, they will not die at the beginning of the next day."

The moderator notes the name of the player with the role of Healer and the name of the healed player. If this player is also the

Werewolves' victim, they do not die at the beginning of the next day. The Healer may not heal the same player on two consecutive nights. If the selected player is the victim of the Witch's poison, they still die at the beginning of the next day.

The moderator says aloud:

"The Healer has decided. Close your eyes and fall back asleep."



Hunter

The moderator says aloud:

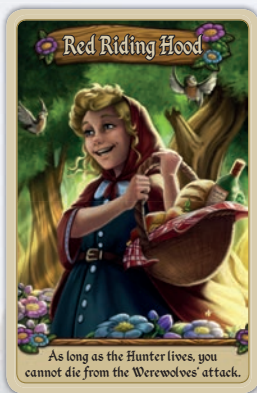
"Hunter, wake up and open your eyes."

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

If the *Hunter* dies in the course of the game, he may shoot another player immediately after the announcement of his death. The player shot is also out of the game.

The moderator says aloud:

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



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, the *Werewolves* cannot eat *Red Riding Hood*.

The *Werewolves* can still choose *Red Riding Hood* as their victim. If they do, *Red Riding Hood* does not die at the beginning of the next day.

If the *Hunter* dies (for example by the *Witch's* poison potion) the same night that *Red Riding Hood* is the victim of the *Werewolves*, *Red Riding Hood* will die at the beginning of the day.

The moderator says aloud:

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



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 twice (see *“The Gallows”* section on page 16).

The moderator says aloud:

“Mayor, close your eyes and fall back asleep.”

Now that the moderator has called all of the participating characters, their names have been recorded, and their abilities have been used (if necessary), the night is over and the day begins.

Day Phase: The First Day

The moderator says aloud:

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

If the *Witch* has used her poison potion, the moderator first announces, which player has been poisoned. This player dies, turns his character card faceup, and leaves the game.

Then, the moderator announces, which player was eaten by the *Werewolves*. This player dies, turns their character card faceup, and leaves the game.

***Note:** If the Werewolves selected Red Riding Hood, but the Hunter is still alive and was not poisoned that night, Red Riding Hood does not die. The same applies if the Witch or the Healer has healed the Werewolves' victim. In this case the moderator simply says, "No one was eaten last night."*

All living players as a group (including the living *Werewolves*) may now confer and discuss who they believe the *Werewolves* are.

Was there any noticeable noise during the night? Are players conspicuously calm or nervous?

The *Werewolves* try to distract attention away from themselves and blame other players. Or they may hide in the crowd and stay undercover.

In this way they may be able to cooperate, but they should be careful not to let the other players find out.



The Gallows

After a while, all living players (including the living *Werewolves*) can nominate 1 player for the gallows.

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

If another player confirms this nomination by also nominating Peter, he is now given the opportunity to defend himself with a short speech. Subsequently, all of the living players openly vote on whether the 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 - vote!"

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

This player dies, turns his character card faceup and leaves the game.

If the vote results in a tie and the *Mayor* is still alive, his vote counts double and resolves the tie.

If a player is not lynched, they cannot be nominated again on the current day. The living players continue to debate and can nominate another player until a player is lynched (or no other player is nominated).

The Rest of the Game

Once a player has been lynched or if no other player is nominated, the day ends.

The next night now begins with the moderator requesting all living players to fall asleep and close their eyes. The moderator will now call up the *Werewolves*, then the *Seer*, then the *Witch*, and finally the *Healer* to wake up, use their abilities and go back to sleep.

From the second night on, the remaining characters will not be called up during the night

Going forward, night and day phases will alternate.

During the day, the moderator first announces the dead. The living players will then discuss and nominate players for the gallows. At night, the Werewolves can eat 1 player, the Seer confirms the identity of 1 player, the Witch uses her potions (*if any*) and the Healer may heal 1 player.



End of the Game

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

In this case, all players who were *Villagers* win – including those who have already died.

However, if the *Werewolves* manage to eat all the other players (or lynch them by finesse), then the game is also over and the *Werewolves* win.



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 a 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.

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.

Summary of All Characters (alphabetically)



Cupid (Character Value -2)

The moderator calls on *Cupid* during the first night. Cupid chooses 2 players (their gender is irrelevant). These players become lovers and must recognize who the other person is. If one of them is killed, regardless of how, the other one dies as well due to a broken heart.

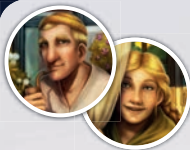


Mayor (Character Value +2)

The *Mayor's* job is to lead the village, find the *Werewolves*, and bring them to the gallows. If there is a tie in the open votings, the *Mayor's* vote counts twice to break the tie.

Variant:

Many groups assign the Mayor card as a second faceup role to a specific player by majority vote after their secret roles have been given out. Then, if there is a tie in votes, this player breaks the tie. If the player currently holding the Mayor card dies, he must immediately pass the Mayor card to another player who is still alive. There is no discussion about this.



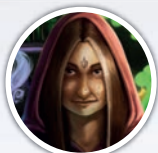
Villager (Character Value +1)

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



Healer (Character Value +3)

The *Healer* selects 1 other player each night. If this player is also the victim of the *Werewolves* this same night, they do not die at the beginning of the next day. The *Healer* may not heal the same player over 2 consecutive nights. If the selected player is the victim of the *Witch's* poison potion, they still die at the beginning of the next day.



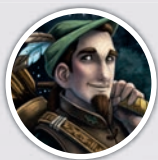
Witch (Character Value +5)

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

Each night, the moderator shows the *Witch* the *Werewolves'* victim and asks her if she wants to use her healing potion. If the *Witch* gestures with thumbs up, she uses the healing potion and saves the *Werewolves'* victim. If she gestures with thumbs down, she does not use the healing potion.

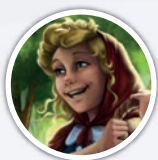
The *Witch* can use the healing potion on herself if she is the *Werewolves'* victim.

In addition, the moderator asks the *Witch* each night if she wants to use the poison potion. If she wants to use it, she points to 1 player, who dies at the beginning of the next day. If she does not want to use it, she gestures with thumbs down.



Hunter (Character Value +3)

When the moderator announces the *Hunter's* death, the *Hunter* immediately shoots another player of his choice by pointing at them. There is no discussion of the *Hunter's* choice before the *Hunter* shoots. The player shot is dead, leaves the game, and reveals their Character Card.

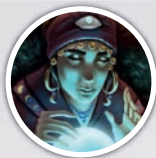


Red Riding Hood (Character Value +3)

Red Riding Hood is protected against the *Werewolves'* attack as long as the *Hunter* is still alive.

Red Riding Hood still dies normally in other ways (e.g. by the poison potion or the gallops). If the *Hunter* dies the same night that *Red Riding Hood* is the *Werewolves'* victim, she dies at the beginning of the next day.

Red Riding Hood and the *Hunter* do not know each other. *Red Riding Hood* is revealed to the *Witch* as the *Werewolves'* victim, even if the *Hunter* is still alive.



Seer (Character Value +7)

The *Seer* selects 1 player each night by pointing at them. If this player is a *Werewolf*, the moderator gestures thumbs up and grimaces like a *Werewolf* for clarification. If this player is not a *Werewolf*, the moderator gestures thumbs down and shakes his head.



Werewolf (Character Value -6)

During the first night, the *Werewolves* get to know each other. Each night, the *Werewolves* must agree on 1 victim, who dies at the beginning of the next day. The *Werewolves* may not select a *Werewolf* as a victim. *Werewolves* try to conceal their true identity during the day.

Credits

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

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