

WEREWOLF VILLAGE

A witch hunter has come to the village looking for werewolves. And while the villagers don't particularly mind about the werewolves, this is the perfect occasion to settle some scores. Because you all have someone you hate ...

MECHANICS

Social deduction

Hidden goals

Hand management

Take that



 **4-6**
PLAYERS

 **20-40**
MINUTES

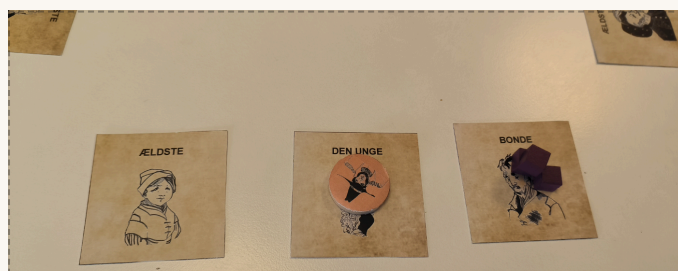
 **10+**
AGE

SOCIAL DEDUCTION

CARD GAME · NO TEAMS

ABOUT THE GAME

In Werewolf Village you play secret action cards to manipulate the witch hunter. You all want to place shade on the right family members so they'll get killed and help you fulfil your secret goal. The werewolves mostly want to live, but all the others have someone they want dead - including at least one werewolf so the witch hunter stays out of their business.



CORE EXPERIENCE

Chaotic and brutal

Use your cards cleverly and maybe smooth-talk your opponents, and you might get the witch hunter to do your bidding. But the tables can turn quicker than you'd hoped for.

All for themselves

All players want someone killed, and all players want to survive. There are no teams, only temporary alliances.

Puts the game in social deduction game

Playing the other players is important, but if you want to win, you also have to read and manipulate the game state and choose the right actions.

COMPONENTS 18 villager cards (small or square) · 42 action cards · 12 secret goal cards · 1 Witch hunter token · 1 Werewolf token · 40 shade tokens

[RULES](#) · [VIDEO](#) · [P&P](#)



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Mads Brynnum brynnum@gmail.com

Jacob Engelbrecht j.engelbrecht@gmail.com



BINARY BLAZE
GAME DESIGN STUDIO