WEREWOLF RULES

SETUP

Assemble the game deck, 1 card per Player, as follows:
1 Moderator, 2 Werewolves, and the remaining cards are
Villagers. Additional roles may be substituted for the same
character type (Villager or Werewolf). See Character Guide.
The remaining cards are not used. Shuffle all cards in play
together, and deal 1 card to each Player. Each Player looks
at their card secretly and returns it to the Moderator, who
identifies themself.

GAMEPLAY

Gameplay is facilitated by the Moderator, and proceeds in
alternating Night and Day rounds, beginning with Night.

THE NIGHT

Players go to sleep by closing their eyes and slapping their
knees. The Moderator prompts certain roles to awaken
and indicate an action; each role then goes back to sleep.

Werewolves ... 'kill' a Player collectively.
Doctor .... 'heal' a Player, who cannot die that Night.
Witch .... 'poison' (kill) or 'heal' a Player, or pass.
Seer .... 'see' a Player's identity. Moderator indicates
                        thumbs up/down (Werewolf/Villager).

The Night ends after all Night actions have occured.

THE DAY

All Players open their eyes. The Moderator identifies which Player(s) has/have been killed in the Night, and if healed.

All living Players discuss and try to identify the Werewolves and may accuse a Player of being a Werewolf; if supported by a second Player, the Accused Werewolf may plead their defense for 30 seconds. A vote by majority is conducted to determine whether to kill the Accused Werewolf.

The Moderator may impose a time limit during the Day.

Dead Players can not participate or reveal their true identity until the game ends.

The Day ends after an Accused Werewolf is killed or when the time limit expires, even if a Player hasn't been killed.

WINNING

Villagers win, if they kill all Werewolves. Werewolves win if Werewolves equal or outnumber Villagers.

MOBILE RULES

For mobile-friendly rules with more details, navigate your phone to: **http://playwerewolf.co/rules**.

MODERATOR GUIDE

THE NIGHT
"The Night is upon us, and the Village goes to sleep."

"The Werewolves awaken and kill." "Werewolves sleep."

"The Doctor awakens, and heals." "The Doctor sleeps."

"The Seer awakens, and sees [points at Player]." Indicate thumbs up/down (Werewolf/Villager). "The Seer sleeps."

If using a Witch role...
"The Witch awakens, and poisons or heals." "Witch sleeps."

THE DAY
"The sun rises, and the Village awakens. The Werewolves have killed _____ [and_____ was poisoned]."
"[_____ was healed]."

Accuse and Kill
"_____ has been accused as a Werewolf. Do we have a second supporting accusation?" If yes, "Accused Werewolf, you have 30 seconds to defend yourself, then the Village will vote whether to kill you." [Conduct Vote.]

Day Ends
Night begins after Accused is killed or time limit expires.

CHARACTER GUIDE

MODERATOR
Facilitate the entire game, while ensuring rule compliance.

VILLAGERS
Discover and lynch Werewolves, while staying alive.

WEREWOLVES
Kill Villagers each night, while keeping your identity secret.

SEER (Villager)
"See" the true identity of a Player each Night.

DOCTOR (Villager)
"Heal" a Player each Night.

DRUNK (Villager)
Communicate by gestures and noises only; no words.

WITCH (Villager)
Use 1 potion to 'heal' and 1 poison to 'kill' during the Night.
1 Potion and 1 Poison per game. 1 action per Night.

ALPHA WEREWOLF (Werewolf)
Must say "Werewolf" once each Day or die the next Night.
Identify yourself (raise hand) to Moderator on 1st Night.