



YOU ARE A VILLAGER.

*Only your wits can save you
and the village from a
rather grisly death.*

*Can you be relied upon, or is
this responsibility misplaced?*



YOU ARE A SEER.

*In the dead of night, only you
can look upon the beasts and
discover their taint.*

*But beware; theirs is a
peculiar brand of vengeance...*



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YOU ARE A WEREWOLF.

*Your human behavior by day
belies a nocturnal thirst
for village blood.*

*They'll stop at nothing to
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**YOU ARE THE
MODERATOR.**

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

*Seer, open your eyes.
Seer, point to someone.
Seer, close your eyes.*

*It is morning. Everyone, open your eyes
and see who has been ravaged...*

(No one sees or dies the First Night.)



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Werewolf Rules

A Mind Game also called "Mafia"

Werewolf is a simple game for a large group of people (seven or more.) It requires no equipment besides some bits of paper; you can play it just sitting in a circle. I'd call it a party game, except that it's a game of accusations, lying, bluffing, second-guessing, assassination, and mob hysteria. I really like it. But then I go to some strange parties.

Setting Up

Assemble a group of players. An odd number is best, although not absolutely mandatory. 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 "Werewolf"
- One "Villager (Seer)"
- All the rest "Villager"

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. (Alternatively, the group can choose a moderator in advance; the moderator then takes the "Moderator" card, shuffles the rest, and hands them out face-down.)

Two players are now secretly werewolves. They are trying to slaughter everyone in the village. Everyone else is an innocent human villager; but one of the villagers secretly has the Second Sight, and can detect the taint of lycanthropes.

The Game: Night and Day

The game proceeds in alternating night and day phases. We begin with Night. **At Night**, the moderator tells all the players "Close your eyes." Everyone should.

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. (It is critical that they remain silent. The other players are sitting there with their eyes closed, and the werewolves don't want to give themselves away. Sign language is appropriate, or just pointing, nodding, raising eyebrows, and so on.)

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 "Seer, open your eyes. Seer, pick someone to ask about." The seer opens his eyes and silently points at another player. (Again, it is critical that this be entirely silent -- because the seer doesn't want to reveal his identity to the werewolves.)

The moderator silently signs thumbs-up if the seer pointed at a werewolf, and thumbs-down if the seer pointed at an innocent villager. The moderator then says "Seer, 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.

Now it is 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, a werewolf, or (oops!) the seer.

There are no restrictions on speech. Any living player can say anything he wants -- truth, misdirection, nonsense, or barefaced lie.

Contrariwise, dead players may not speak at all. As soon as the sun comes up and the moderator indicates that someone is dead, he may not speak for the rest of the game. No dying soliloquies allowed. Similarly, as soon as a majority vote indicates that a player has been lynched, he is dead. If he wants to protest his innocence or reveal some information (like the seer's visions), he has to do it *before* the vote goes through. No player may reveal his card, to anyone, except when he is killed. All you can do is talk.

Once a player is lynched, night falls and the cycle repeats. Everyone closes their eyes, the werewolves (or werewolf) secretly select someone to kill, the seer (if alive) secretly learns another player's status; then the sun rises, one player is found dead, and the remaining players begin to discuss another lynching. Repeat until one side wins.