

ONE NIGHT WEREWOLF

What is werewolf?

"One Night Werewolf" is based on the party game werewolf. In werewolf, players are divided into two teams: villagers and werewolves. The villagers want to find the werewolves, and the werewolves want to eat the villagers before they are found. As a result, players have to guess, lie, and persuade each other. It is a very compelling game, but it requires at least 7 players and often takes an hour or more to play. People without friends (like me) can't even play.

[1] Cards (roles)



4 Villagers	1 Sorcerer	1 Phantom Thief	2 Werewolves
Villagers have no special ability.	The Sorcerer may either view ONE other player's card or TWO of the center cards.	The Phantom-thief may exchange his card for another player's card.	Each werewolf knows who the other werewolf is (or if there is no other werewolf).

Description "One Night Werewolf" is just as exciting as werewolf, but requires less players and time. It can be played with 3 to 7 players in only 10 minutes.



Story

A small village was infiltrated by werewolves who have attacked the village every night; there are only a few people left. You must find the werewolves who are living secretly in the village.

Human Team

Find a werewolf to kill
and
Don't kill a human

Werewolf Team

Hide your identity
and
Don't be killed

[2] Card set for each player count

Always use two more cards than the number of players.

Players	Werewolves	Villager	Sorcerer	Phantom Thief
3	2	1	1	1
4	2	2	1	1
5	2	3	1	1
6/7	2	4	1	1

[3] Setup (how to play with 4 people.)

If you play with 4 people, use all but 2 villager cards.

Deal 1 card to each player, and place 2 cards face down in the center of the table.

Secretly look at your card. Don't show your card to the other players.

Set cards face down on the table. (see the Layout view of Game)
Then, the [Night phase] starts.

Layout view of Game



Place the cards as shown here.

CREDIT

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hooooooooooooowl



[4] Flow of the game (how to play with 4 people)

[Night Phase]

The game begins with the night phase. All players should close their eyes.
In the night phase, players other than villagers will open their eyes and use their ability during their turn.

Each turn is limited to 10 seconds. Each player should count to 10 seconds in his head. If all the players say "10!" the turn is over.



First is [the Sorcerer]

The Sorcerer can do one of these two actions:
Either view ONE player's card
or
view TWO cards which are not owned.

*Each turn is limited to 10 seconds.
Each player should count to 10 seconds in his head.
If all the players say "10!" the turn is over.*



Second is [the Werewolves]

The werewolves open their eyes and make eye contact with the other werewolf.
They can see who the other werewolf is (there might only be one).
(If no players have a werewolf card,
do the "Peace Village Rule". See below.)

*Each turn is limited to 10 seconds.
Each player should count to 10 seconds in his head.
If all the players say "10!" the turn is over.*



Third is [the Phantom Thief]

The Phantom Thief may exchange his card for another player's card, if he wishes.
He may not see any card before he makes the exchange.
If the phantom thief exchanges his card with a werewolf,
their winning conditions are exchanged too.
Of course, the original werewolf will not know if his
card was exchanged or not.

*Each turn is limited to 10 seconds.
Each player should count to 10 seconds in his head.
If all the players say "10!" the turn is over.*

[Day Phase] (5 minutes)

The night phase ends and the day phase starts. All players open their eyes.
No one may view anyone's cards (not even their own) until after the vote.
Take 5 minutes to discuss who among the players might be a werewolf.
Werewolves may lie in order to hide their identity.

[Vote Phase]

After the day phase, all players vote on who should be killed.
The players with the most votes is killed.
If the killed player is a werewolf, the Human team wins. But if the player belongs to the Human team, the Werewolf team wins.

What happens when more than 2 players are killed?

In this case, if at least 1 werewolf is killed, Human team wins. If no werewolves are killed, the Werewolf team wins.

If all players get 1 vote, nobody is killed.

If all players belong to the Human team, all of them win. But if at least 1 player is werewolf, the Werewolf team wins.

[The Peace Village Rule]

If you believe that nobody has a werewolf card, you might suggest "the peace village" where all players will get 1 vote.
If all players get 1 vote, nobody is killed. Then, reveal all cards. If all players belong to the Human team, all of them win.
But, if at least 1 player is werewolf, the Werewolf team wins. This rule is often suggested by werewolves.

[5] Movie "rules of play" by my friend

<http://www.youtube.com/watch?v=EHmpBsDOPJU>

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