

Werewolves - Rules

About The Game

A witch hunter has come to the village looking for sorcery and werewolves. And while the villagers don't particularly mind that werewolves live among them, this is the perfect occasion to settle some scores.

In Werewolves each player controls a family with a youth, a farmer, and an elder - some of whom are werewolves. The werewolves want to survive, the normal villagers want at least one werewolf to be discovered to keep the witch hunter from going after them. And they all want to seize the opportunity to kill a neighbour for ... well, reasons.

Players: 4-6

Time: 20-40 minutes

Age: 10+

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Goal Of The Game

Manipulate the witch hunter and place shade on the families you hate, while making sure that the important members of your family survives.

Contents

18 family member cards

6 sets of 7 action cards

9 secret goal cards (in black sleeves)

Shade tokens (black cubes)

Witch hunter token (with a torch)

Werewolf token

6 Protection tokens (amulet)

Setup

Each player takes seven action cards and three family members, a young one, a farmer, and an eldest. (Note: some of the illustrations of family members are the same in the prototype, this will not affect gameplay.) They then place them on the table in front of them with the youth on the right, the farmer in the middle, and the elder to the left.

Place the shade and protection tokens and the werewolf token in the middle of the table.

Place the witch hunter with the yellow side up above the farmer in the oldest player's family.

Prepare the goal deck by randomly choosing one Werewolf (elder) and one Werewolf (young one) and then adding non-werewolf goal cards until you have one card for each player. Shuffle the cards and deal one to each player. If playing with four players, see the rules at the end of this document.

All players then take a minute to look at their goal card. The eldest player should then do the following:

1. Tell all players to close their eyes.
2. Tell the werewolves and the werewolf lover (only 5-6 players) to open their eyes and see each other.
3. Count to three, and then tell the werewolves and the werewolf lover to close their eyes.
4. Count to three again, and then tell everyone to open their eyes.

Now the hunt - and the game - begins.



Sample setup for five players. Note that secret goal cards are grey in the image.

Playing The Game

The game is played over five rounds. In each round the players play an action card, and then the witch hunter will kill one or possibly two family members. Then, after five rounds, you check to see if one or more players have won the game.

The werewolves win a major victory if they both survive, that is; the werewolf family member survives in both families. Other villagers can win a major victory if at least one werewolf dies. But only if they succeed in a secret goal - usually requiring a specific family member to survive and that others must die. Any player who does not win a major victory can still win a minor victory by fulfilling a goal.

Terminology

The witch hunter moves around the board by moving from one family member to the next clockwise. Each (living) family member is considered a space.

The witch hunter is considered to be *questioning* a family when it is on one of their family members.

If a family member is killed and removed from play, the witch hunter remains in that space and is still questioning that player's family. However, when moving in the future, the witch hunter does not stop on that space.

Shade shows how suspicious the witch hunter believes a family member is. Shade is placed on individual family members. A person from the family with the most combined shade will be killed at the end of the round.

A game round

A game round consists of an action phase and a witch hunter phase.

The action phase

In the action phase each player secretly and simultaneously chooses one of their action cards and plays it face down in front of them. Each action card can only be used once per game.

The player whom the witch hunter is questioning begins by revealing their card and doing the actions on it. Play then continues clockwise.

The action card describes one or more actions that must be taken in order from top to bottom. The actions are described in detail below.

Witch Hunter Phase

In the witch hunter phase the following happens in order:

1. If the witch hunter is suspicious (orange side up - this can be the result of action cards played), immediately kill a person in the family the witch hunter is next to. See the rules for killing family members below. Then flip the witch hunter to the yellow side.

2. The witch hunter then kills a person in the family with the most combined shade. In case of a tie, the tied family closest to the witch hunter (clockwise) is chosen. See below how a person is killed.

Then discard all played cards and continue to the next round.

Killing a person

When a person is killed during the witch hunter phase or as a result of a card, the following rules apply:

- The family member in the chosen family with the most shade is killed. In case of a tie, the player chooses.
- When a person is killed, remove the card from play. Do not move the witch hunter, if it was on that space. And DO NOT reveal whether or not the killed person was a werewolf.
- The player whose family member was killed may then remove all shade from one of their remaining family members.

Note: A player is not out of the game even if all their family members have been killed.

Game end

At the end of the fifth round the game ends. If all werewolves survived, they win a major victory. The witch hunter may return, but for now they are safe.

If at least one werewolf was killed, any other player can qualify for their major victory.

Any player who did not win a major victory still has a chance of earning a minor victory. It's not as good as a major victory, but it's better than losing.

Four Player Rules

When playing with only four players, first remove the goal card *Werewolf Lover* from the game. Then prepare the goal deck as normal, but add one extra non-werewolf goal card. Deal a random card to each player and return one card to the box. This means that in the four player game, you might only have one werewolf.

If there is only one werewolf, only that family member has to survive for the werewolf player to win a major victory.

Alternative Victory Condition

For a slightly more advanced game, play two or three times counting a major victory as five points, and a minor as three. The player with the most points at the end of all games is the overall winner. In case of a tie, players share the victory.

Action Cards Explained

Note: A black border around a family or a person means it can be anyone. A coloured border refers to the player's own family.

Spread Rumors

Place a total of 2 shade on one or two persons *not* of the family the witch hunter is questioning. Then move the witch hunter 2-3 spaces.

Poisoned Tea

Choose another player. Using the werewolf token they must secretly show you if they are a werewolf or not. Then that player must place a total of 2 shade on one or more of your family members.

Confession

- A) Place 1 shade on one of your family members.
- B) Then place a total of 2 shade on any person(s).
- C) Finally move the witch hunter 1-2 spaces.

Gossip

- A) Place a total of 2 shade on any person(s). If the witch hunter is questioning your family, you must instead place a total of 2 shade on your own family members.
- B) Then move the witch hunter 3-4 spaces.

Protection

- A) Place a protection token on a person.
- B) Then move the witch hunter 2-3 spaces.

No shade can be placed or removed from a person with a protection token person as long as they have the token. When the witch hunter moves onto the person, the token is removed. This means that you can place a protection token on the space (person) where the witch hunter currently is. In that case, the token will not be removed until the witch hunter has moved a full circle around the table.

Destroy Evidence

- A) Remove up to 3 shade from one or more of your family members. If the witch hunter is questioning your family, you must instead place a total of 2 shade on your own family members.
- B) Then move the witch hunter 2-3 spaces.

Fan The Flames

- A) Remove up to 2 shade from any one person.
- B) Then if the witch hunter is yellow, flip it to the orange (suspicious) side. If the witch hunter is orange, instead kill a person in the family the witch hunter is currently questioning and then flip it to the yellow side.
- C) Finally move the witch hunter 0-4 spaces.

This card may not be played in the first round of the game!

Moving The Witch Hunter

When moving the witch hunter (shown with footsteps on the action cards), move the token clockwise counting each family member as a space. Then, the active player places 1 shade on the family member the witch hunter ends on. If you choose to move the witch hunter zero spaces, it still counts as having moved. In the rare case where you choose to move the witch hunter zero spaces and it's on an empty space (because a family member was killed), no shade is placed.