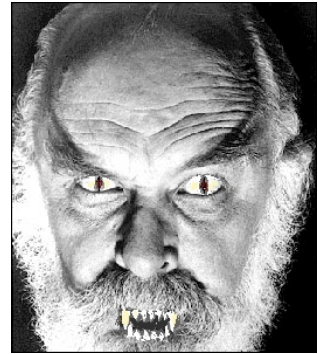


Howling at the Moon at TAM 5.5

Version 1.0, by *Reed & Kochanski* on 18-Jan-08

Introduction

Werewolf is an intensely social game that pits an uninformed majority against an informed minority -- innocent villagers vs bloodthirsty werewolves, respectively.



It's played with nine(9) to about twenty(20) players arranged facing one another in a large circle. One person assumes the ceremonial role as Mayor of the village and moderates the entire game in an impartial manner. Theatrics are encouraged by all.

Roles

Each player will assume one of the following additional roles, determined through the random distribution of cards (face down!) before the start of play:

Villager - you're an ignorant peasant scraping a life from the dirt.

Werewolf - you appear to be a normal villager by day but by night you transform into a hideous killing machine. There are normally two(2) werewolves in the game, three(3) if 16 or more players.

The Seer - you wake up during the night and get a chance to identify one of the Werewolves. You are their worst enemy. There is only one Seer.

Course of Play

The game alternates over day and night phases, starting with the latter.

Night Phase

As night approaches, the Mayor asks all players to close their eyes and tap their knees to create some masking noise.

He asks "*Werewolves, open your eyes and point out your victim*" and once they do so (silently!) asks them to close their eyes.

He then asks *“Seer, open your eyes and point to a player.”* When he does so, the Mayor indicates with a thumbs up gesture if the player is a Werewolf. Thumbs down if just a villager. He then asks the Seer to close his eyes.

The Mayor declares *“It is morning, everyone open their eyes to discover the corpse of [the victim chosen by the Werewolves during the night].”* The player then reveals his role (Villager or Seer) and keeps his card visible to indicate that he is deceased.

Dead players must not speak or reveal information to other players for the duration of the game, though they share in the victory if their side wins. They must close their eyes during the night phase.

Special: on the first night the Werewolves will always kill the Mayor.

Day Phase

With corpses mounting, a meeting of villagers is called to attempt to identify the Werewolves in their midst. Accusations, defenses and counter-accusations abound at this lively phase of the game.

Any accusation that is seconded by another player triggers a voting round where each player (other than the accused or the dead) votes to lynch or not. A thumbs-down is a vote to kill. A majority is needed. The lynched player reveals their role and is out for the remainder of the game.

The day phase ends after a majority vote to kill or after two(2) unsuccessful voting rounds.

End Game

The game ends either when the last Werewolf is killed or when the number of Werewolves equals the number of Villagers.

Epilogue

TAM fixture and Werewolf veteran Dr Hal Bidlack offers this advice to new players: *“It’s a game where you win by not getting killed by a werewolf [--] always the measure of a good game. You get to be clever, sneaky, witty, funny, and from time to time get to bite people in the neck.”* He adds *“If being a werewolf is wrong, I don’t wanna be right...”*

For more details see the related page at Wikipedia:

http://en.wikipedia.org/wiki/Mafia_%28game%29