

List of Goals

Werewolves

Werewolves can be either eldest or young ones.

Major victory:

All werewolves lives.

Minor victory:

A werewolf lives. The eldest two families to your left is dead.

Werewolf Lover

Only used in games with 5-6 pl.

Major victory:

Your eldest live. At least one werewolf is dead and one werewolf lives.

Minor victory:

All eldest are dead.

Young Love

Major victory:

At least one werewolf is dead. Your young one and the young one in a family next to you live. A farmer in either family is dead.

Minor victory:

Both the young ones in your family and a family next to you are dead. A farmer in either family live.

Old Love

Major victory:

At least one werewolf is dead. Your eldest and the eldest in a family next to you live. A farmer in either family is dead.

Minor victory:

Your eldest and the eldest in a family next to you are dead. A farmer in either family lives.

Secret Affair

Major victory:

At least one werewolf is dead. The farmer in your family and a family next to you live. A eldest in either family is dead.

Minor victory:

At least one of the families next to you is eliminated.

The Corrupted Youth

Major victory:

At least one werewolf is dead. Your eldest lives. At least two young ones are dead.

Minor victory:

All young ones are dead.

It Is MY Heritage!

Major victory:

At least one werewolf is dead. Your farmer lives. The eldest and one other member of a family next to you are dead.

Minor victory:

Your young one lives. The eldest in the family two spaces to your right is dead.

Power To The Children!

Major victory:

At least one werewolf is dead. Your young one lives. There are more living young ones than living eldest.

Minor victory:

All eldest are dead.

Grudge

Major victory:

At least one werewolf is dead. The family two spaces to your left is eliminated.

Minor victory:

You have more survivors than the family two spaces to your left.