

# HOW to PLAY

This is a game about a village beset by werewolves. Most players will be ordinary villagers, but two will secretly be werewolves, and one will be a mystic seer who learns secrets during the night. A moderator is needed.



**Number of Players:** 7-16

## SETUP

Shuffle together two werewolf cards, the seer card, and enough villager cards so that there is one card for everybody. If no one takes the moderator card voluntarily, shuffle it in as well. Deal a card to each player, face down. Everyone secretly looks at their card, and may not reveal it until they are killed.

## SUMMARY OF THE GAME

- Each player is randomly assigned a secret identity. You may say whatever you wish about your card, but do not show it to anyone until you are dead.
- Each night, the Werewolves wake up and choose a Villager to maul, while the Seer learns the truth about one other player. The Moderator guides the village through the events of the night, by following the script on the other side.
- Each day, the mob must vote to eliminate one member of their group, in hopes of removing a Werewolf.
- Repeat night and day until...
  - a) the Villagers win, if there are no more Werewolves, or,
  - b) the Werewolves win, if their number is equal to the number of other survivors.
- Remember: The dead can't speak!

## HOW TO PLAY

This is a party game of deception that consists of alternating rounds of "Night" and "Day" phases.

**Night:** During the night, the werewolves will maul someone, and the Seer will learn the truth about one player. The moderator must lead the villagers through the events of the night by following the script on the other side of these rules.

**Day:** Players gather in the village and discuss who to eliminate. The mob wants bloody justice! Once a majority agrees to lynch someone, the lynched player shows his or her card and says **nothing** for the rest of the game.

**Game Over:** Repeat night and day until the werewolves are all dead, or the number of werewolves and villagers is equal, in which case the werewolves overrun the villagers, killing them off openly. All players still alive at the end of the game are the winners.

**Nothing Means Nothing:** If you can't keep quiet when you're dead, leave the room. (This is a game about werewolves, not ghosts.)

## MODERATOR'S SCRIPT

**It is night. The moon is full.  
Everyone, close your eyes.  
Werewolves, open your eyes.  
Werewolves, choose a victim.**

*The werewolves silently agree upon and gesture towards the player they wish to kill.  
The moderator silently confirms them.*

**Werewolves, close your eyes.  
Seer, open your eyes.  
Seer, point at someone.**

*If the player being pointed at is a werewolf,  
then the moderator gives a thumbs up;  
otherwise a thumbs down is given.*

**Seer, close your eyes.  
The sun is rising. The night is over.  
Everyone, open your eyes and see  
that this person has been torn  
apart by werewolves.**

*The moderator points at the victim, who reveals his or her card and says **nothing** for the remainder of the game.*

**No First-Night Kill:** During the first night, the werewolves wake up only to find out who their secret partner is. (Their first victim is an imaginary villager.)

**Night-Noise:** Each night, when all players close their eyes, it is best for people to also start tapping the table or patting their knees, so as to cover up any sounds made accidentally by the werewolves, se