



Werewolf

Werewolf is a simple game for seven or more people. It requires no equipment besides some bits of paper. You can play it just sitting in a circle. It is a party game involving accusations, lying, bluffing, second-guessing, assassination and mob hysteria!

Setting Up

Assemble a group of players. An odd number is best, although not absolutely mandatory. There should be at least seven players but nine or eleven is better.

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

1x Moderator

2x Werewolves

1x Wizard

All the rest are Villagers

Shuffle the cards and hand them out face down. Each player should look at his or her card but must keep it secret. Only the Moderator reveals his or her card and shows himself to be the Moderator. Alternatively, the group can choose a Moderator in advance

Two players are now secretly werewolves. They are trying to eat everyone in the village. Everyone else is an innocent human villager; but one of the villagers is secretly a Wizard who can detect the taint of lycanthropy.

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 closes their eyes, except for the Moderator.

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 eat." The two werewolves silently agree on one villager to gobble up. 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 "Wizard, open your eyes. Wizard, pick someone to ask about." The Wizard opens his eyes and silently points at another player. Again, it is critical that this be entirely silent because the Wizard doesn't want to reveal his identity to the werewolves.

The Moderator silently signs thumbs-up if the Wizard pointed at a werewolf, and thumbs-down if the Wizard pointed at an innocent villager. The Moderator then says "Wizard, close your eyes."

The Moderator says "Everybody open your eyes; it's daytime." The Moderator then points to the person the werewolves chose and says "You have been eaten by werewolves!" That person is now dead and out of the game. He or she reveals his card, showing what they were and leaves it face-up.

Now it is day. In the day all the living players gather in the village and they are very angry and afraid. They decide to

lynch somebody! The group must determine who it is they are going to take revenge on. They must choose one person by majority vote.

As soon as a majority of players vote for a particular player to die, the Moderator announces that the person is dead. That player then reveals his card, and the rest of the players find out whether they've lynched a human, a werewolf or the Wizard.

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

Dead players may not speak at all as soon as they are pronounced dead. If someone has been nominated to die by the villagers and he or she wants to protest their innocence or reveal some information (perhaps the Wizard wants to tell everyone what he or she has learned), they must do this before the vote is passed and the Moderator announces them dead.

No player may reveal his card to anyone, except when he is killed. All any player can do during the day time 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 Wizard (if alive) secretly learns another player's status then the sun rises. Again, one player is found dead, and the remaining players begin to discuss another lynching. This is repeated until one side wins.

Notes

The villagers are trying to determine who's a werewolf while the werewolves are pretending to be villagers, and trying to throw suspicion on real villagers.

The Wizard is trying to convince the villagers to kill any werewolves he discovers, but without revealing himself to be the Wizard (because if he does, the werewolves will almost certainly kill him that night, since he's the greatest threat to them). Of course the Wizard can reveal himself at any time, if he thinks it's worthwhile to tell the other players what he's learned. Also of course, a werewolf can claim to be the Wizard and "reveal" anything he wants.

The only information the villagers have is what other players say and who dies. Accusing someone of being a werewolf is suspicious. Not accusing anyone is also suspicious. Agreeing with another player a lot is suspicious, and therefore so is pretending not to agree with another player. Never voting to kill a particular player is very suspicious for both of them - unless it's the seer who knows that player is innocent.

Winning

The humans win if they kill both werewolves.

The werewolves win if they kill enough villagers so that the numbers are even. (Two werewolves and two humans, or one werewolf and one human). It is assumed that, once the numbers are even the werewolves can rise up and hunt the villagers openly!

This version of the rules is adapted from an excellent précis by erkyrath@eblong.com To read his version and some extensive notes visit:
<http://www.eblong.com/zarf/werewolf.html#externals>