Werewolf: the rules on one page

The idea

A few players are secretly werewolves; everyone else is the village. By night the wolves take one player out. By day everyone argues and votes one player out. The village wins when every werewolf is out. The wolves win once there are as many werewolves alive as everyone else.

Setup

One person is the Game Master (narrator) and plays no side. Deal one secret role to every other player. About one in four are werewolves: 1 for 3 to 7 players, 2 for 8 to 11, 3 for 12 to 15, 4 for 16 to 19, 5 for 20 to 23. A first game: Werewolves, Villagers, a Watchman (6+ players) and a Doctor.

Night

1. "Everyone, close your eyes."
2. First night only: Cupid links two lovers. Masons see each other.
3. Krampus, if dealt, picks a name for the Naughty List.
4. The werewolves wake together and point to one player to attack.
5. The Watchman points to one player. Nod for a werewolf (the Miller too), shake for not (the Sly Werewolf too). Watchman out? Wake the Apprentice Watchman instead.
6. The Bodyguard, the Doctor, the Defender and the Shield wake in turn.
7. "Everyone, open your eyes." Announce who is out, or that everyone survived.

Day

Everyone, wolves included, discusses who might be a werewolf. Then vote on a count of three by pointing. The player with the most votes is out. Players who are out stay quiet for the rest of the game.

Roles that change the story

The Town Favourite cannot be voted out: the vote is wasted. The Daydreamer voted out stays in but loses their vote. The Jester wins alone if voted out. The Hunter takes one player along whenever they are out. The Bomb, attacked by the wolves, takes one wolf with it. A lover who goes out takes their partner. Krampus's Naughty List player cannot vote that day.

Winning

Village: no werewolves left (if a Child was dealt, the wolves first get one guess at the Child). Wolves: as many living wolves as everyone else; the Minion and Krampus count as everyone else. Lovers: a wolf and a villager as the last two alive. Jester: voted out by day.

Mafia

Same game: the mafia are the werewolves, the town is the village, and the Detective is the Watchman.

Role cards, sheet 1

Cut on the dashed lines. Deal one per player, face down.

VILLAGE

Watchman

Each night, learn whether one player is a werewolf.

6+ players

VILLAGE

Doctor

Protect one player each night.

VILLAGE

Bodyguard

Guard one player each night; if they are attacked, you go out instead.

VILLAGE

Defender

Once per game, take one player out at night.

once per game

VILLAGE

Shield

Once per game, save a player from going out at night.

once per game

VILLAGE

Cupid

Link two players. If one lover goes out, the other goes out too.

VILLAGE

Bomb

Taken out by the werewolves at night, take one werewolf with you.

VILLAGE

Child

Peek at night; the wolves get one guess at the end.

VILLAGE

Town Favourite

Cannot be voted out. The vote is wasted.

WINS ALONE

Jester

Wins by getting voted out by day.

WOLVES

Minion

Knows the wolves; they do not know you.

9+ players

WOLVES

Krampus

Each night, put one player on the Naughty List.

7+ players, seasonal

One of each special role. The Drunk is left out: on paper the Game Master hands out a fake card.

Role cards, sheet 2

Cut on the dashed lines. Deal one per player, face down.

VILLAGE

Hunter

Whenever you are out, take one player with you.

VILLAGE

Miller

A villager who reads as a werewolf to the Watchman, and hears of each check.

7+ players

VILLAGE

Apprentice Watchman

A villager until the Watchman is out, then the new Watchman.

7+ players, with the Watchman

VILLAGE

Daydreamer

Voted out: revealed, stays in, cannot vote.

VILLAGE

Beekeeper

Voted out: shown, stays in, and stings one player who voted for them.

7+ players

VILLAGE

Baker

On the first two mornings, learn one player who is on the village team.

5+ players

WOLVES

Werewolf

Choose someone each night with the pack. Blend in by day.

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Werewolf

Choose someone each night with the pack. Blend in by day.

WOLVES

Sly Werewolf

A werewolf the Watchman's check says is not a werewolf.

10+ players, with the Watchman

VILLAGE

Villager

Find the wolves and vote them out by day.

More special roles, then the first werewolves and villagers.

Role cards, sheet 3

Cut on the dashed lines. Deal one per player, face down.

WOLVES

Werewolf

Choose someone each night with the pack. Blend in by day.

VILLAGE

Villager

Find the wolves and vote them out by day.

VILLAGE

Villager

Find the wolves and vote them out by day.

VILLAGE

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Find the wolves and vote them out by day.

Print this sheet twice for groups of more than about 16 players.