

How to Run a Werewolves Play-by-Email Game

These instructions give you step-by-step instructions for starting a play-by-email (PBEM) game of Werewolves.

The PBEM server used hosted by www.gamerz.net and full game instructions can be found at www.gamerz.net/pbmserv/werewolf.html.

First-time account setup

Before you can play or host a game of werewolves, you will need to signup on the PBEM server at Gamerz.net. Full instructions can be found at <http://www.gamerz.net/pbmserv/>.

1. Send an email to pbmserv@gamerz.net with the Subject: signup USERID PASSWORD

Ex:

```
To: pbmserv@gamerz.net
From: jdoe@hotmail.com
Subject: signup jdoe secretword
```

You will receive an email from esquire@gamerz.net requesting confirmation. Follow the instructions in the email to send a confirmation to esquire@gamerz.net.

2. Send 'werewolf help' as the subject of an email will give you full instructions for playing the game into your inbox.

```
To: pbmserv@gamerz.net
From: jdoe@hotmail.com
Subject: werewolf help
```

3. I also recommend sending 'werewolf set USERID PASSWORD comments top'. This makes any comments players say in their email show at the top of the email instead of after the game information.

```
To: pbmserv@gamerz.net
From: jdoe@hotmail.com
Subject: werewolf set jdoe secretword comments top
```

Setting up a game

From this point on in the instructions, I will assume that you always send email to pbmserv@gamerz.net with the command in the Subject.

Forming and Starting a Game

To begin a game, issue the challenge command.

```
Subject: werewolf challenge USERID OPTIONS
```

Note that no player names are included with the challenge command, and no players, not even the challenger, are automatically joined to the game. We usually play with either no options, or -fast.

You will get a reply email with the BOARD id number.

Game options may be changed before the game starts with the change command

```
Subject: werewolf change BOARD USERID PASSWORD OPTIONS
```

Once you've done that, you can see your game in the list:

```
Subject: werewolf list
```

You've got your first game setup! Now you just need to let the players know the board id number for the game, so they can join. Once everyone is in, you can START the game.

The game is actually started with the start command, and it (and the change command) may only be issued by the original challenger specified as "USERID" on the challenge command line.

```
Subject: werewolf start BOARD USERID PASSWORD
```

The voting style depends on the options selected at challenge time.

- -slow means EVERYONE has to vote. plurality is enough.
- -medium (default) means voting continues until there is a majority.
- -fast means voting continues until there is a plurality.
- -secret voting is done in secret. you only get notified when the vote is done (and someone is lynched) or when everyone has voted, and it's a tie..

FAST examples.

if A has 2 votes, B has 3 votes, and C has 4 votes, and there is 1 vote outstanding, it's not over. the outstanding vote could vote for B causing a tie that needs an A vote to switch of a B/C vote to switch.

if A has 2 votes, B has 2 votes, and C has 4 votes, and there is 1 vote outstanding, it's over.

In any mode, you can switch your vote at any time (until voting closes, of course)
Other challenge options

- -angel Make one player a guardian angel, able to protect one player during the night.
- -masons About 1/4 of all villagers are masons. They are known to each other, but not the population at large. A mason can NOT be a werewolf, seer or angel.
- -mafia Add another faction of bad guys plus the police.
- -medic Make one player a medic, able to protect one player during the night.
- -illusionist Make one player an illusionist, who seeks a bad guy win by disguising players' roles for the seer.
- -limitedinfo The seer and the police are not told exactly what their target's role is. Importantly, the illusionist can still project any role, but it will be only reported as, for example "werewolf" or "not werewolf".
- -dawn The game begins with a daytime round of voting rather than at night.
- -anonpost Using "post" instead of "chat", players may send their discussion anonymously.
- -seermesssage The seer and the police are able to use the "message" command to send a message directly to another player. The illusionist can also message but is prevented from messaging any bad guys.
- -allmessage All players are able to use the "message" command to send a message directly to another player.
- -deadchat Ordinarily, only live players may chat. With "deadchat" the dead players may continue to send in discussion.
- -factionimmunity In games where there is more than one faction of bad guys, a kill can be made by one team against the other. However, when "factionimmunity" is enabled, this is prevented. When the number of remaining players falls below 7, factionimmunity goes away.

Meetup Text

Here is what I normally put in the meetup calendar, just change the name of the town and the board id#.

Welcome to CheeseMaker's Gulch (aka board 365)

Come join in the accusations and lynching! This is a Play-by-Email game of Werewolves. We're looking for at least 10 people to get the ball rolling.

You can find the full instructions at the following site:
<http://www.gamerz.net/pbmserv/werewolf.html>

Here's a summary of what you need to do.

Signup (see end of <http://www.gamerz.net/pbmserv/>)

send email to pbmserv @ gamerz . net with the subject:

signup USERID PASSWORD

It will send you an email from user 'esquire' asking you to confirm with a new email.

Send the confirmation to esquire @ gamerz . net with the confirmation command in the subject.

Join my game

My 'board' number is 365.

Send to pbmserv @ gamerz . net a message with the subject:

werewolf join BOARDID USERID PASSWORD ALIAS

(e.g. werewolf join 365 rmcathur password cooper)

Get the full list of commands

Send an email with the subject

werewolf help

Tips

Try to send as 'plain text' instead of 'rich text' or 'html'.

Send in the subject 'werewolf set USERID PASSWORD comments top', this will make peoples comments appear at the beginning of the email instead of after all the game information.