

1 Game play

- On the first night:
The moderator (Katie) will assign roles to all of the players by putting them in a hidden teams channel. The Werewolves are 'woken up' in their team and are able to see who their fellow Werewolves are. The Seer is 'woken up' and is allowed to determine the role of a fellow villager. If there are any other special roles that must be woken up, this occurs here.
- On the first day:
All players introduce themselves, being as elaborate as they like with their place in the village. Players are encouraged NOT share what is on their card (i.e if they have a special role or are a werewolf). The moderator will then introduce nominating.
- Subsequent nights:
The moderator will 'wake' the Werewolves so they may hunt and kill a villager. One by one the moderator will wake the other special roles who have actions during the night.
- Following Days:
The events of the night are revealed to the villagers in a (somewhat) dramatic storytelling.
- During a day, to nominate someone to kill you must say "I nominate", and IMMEDIATELY a vote will be held to determine if that player will be killed. If more than half of the players vote in favour, that player is killed and they reveal their role to the rest of the group.
- On a successful vote, the village is immediately put to sleep and the next night begins. Dead players will be added to a separate teams channel where they can message other dead players but must remain silent in the main channel for the rest of the game.
- It is up to the village to determine the Werewolves and eliminate them through the process of nomination. If too much time passes in a single day, then the village will be put back to sleep with or without a killing occurring.
- Win Criteria:
The Villagers win when there are no remaining Werewolves, however the Werewolves win when there are an equal/greater number of Werewolves to villagers. At the end of the game, alive and dead players are encouraged to participate in a post-game discussion about the events that occurred.
- During the unfolding of the game the moderators word is final.

2 Roles

2.1 Team Villager

- Apprentice Seer
If the Seer dies you become the Seer
- Aura Seer
Once per night choose a player to see if they are not a werewolf or plain villager
- Bodyguard
Each night choose 1 different player to be protected. That player may not be killed that night. you cannot choose yourself
- Cupid
On the first night choose 2 players to be Soulmates. If one of the soulmates dies, the other dies from a broken heart
- Diseased
If you are attacked by werewolves, even through you still die they don't feed the next night.

- Hunter
If you are killed you may immediately kill another player. If you die during the night, you pick your target the next morning once your death is revealed
- Idiot
You always vote for players to die during nominations
- Lycan
You are a villager, but you appear to the Seer as a Werewolf
- Magician
One night during the game you're allowed to kill one player. One night per game you're allowed to heal one player. These events can occur on the same night
- Martyr
Once per game you can take the place of any player who was killed through nominating, after the vote but before the role reveal
- Mason
You know who the other Masons are. No one in the village is allowed to speak of the masons. If they do, the following night they are murdered by the secret society
- Mayor
Your vote during a nomination counts twice
- Old Hag
Each night, choose 1 player to leave the village during the next day, that player may not join in any discussions during the day. You cannot choose yourself
- Old Man
You will die on night x , for $x = \text{number of alive werewolves} + 1$
- P.I
One night per game choose 1 player. You will be told if the player or a neighbour (see seating chart) is a werewolf
- Pacifist
You always vote for players to live during nominations
- Priest
One night per game, choose 1 player. The next attempt to kill that player will fail.
- Prince
The first time you are nominated, reveal your identity and survive. The village fall asleep as with a successful nomination.
- Seer
Each night choose one player to learn if they are a villager or werewolf
- Spellcaster
Each night, choose 1 player to silence the following day. They are muted but may still vote and use charades to communicate. You can choose yourself but not the same person twice
- Tough Guy
If you are attacked by werewolves, you'll survive until the following night
- Troublemaker
One night per game, stir up trouble by calling for two nominations the following day
- Villager
Find the werewolves and kill them before they eat you

- Witch
One night during the game you're allowed to kill one player. One night per game you're allowed to heal one player. These events can occur on the same night

2.2 Team Werewolf

- Sorcerer
Each night, look for the seer. You win if the werewolves win. The Werewolves do not know who you are
- Minion
You know who the werewolves are and vice-versa, but you don't wake up with them at night Werewolf Wake up with the other werewolves each night and choose 1 villager to eat
- Wolf Cub
Wake up with the other werewolves. If you die, the werewolves feed twice the following night. The Werewolves may target you as a tactic to gain two kills the following night.

2.3 Other Teams

- Cursed
You are a villager until you're attacked by werewolves, then you are a werewolf
- Doppelganger
On the first night choose 1 player. If that player dies you get their power (if any). The seer will be able to see your current team if you change teams.
- Drunk
You are a villager until the third night when you sober up and your real role is revealed to you
- Soulmates
There is no card for this: You will be woken on the first night and told who your soulmate is. If you are both on the villager team you win with the villager team, with the same for the werewolf team. If you are on opposing sides you only win if you are the last two living players
- Other Teams
Cult Leader Each night, choose 1 player to join your cult. If all players are in your cult, you win
- Hoodlum
Choose 2 players on the first night. You win if they are dead and you're alive by the end of the game (on top of a villager win)
- Tanner
Your job is so horrible that you want to die. If you die, you win. The game still plays on between villagers and Werewolves after your death.
- Lone Wolf
Wake with the other werewolves. You only win if you are the last player alive (or achieve parity with the village). the werewolves don't know who you are
- Vampire
Choose a victim each night. When a nomination occurs the next day, that player dies.