

WEREWOLF
狼人



Ability / 能力

Each night, wake and silently choose a player to eliminate.

每晚睜眼，與同伴默默指定一名玩家淘汰。

Werewolf Team | 陣營：狼人

WEREWOLF
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Werewolf Team | 陣營：狼人

SEER
預言家



Ability / 能力

Each night, pick a player. Host reveals their true identity.

每晚選擇一名玩家，主持人悄悄告知其真實身份。

Village Team | 陣營：村民

DOCTOR
醫生



Ability / 能力

Each night, protect a player. May self-heal once per game.

每晚選擇一名玩家守護，每局可自救一次。

Village Team | 陣營：村民

WITCH
女巫



Ability / 能力

Hold one antidote (save) and one poison (kill). Each used once only.

擁有一瓶解藥（救人）和一瓶毒藥（殺人），各限用一次。

Village Team | 陣營：村民

HUNTER
獵人



Ability / 能力

When eliminated, immediately shoot any player still in game.

死亡時可立即開槍，射殺場上任意一名玩家。

Village Team | 陣營：村民

GUARD
守衛



Ability / 能力

Each night, protect a player from wolf attack. No back-to-back protection of same player.

每晚守護一名玩家，被守護者當晚不被狼人殺死。不可連續守護同一人。

Village Team | 陣營：村民

CUPID
丘比特



Ability / 能力

First night only: link two players as lovers. If one dies, the other dies immediately.

第一晚指定兩名玩家成為戀人。一人死亡，另一人隨即殞命。

Village Team | 陣營：村民

VILLAGER
村民



Ability / 能力

No special ability.
Use logic and persuasion to find the wolves.

無特殊能力。
靠邏輯與說服力
找出狼人。

Village Team | 陣營：村民

VILLAGER
村民



Ability / 能力

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Use logic and persuasion to find the wolves.

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Village Team | 陣營：村民

VILLAGER
村民



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Village Team | 陣營：村民

VILLAGER
村民



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Village Team | 陣營：村民

VILLAGER
村民



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Village Team | 陣營：村民

VILLAGER
村民



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Village Team | 陣營：村民

VILLAGER
村民



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Village Team | 陣營：村民

VILLAGER
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VILLAGER
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Village Team | 陣營：村民

Werewolf (20 Players) • Game Rules / 狼人殺遊戲規則

WIN CONDITIONS / 勝利條件

Werewolf Team — Wolves alive \geq Villagers alive

狼人陣營 — 場上狼人數量 \geq 存活村民數量

Village Team — All werewolves are eliminated

村民陣營 — 所有狼人均被淘汰

ROLE SETUP (20 Players) / 角色分配 (20人)

Werewolf \times 4 Seer \times 1 Doctor \times 1 Witch \times 1

狼人 \times 4 預言家 \times 1 醫生 \times 1 女巫 \times 1

Hunter \times 1 Guard \times 1 Cupid \times 1 Villager \times 10

獵人 \times 1 守衛 \times 1 丘比特 \times 1 村民 \times 10

NIGHT PHASE (each round in order) / 夜晚流程 (每回合依序執行)

Lights out — All players close eyes

天黑請閉眼 — 所有玩家閉眼

Cupid (first night only) — Link two lovers

丘比特 (僅第一晚) — 指定兩名戀人

Guard wakes — Protects one player (no back-to-back on same person)

守衛睜眼 — 選擇守護一名玩家 (不可連續守護同一人)

Werewolves wake — Confirm teammates, silently agree on target

狼人睜眼 — 與同伴確認身份, 共同指向淘汰目標

Seer wakes — Points at player; host signals thumbs-up (good) or shake (wolf)

預言家睜眼 — 指向玩家, 主持人比大拇指 (好人) 或搖頭 (狼人)

Doctor wakes — Chooses a player to save

醫生睜眼 — 選擇救治一名玩家

Witch wakes — Host reveals who was killed; witch uses antidote or poison

女巫睜眼 — 主持人告知死者; 女巫決定是否使用解藥或毒藥

DAY PHASE (each round) / 白天流程 (每回合)

Dawn — Host announces who was eliminated last night

天亮, 主持人宣布昨晚淘汰的玩家

Eliminated player gives a final statement (no role reveal)

被淘汰玩家發表遺言 (不可透露身份)

Free speech — Each player analyzes in turn (~1 min each)

自由發言: 每人輪流分析推理 (約1分鐘)

Vote — All point simultaneously at most-suspected wolf; most votes is out

投票: 所有玩家同時指向最可疑的狼人 (得票最多者出局)

Voted-out player gives final statement, then night begins

被淘汰玩家遺言, 進入下一個夜晚

SPECIAL RULES / 特殊規則

Lovers: If one dies, the other dies immediately

戀人: 一方死亡, 另一方立即殞命 (若兩人均為狼人, 狼人陣營獲勝)

Witch: Cannot use antidote and poison on the same night

女巫: 不可在同一晚同時使用解藥和毒藥

Host Script / 主持人台詞腳本

OPENING / 開場

"Everyone grab a role card — look at it secretly, remember it!"

「大家各拿一張角色卡，仔細看清楚，不要讓別人看到！」

"Your fate depends on your logic and acting. Ready? Night falls — close your eyes!"

「你的命運取決於智慧與演技。準備好了嗎？天黑請閉眼！」

NIGHT PHASE (each round) / 夜晚台詞 (每回合)

"Night falls — everyone close your eyes."

「天黑請閉眼。」

First night only / 僅第一晚：

"Cupid, open your eyes. Point to your two lovers. Good — close your eyes."

「丘比特，請睜眼。請指向你選定的兩位戀人。好的，請閉眼。」

Every night / 每晚：

"Guard, open your eyes. Choose a player to protect. Good — close your eyes."

「守衛，請睜眼。請選擇今晚要守護的玩家。好的，請閉眼。」

"Werewolves, open your eyes. Confirm teammates — silently agree on tonight's target. Close your eyes."

「狼人，請睜眼。確認同伴，一起悄悄指向今晚要淘汰的玩家。好的，請閉眼。」

"Seer, open your eyes. Point at a player." *(thumbs-up = villager / head-shake = wolf)* "Good — close your eyes."

「預言家，請睜眼。請指向你想查驗的玩家。」（點頭 = 好人 / 搖頭 = 狼人）「好的，請閉眼。」

"Doctor, open your eyes. Choose a player to save. Good — close your eyes."

「醫生，請睜眼。請選擇你要救治的玩家。好的，請閉眼。」

"Witch, open your eyes. Player __ was killed. Use antidote? (pause) Use poison? Good — close your eyes."

「女巫，請睜眼。今晚 __ 號被狼人殺死了，使用解藥？（停頓）使用毒藥？好的，請閉眼。」

DAY PHASE (each round) / 白天台詞 (每回合)

"Dawn — everyone open your eyes."

「天亮了，所有人請睜眼。」

"Last night, Player __ was eliminated. Player __, you have 30 seconds — no role reveals."

「昨晚，__ 號不幸離開了我們。__ 號，你有 30 秒遺言，請不要透露你的角色身份。」

"Free speech — everyone analyze in turn, about one minute each."

「現在開始自由發言，請大家輪流分析，每人約一分鐘。」

"Time to vote — all point at your most-suspected wolf on my count. Ready — point!"

「發言結束，現在投票——請同時指向你最懷疑的狼人。準備——指人殺」