

A QUICK GUIDE TO WEREWOLF

INTRO

Werewolf is a game setting an informed minority of Werewolves against an uninformed majority of Villagers.

Players are secretly assigned roles: either "Werewolf", who know each other; or "Villager", who know only the number of werewolves amongst them.

During the night phase of the game, the werewolves choose an innocent to kill. During the day phase, all players debate the identities of the werewolves and vote to kill someone whom the majority suspect.

SET UP

Assemble a group of players. An odd number is best: there should be at least seven players; nine or eleven is better.

Make up a set of cards, one for each player, with a role written on each one:

- One "Moderator"
- Two marked "Werewolf"
- All the rest are "Villagers"

Shuffle the cards and hand them out, face down. Each player should look at his card, but must keep it secret. Only the moderator reveals his card and shows himself to be the moderator.

Two players are now secretly werewolves. They are trying to slaughter everyone in the village. Everyone else is an innocent human villager.

THE GAME: NIGHT AND DAY

The game proceeds in alternating night and day phases, beginning at night.

At Night

Night rounds are played in silence: only the moderator speaks and everyone else closes their eyes.

On the first night, the moderator says "Werewolves, open your eyes." The two werewolves do so, and look around to recognize each other. The moderator should also note who the werewolves are.

The moderator says "Werewolves, pick someone to kill." The two werewolves silently agree on one villager to tear limb from limb. When the werewolves have agreed on a victim, and the moderator understands who they picked, the moderator says "Werewolves, close your eyes."

The moderator says "Everybody open your eyes; it's daytime. And you have been torn apart by werewolves." He indicates the person that the werewolves chose. That person is immediately dead and out of the game. He reveals his card, showing what he was, and leaves it face-up.

During the day

Daytime is very simple: all the living players gather in the village and lynch somebody. The mob wants bloody justice.

As soon as a majority of players vote for a particular player to die, the moderator says "Ok, you're dead." That player then reveals his card, and the rest of the players find out whether they've lynched a human or a werewolf. There are no restrictions on speech. Any living player can say anything he wants -- truth, misdirection, nonsense, or bareface lie.

Rules and Winning

Only the living can speak.

The humans win if they kill both werewolves: the werewolves win if they kill enough villagers so that the numbers are even.