

# Werewolves and Villagers

## The Objective

The Villagers desperately want to tag the Werewolves so that they can stay active for another day. The Werewolves, in turn, want to tag all the Villagers so that they can win the game. Each player deceives the others while trying to find the Werewolves and tag them before the whole village becomes tagged.

## The Characters

The Moderator is the one who makes the announcements of what's going on. They tally the votes, announce the victims, and make sure the game is played according to the rules. It's their job to:

- Keep track of who the Werewolves, the Vampire and the Witch are.

- Keep track of who is active and who is a Ghost.

- Notify the players when it's nighttime.

- Ask the Werewolves who they want to tag.

- Ask the Vampire who they want to know about and a reply by nodding yes for "Werewolf" or no for "Villager".

- Notify the players when it's daytime.

- Notify the players when it's time for a vote.

### The Villagers

Individually, the weakest character in the game, but collectively they can tag the Wolves and win the game! Villagers deduce who the Werewolves are and convince the others to tag them.

Tips for Success: Someone's lying, someone's telling the truth, and the rest don't know any more than you do. Learn which is which, and the game is won.

### The Werewolf

Werewolves have the most power in the game. Every night, they get to pick a Villager to tag and remove from the game. Naturally, the Villagers want to tag Werewolves and protect their own lives. The Werewolves need to deflect suspicions onto others in the game, tricking them into believing Villagers are Wolves.

Tips for Success: Locate and tag the Vampire as soon as possible, they are the biggest threat. A Werewolf can cast suspicion onto the Vampire by pretending to be the Vampire themselves. This can cast accusations on someone else.

### The Vampire

The Vampire gets to discover the truth. This power makes the Vampire valuable to the Villagers and the most dangerous player for the Werewolves. They will likely tag the Vampire the moment they discover who the Vampire is. It's best to keep the role hidden as long as possible to avoid suspicion.

Tips for Success: Once in a while, go with the majority and vote with them, especially if the majority is voting for the Werewolf, but even if the player is an innocent Villager. Going with the crowd dissolves suspicion. Outing themselves as the Vampire should only be done when the Vampire finds the last Werewolf, when they are sure they can tag the Werewolf before they can tag the Vampire.

### The Witch

As the Witch, you can save a Villager. You have the magic power to choose one Villager who the Werewolves might be after, and prevent them from being tagged and turned into a ghost.

Tips for Success: The Witch can choose to save themselves. If the Witch doesn't know who the Werewolves are, or who they may be after, the Witch can choose to keep themselves active. If the Vampire has made themselves known, the Witch should want to keep the Vampire active.

### Ghost

Once tagged, the player becomes a Ghost. Ghosts cannot talk for the rest of the game, but they also don't have to go to sleep and can watch the rest of the game to see what roles each person has.

## Werewolves and Villagers, *cont.*

### Setting up the Game

First, each player picks a role at random.

For games of 7 or less players, 1 Werewolf is ideal.

For games of 8 or more, 2 Werewolves are ideal.

If the number of players exceeds 15, add a third wolf, and add a fourth wolf past 23.

### The Nighttime

During the night, the Werewolves will choose a Villager and tag them while they sleep, the Witch will choose a Villager to save, and the Vampire will select someone to see if they are a Werewolf.

Moderator:

Say, "It is now nighttime, everyone close your eyes and hum a lullaby to yourself until morning."

"Werewolves, open your eyes and choose a victim to tag."

Look for whom the Werewolf has chosen, hold your hand over the victim's head to confirm.

Once you have confirmed the victim, say "alright, tonight's victim has been chosen. Werewolves, close your eyes."

"Vampire, open your eyes and point to the person who you want to know about," as with the Werewolves, look for whom the Vampire has chosen, and hold your hand over their head to confirm. Shake your head yes or no for whether or not they are a Werewolf. Move away from the person so as to not draw undue attention.

"Witch, open your eyes and point to the person who you want to save," and confirm in the same way as with the Vampire.

### The Daytime

During the day, the Villagers are able to profess their innocence, cast doubt on others' testimony, or accuse one another. Players can say anything, but the Ghosts must stay silent. At the end of the day, there will be a vote on who the village thinks the Werewolf is, and that player will be tagged. If the person who is tagged is the last Werewolf, the game will end and the rest of the Villagers will live. However, if the person tagged is innocent, the game continues, and the Werewolves will pick a new Villager that night.

Moderator:

Say, "It is now daytime, everyone open your eyes"

Point to the person the Werewolf picked to tag the night before and say "You were tagged in the night" and remove the person from the game.

Say "now it is time to deliberate and try to figure out who the Werewolf is. Talk amongst yourselves."

Allow the players to talk. When people seem to have made their decisions, call for a vote. Use your discretion.

Say, "Now it is time to vote for whom the group thinks the Werewolf is. Everyone who thinks this person is the Werewolf, raise your hand."

Count the votes, and if the majority rules, that person is now tagged and a Ghost.

Say, "It is now nighttime..."

Game continues until all the Werewolves are tagged or the number of Villagers remaining equals the number of Werewolves.

### Winning the Game

Villagers win: They tag all the Werewolves and all remaining active Villagers win.

Werewolves win: The Werewolves are not figured out before their numbers are equal to the Villagers left.