

WEREWOLF

A social game of conspiracy, hysteric mobs, and storytelling

Overview of Basic Game Play

Each player is either a werewolf or a villager, except for one player who is the narrator. The game consists of multiple rounds of night and day. During each night, the werewolves silently pick one player to kill. At dawn, the narrator tells a story of how this player died. During the day, everyone discusses which players among them they think are werewolves. Eventually, a vote is taken and one player is lynched. This marks the end of the day. Nights and days continue until either all the werewolves have been eliminated or until all the villagers have been eliminated.

This game includes 36 **role cards**, 18 **personality cards**, 27 **power cards**, some scratch paper, blank cards, and these rules.

Before You Begin

Number of players:

A group of 7 or more people usually works well, but generally, this game is best with groups of 10–20. If less than 7 are playing, use the ‘multiple lives’ variant (see the *Variants* section). It is not recommended to play this game with a groups smaller than 5.

The narrator:

One player, chosen by any method your group finds acceptable, acts as the **narrator**. The **narrator** does not participate in the game; instead, he controls the flow of the game, prompting everyone to sleep and awaken, prompting werewolves and other players to secretly act at night, moderating voting sessions, and telling dramatic stories of what happened during the night. The **narrator** gets the last word in any disputes.

Constructing a Deck

When the game begins, the **narrator** gives one **role card** to each player (except himself), which determines what they can and can’t do, and what they need to do to win. But first, you must

choose which roles to include in the game. You may need to read all the rules to help you decide.

Roles:

Many roles give players special abilities which they may perform either at night or during the day. Unless otherwise stated, any role which is not some kind of werewolf is on the side of the villagers.

The most numerous role card is the **ordinary villager**, each of which is titled with a name. This role has no special abilities. As boring as they are, it may be crucial to include at least a few of these—if there are many ordinary villagers playing, werewolves can “hide” by claiming to be one of them, since nobody would know if they are lying. This is not the case with groups of **seers**, **guardians**, etc. The lack of **ordinary villagers** may make it too easy for the villagers to win.

Players may view their own role card at any time, but must keep the card a secret from others. However, during the game, players may say anything they want about their roles. In fact, this is encouraged; it can add strategy to the game, and nobody is really sure if you’re telling the truth. House rules determine whether or not players reveal their roles when they die.

If people in your group haven’t played before, you may want to build your deck with only **werewolves**, **ordinary villagers**, and **seers** or **guardians**.

You may add extra uncertainty by choosing more roles than there are players, showing the players the *possible* roles that may be in play, then discarding few of them at random, hidden from the players (make sure not to discard any werewolves).

Read the *Role Clarifications* section for more on roles.

Game balance:

The number of werewolves will roughly determine how difficult it is for the villagers to win.

Suggested number of werewolves (number of players includes narrator):

5–9 players:	1 werewolf
10–13 players:	2 werewolves
14–17 players:	3 werewolves
18–21 players:	4 werewolves

Adding or removing certain roles can fine-tune (or dramatically shift) the balance of power between the werewolves and villagers.

Beginning the Game

The **narrator** explains the rules for all roles to everyone, then randomly deals a **role card** from the constructed deck to each player, who looks at his role, then keeps the card hidden.

Personality cards (optional):

If you wish, each player may have one **personality card**. Players may pick their own or they may be randomly distributed. Each player should act according to the personality written on his card. Personalities are not associated with specific roles—these cards are just to add some extra fun.

Power cards (optional):

If you wish, you may randomly deal one **power card** to each player. These cards give an extra ability to each player and are not associated with specific roles. Unless otherwise noted, power cards are one-time-use only, you can only use them during the day before *voting* starts, you must reveal the card (so all players can see) in order to use the power, and you must perform the action publicly.

After everybody has received their cards and understands the rules, players may spend some time talking with each other, casting early suspicion, and playing power cards before the first night begins. No lynching may occur before the first night.

Night

The **narrator** tells everyone to close their eyes and lower their heads. When all players are ‘asleep’, the **narrator** instructs only the **werewolves** to awake and agree upon one victim to kill by silently gesturing to indicate their target and showing unanimous agreement. The **narrator** then instructs the **werewolves** to go back to sleep.

If there are any other players with roles that may act during the night, those players act in a similar fashion; each role with nighttime action gets a turn during the night to awake and do something while everyone else is asleep. See the *narrator’s guide* for a suggested order in which roles act at night.

If you choose not to reveal players’ roles upon death, the **narrator** should instruct the waking and sleeping of each role during the night even if all players of a role have died. This helps keep the living players from knowing the roles of those who have died.

After all roles with nighttime action have had a turn during the night, daytime begins.

Day

At dawn, the **narrator** instructs *all* players to awake and announces which players have died during the night. The **narrator** may also announce what other actions occurred

during the night, but not who performed them (i.e. “Werewolves attacked and maimed Joe, but a silhouetted figure fought them off before they could make the kill.”). Some actions need not be announced, such as if the guardians chose to protect somebody who was not attacked.

All events during the night effectively happen simultaneously at dawn—this means that two players may kill each other during the night, one player may be killed by two different people simultaneously, or a **guardian** may be killed and yet successfully protect someone else in the same night.

Players who have died may no longer participate in the game in any way, and thus are permitted to keep their eyes open at night (unless the **witch doctor** is playing).

After announcements are made, all players who are still alive deliberate over whom amongst themselves they suspect to be a werewolf. Lies may be told, blames may be cast, and debates may be heated. **Scared** players may not utter a word. During the day, two players may be nominated and seconded to be voted on for that day’s lynching. *Lynching* is usually the only way the villagers can eliminate all the werewolves.

Lynching:

Both players nominated for lynching may give an argument to defend his/her case. A vote by simple majority is then held for which of the two players shall die. Any living player may vote (unless that player is **scared**), and each player may vote only once. The lynched player is dead and out of the game. If neither nominee has a majority vote, no lynching will take place.

The Sheriff:

At any point during the day, those who are still alive may elect one player to be sheriff, whose vote during lynching is worth two votes. This player is elected by a simple majority vote. The sheriff remains in office for the remainder of the day.

Ending the Game

After the lynching, the day has ended, and nighttime begins again. Day and night repeat until there are no more villagers (victory for **werewolves**) or until there are no more werewolves (victory for **villagers**).

There are other ‘win’ conditions, such as if the **cupid** or **hypnotist** are in play; see those roles for more information.

The game should always end in the morning, after all deaths (or no deaths) and other actions are announced and take effect.

Variations

Candles:

Give a candle to each player and turn out the lights to make things spooky. Blow out your candle when you die to make it easy to tell who is still alive.

More love:

Have the **cupid** make multiple separate pairs of **lovers**, or a love triangle. If anyone in the love triangle dies, they all die.

Multiple werewolf tribes:

Two separate groups of werewolves act independently, each wanting to eliminate the other tribe and the villagers. The two groups must wake independently at night. The game ends when there are no werewolves, or there is only one tribe left.

Multiple lives:

Each player has two or more lives. Players keep track of their own lives with glass stones, fingers, or whatever else you can reliably use to count. The narrator should announce when a player has been injured but not yet completely killed. A player is out of the game only when they have lost all their lives. When a player is revived, he/she regains all lives. In addition, the **Vigilante** gets a number of bullets equal to the number of lives each player has, and can shoot more than once per night if he has enough ammo.

Superpowers:

Give more than one **power card** to each player.

Strategies

Lying about your role:

If you are a werewolf, you should (obviously) lie about your role if asked. Saying you’re an **ordinary villager** is the safest option, but not always the most strategic. If, for example, you say that you’re a **guardian**, the real guardian(s) may reveal themselves so they can try to get you lynched. Both you and the guardians will come under suspicion and you may be lynched, but now the werewolves have the advantage of knowing who the guardians are.

Being honest about your role:

If you are the **little girl** or **seer**, and you have found the identity of a werewolf, it is quite beneficial to the whole village to say

who you are and cast blame on the werewolves. You may come under suspicion, but the werewolves will too. In the same way, it’s usually beneficial to reveal when you know somebody is lying about their role.

Werewolf suicide:

If, for example, the **little girl** has identified herself and correctly blamed two or more people for being werewolves, it may be advantageous for the werewolves to kill one of their own, thus “proving” that the little girl is either a fake or dishonest and protecting the rest of the werewolves from suspicion. In a ‘multiple lives’ game, it can be very advantageous for werewolves to attack each other, as it provides a potentially strong argument that the attacked player is innocent.

Pretending to be scared:

Any player can pretend to be scared at any time. Doing this may shift suspicion away from that player, since it is not otherwise advantageous, or even possible, for the **howler werewolf** to scare other werewolves.

Sounds at night:

At night, you may hear other players unconsciously shifting in their seats. Blames should not necessarily be cast based upon who made noise during the werewolf phase at night.

Guarding yourself:

The wisest move for the guardians is usually to only guard those who they know are not werewolves—this often means guarding themselves. Also, keeping the guardians safe round after round means more opportunities to block attacks.

Credits and Legal Stuff

The art in this game is licensed for use via Creative Commons licenses. See the URL below for credits, links, and license details.

<http://boardgourd.com/werewolf-art-credits/>

Rules created/compiled by Ransom Christofferson, with inspiration from many sources. Card design by Ransom Christofferson.

Game licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.

<http://creativecommons.org/licenses/by-nc-sa/4.0/>

Original Mafia/Werewolf game by Dimitry Davidoff.

Narrator's Guide

During the game, the narrator should keep this guide on hand for reference. The narrator may need to take notes during the night.

Tapping Players

Some roles have nighttime actions which require the target of the action to know who he/she is. The best way to do this is for the narrator to secretly tap the player on the shoulder or head. When tapping players, walk around the entire circle to make it hard to guess who was tapped. The actions which require tapping are: scaring, the **Cupid** choosing lovers, the **Cult Leader** choosing new members, and the **Hypnotist** hypnotizing people.

Order of Roles at Night

On the first night, the following players awaken (only one role awake at a time):

Cupid (to choose lovers)

Lovers (so they can identify each other)

Hunter (so the narrator knows who has this role)

Alpha Werewolf (so the narrator knows who has this role)

Possessed Villager (so the narrator knows who has this role)

Little Girl (so the narrator knows who has this role)

If the **Mystic Werewolf** is in play, the **Ordinary Villagers** should raise their hands on the first night while everyone is asleep, so the **narrator** can identify them.

On every night, the players with these roles awaken and act:

Psychic Medium

Seers

Cult Leader

All cult members (so they can identify each other)

Hypnotist (and his chosen target)

Player with revealed "Sleepover Buddy" power card

Guardians

Witch

Tortured Soul (only if dead)

Howler Werewolf

Mystic Werewolf

All Werewolves (and **Possessed Villager**)

Vigilante

Witch Doctor

Role Clarifications

For the narrator's reference, here is the text that appears on each role card, as well as clarifications to clear any confusion.

Alpha Werewolf: You and any other **werewolves** may kill one player per night. Additionally, you will appear as a villager to any **seers** who inquire about you during the night.

If the seers choose the Alpha Werewolf during their nighttime action, the narrator will indicate to them that the player they chose is a villager.

Cult Leader: Each night, you may add one player to your cult. All cult members win if and only if all remaining players are part of the cult. The cult disbands when you die.

The game ends as soon as all players are part of the cult. The narrator should not announce new cult members.

Cupid: On the first night, choose two players to become **lovers**. After the first night, you are an **ordinary villager**. The **lovers** win only when they are the last two players alive. When one **lover** dies, the other dies as well.

After the cupid chooses the lovers and falls back asleep, the narrator taps the lovers, and they awake to identify each other. The lovers keep their previous roles and abilities. The lovers may win even if one is a werewolf and the other is a villager.

Governor: Unless you are **scared**, you may pardon any player was just voted to be lynched. You must reveal this card the first time you do so.

When the governor pardons a player, no lynching will take place that day.

Guardian: Each night, you and any other **guardians** may protect one player from being **scared** or dying, except when death is caused by a **hunter** or a dead **lover**. You may not protect the same player two nights in a row.

Guardians may protect themselves. The whole group of guardians may only choose one player to protect per night.

Howler Werewolf: You and any other **werewolves** may kill one

player per night. Additionally, you may **scare** one villager per night. That player may not talk or vote during the following day.

Howler werewolves may not scare themselves or other werewolves. Howler werewolves may not scare the same person two nights in a row. The narrator must let the scared player know that he/she is scared by tapping that player.

Hunter: When you are killed at night, you also kill the player who attacked you. Just before you are lynched, you may kill another player of your choice. If you do so, you must reveal this card.

If multiple werewolves are still alive and kill the hunter, the narrator should wake up the hunter (during the 'werewolf' phase of night) to choose which werewolf to kill. If the hunter dies because his lover has died, he may not kill any other players upon death.

Hypnotist: You win when all other living players are under your hypnosis. Each night, you may hypnotize one additional player. That player may not kill you, nominate you for lynching, or vote for you to be lynched.

The game ends as soon as all players are hypnotized. Players become unhypnotized when the Hypnotist dies. Each night, the Hypnotist's newest target (whom the narrator taps) wakes up to identify the Hypnotist. Hypnotized players may not reveal to the rest of the group who the Hypnotist is. The narrator should not announce who is hypnotized. Hypnotized werewolves cannot target the Hypnotist, so the Hypnotist is immune to werewolf attacks because the werewolves' choice must be unanimous.

Little Girl: You are allowed to secretly peek as the **werewolves** choose their victim at night. If a player sitting next to you dies at night, you are **scared** the next day. **Guardians** are unable to save you from death.

The Little Girl may not appear to be fully awake while the werewolves are doing their business. In other words, she may not make the werewolves think she is one of them.

Mystic Werewolf: You and any other **werewolves** may kill one player per night. Additionally, once per night, the **narrator** will silently indicate to you whether or not a player of your choosing is an **ordinary villager**.

This action is similar to the seer's power.

Ordinary Villager: You are an ordinary villager.

Plagued Villager: You carry the plague but are not killed by it. If you or your **lover** are killed by werewolves, one **werewolf** chosen at random by the **narrator** will die of plague at dawn 24 hours later.

The Plagued Villager's lover does not die of plague. If the player with the "Sleepover Buddy" card spends the night with the Plagued Villager or his lover, that player will die of plague at dawn 24 hours later (after an additional day and night).

Possessed Villager: You are a villager who shares the same win condition as the **werewolves**. You awake each night with the **werewolves**, but you may not help choose the victim.

The possessed villager is not a werewolf, but is on their side. The werewolves win when all other villagers have died. The villagers do not need to kill the possessed villager in order to win. This player's main role is to divert blame and votes away from the werewolves.

Psychic Medium: Each night, the **narrator** will silently indicate to you the number of remaining **werewolves** in play.

This number includes the Alpha Werewolf, but not the Possessed Villager.

Scapegoat: If there is a tie in the lynching votes, you are lynched instead.

In the event of a tie, the scapegoat should reveal his card if he is still alive.

Seer: Each night, you and any other **seers** may choose one player. The **narrator** will then silently indicate to you whether or not that player is a **werewolf**.

The entire group of seers may only choose one person to learn about per night. The Possessed Villager appears as a villager to the seers.

Tortured Soul: You are an **ordinary villager** until death, at which point you become a tormented ghost. Each night after your death, you may **scare** one player. That player may not talk

or vote during the following day.

Upon death, the tortured soul is on nobody's side; his only objective is to torment others. He may not scare the same player two nights in a row. The narrator must let the scared player know that he/she is scared by tapping that player.

Vigilante: Once per game, during the night, you may kill one player of your choosing.

The vigilante may not kill himself.

Werewolf: You and any other **werewolves** may kill one player per night.

The whole group of werewolves gets one kill per night. The werewolves may opt to not kill as long as there is unanimous agreement. They may also kill one of their own, if all of them (except the one being targeted) agree on their target. If there are only two werewolves, they may kill one of their own if both agree.

Witch: Each night, you may use a warding spell on one player to protect them from being killed by **werewolves** during that night. Additionally, once per game, at night, you may use a deadly potion to kill any player.

Before the witch decides whether or not to use her healing potion, the narrator may wish to indicate to the witch who the werewolves' target is. The killing potion may only be used at night.

Witch Doctor: Once per game, during the night, you may revive any one dead player.

In games with the witch doctor, dead players should keep their eyes closed at night. Otherwise, the revived player will know everybody's role. Players are revived at dawn; they may not use their abilities on the same night the witch doctor uses his ability.

Resources

Need more scratch paper? Lost some of the rules? Want to play the game using only your phone? Visit the URL below.

<http://boardgourd.com/werewolf/>



Quick link for more scratch paper:

<http://boardgourd.com/werewolf/scratchpaper.v2.0.pdf>

