

Werewolf Game Rules



Gameplay

Werewolves have infiltrated your simple village; they will select one person to kill at night. The game alternates between Night and Day rounds, starting with the Night. During the night, villagers with special roles can execute their actions. During the day, werewolves look like innocent villagers. Everyone can vote to hang someone, only one person can be hanged per day.

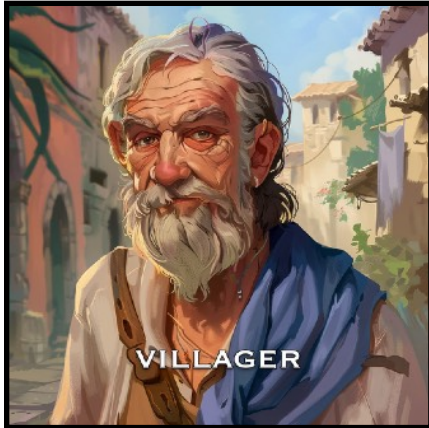
Werewolves win if the number of werewolves left in the village is the same as or more than the villagers.

Villagers win if they find and hang all the werewolves.

1. Roles are randomly assigned. Only Werewolves know each other and can privately chat with each other. No one else can chat privately with anyone else.
2. During the day, everyone can chat openly in the group chat to decide what to do. You can nominate someone to be hung, you can cast suspicion on someone, you can claim to be a certain role (or lie about it). You can defend yourself if someone nominated you to be hung.
3. During the day, the storyteller (moderator) will ask everyone to vote (OPENLY) in the group chat. You can also “abstain” from voting for anyone. The person with the most votes will be hung. **If there is a tie, no one will be hung.**
4. The vote is executed when a majority is reached and the day ends. If no majority is reached by a deadline set by the storyteller, no one is hanged.
5. When a person is killed, their role is revealed.
6. When you are dead (either from hanging or being killed by werewolves, the witch, or the hunter, etc.), you become a ghost. Ghosts can still chat during the day in group chat but have no actions at night. Ghosts have one more vote for the entire game.
7. Werewolves collectively decide on attacking only ONE person each night.
8. Villagers with special roles will be asked to execute their actions each night; the action order is:
 1. Seer Investigate
 2. Guardian Protects (not himself)
 3. Werewolves attack one target
 4. Witch Use Potions

Roles

Villager - No special actions at night. Can vote during the day to hang someone.



Seer - Investigate one person at night. The storyteller will tell them whether that person is a werewolf. Lycans will be revealed as werewolves even though they are innocent.



Guardian - Select one person to protect at night (but not him or herself). If that person is attacked by the werewolves, they survive. If the guardian is attacked by the werewolves, they die (unless healed by the witch).



Hunter - If the hunter is killed. He or she can decide to kill another person with them. This can be at night or during the day (hanged).



Lycan - The Lycan is an innocent villager, but they “look” like a werewolf if investigated by the seer.



Witch - The witch has 2 potions that can be used during the game: a healing potion and a poison. If a player is attacked by the werewolves at night, the witch can use the healing potion to revive them. The poison potion can be used to kill anyone during the night. Each potion can only be used ONCE each during the entire game.



Werewolf - Werewolves know each other and can chat privately with each other at any time. At night, they decide collectively on one person to attack. If the attack is successful, the person is killed.

