

# WEREWOLF

Social Deduction | 6-20 Players | Ages 8+

## ROLES

### Werewolf

Each night, secretly choose one villager to eliminate. Don't get caught.

### Seer

Each night, learn the true role of one player you point to.

### Doctor

Each night, protect one player from elimination.

### Villager

No special power. Deduce, discuss, and vote out the wolves!

## NIGHT PHASE ORDER

1. Everyone closes their eyes.
2. Werewolves open eyes, silently agree on a victim, close eyes.
3. Seer opens eyes, points at a player. Moderator silently indicates Werewolf or Not Werewolf. Seer closes eyes.
4. Doctor opens eyes, points to player to protect. Closes eyes.
5. Everyone opens eyes. Moderator announces result.

## DAY PHASE

1. Moderator announces who was eliminated (or 'no one' if Doctor saved them).
2. Eliminated player reveals their card face-up and is out of the game.
3. Open discussion: accuse, defend, deduce. No time limit.
4. Vote: most votes = eliminated. That player reveals their card.
5. Night begins again.

## WIN CONDITIONS

### Villagers win:


All werewolves have been eliminated.

### Werewolves win:

Werewolves equal or outnumber the remaining villagers.

Moderator does not play. Keep a notepad to track eliminations. Never reveal your role voluntarily!

**WEREWOLF**




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WEREWOLF GAME

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Each night, secretly choose one villager to eliminate. Don't get caught!

WEREWOLF GAME

**SEER**



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Each night, point to a player. Moderator silently reveals their true role.

WEREWOLF GAME

**DOCTOR**




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Each night, choose one player to protect. They cannot be eliminated tonight.

WEREWOLF GAME

**VILLAGER**




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No special power. Use your wits.  
Discuss and vote out the  
werewolves!

WEREWOLF GAME

**VILLAGER**



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