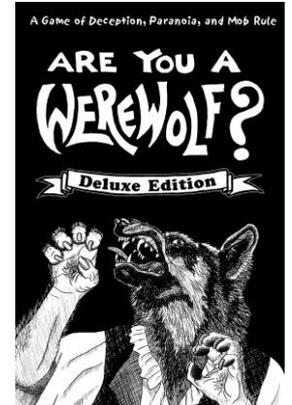


ARE YOU A WEREWOLF in SKYPE?

Werewolves haunt the secluded village; every night some villagers turn into werewolves and slaughter an innocent victim to satisfy their hunger. People alive gather everyday and discuss to find out who are the sinful monsters. At the end of the discussion, they decide who is most likely to be the monster. Can you survive the massacre?



◆◆◆ SET UP ◆◆◆

Choose a Moderator.

The Moderator randomly deals one role to each player. Most players will be ordinary Human, but two or three players will secretly be Werewolves.

◆◆◆ SUMMARY OF THE GAME ◆◆◆

- There are two sides in the game: the Werewolves and Humans.

- Each player is randomly assigned a role

Until the end of the game, you cannot reveal your role.

- Each night, the Werewolves wake up and choose a Villager to slaughter. The chosen player will be “dead.”

The Moderator takes care of all the actions taken at night time using the script/manual.

- Each day time, the all “living” players must vote to eliminate one member from their group, in hopes of removing a Werewolf. Eliminated players will also be “dead.”

- Repeat night and day until...

a) the Villagers win, if all Werewolves were eliminated, or,

b) the Werewolves win, if their number is equal to the half of the number of all survivors.

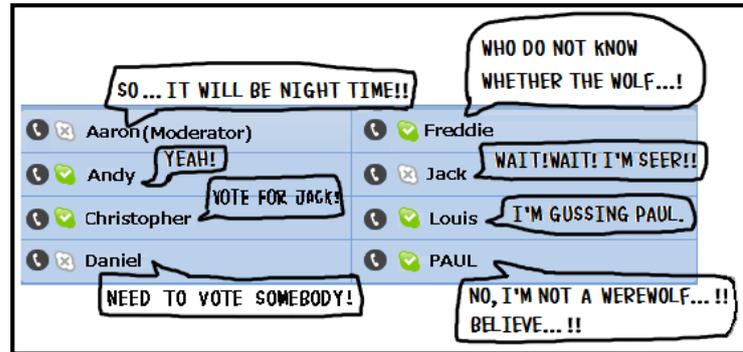
- Remember: The “dead” players cannot join in the Skype call until the end of the game.

◆◆◆ THE GAME ◆◆◆

This is a table role playing game of deception that consists of alternating rounds of 'Night' and 'Day' phases.

Night (3 minutes): The Werewolves discuss in the chat and kill one player.

Day (7 minutes): All the living players discuss to find the werewolves, and vote to decide one to hang.



◆◆◆ END OF THE GAME ◆◆◆

- The Moderator calls the end of the game with a victory for the Humans if they hang all the Werewolves.
- The Werewolves win if they slaughter (or manage to hang) enough Humans so that the numbers of “people” and monsters are even. The Werewolves mercilessly slaughter the rest of the surviving Villagers openly!

◆◆◆ MODERATOR'S SCRIPT ◆◆◆

All operations are done in Skype chat.

At the start of the game, the Moderator distributes each player a role.

The Moderator check all targets chosen by the wolves or other special roles by the end of each night phase.

At the end of each day phase, the Moderator check all the votes from the survivors and announce the one to be hanged.

◆◆◆ BASIC ROLES ◆◆◆

- Villager : He is Human who does not have the special abilities.
- Werewolf : He is werewolf who can talk in a chat during the night phase, and then choose the one player to the victim.

◆◆◆ SPECIAL ROLES ◆◆◆

- Seer : Human who can check if other players are werewolves or not during the night phase.
- Medium : Human who are told if the hanged players are werewolves or not at the beginning of the night phase.
- Possessed : Human with no special abilities like Villegers, but he sides with the Werewolves...without knowing who they are! Therefore he wins if the Werewolves win.
- Bodyguard : He is Human who can protect a player of his choice each night. At the night, he tells the moderator a player name he wants to protect. Werewolves cannot kill the one is protected by Bodyguard.
- Freemasons : They are two Humans who know each other's role. During the first night, the Moderator, make a Skype conference chat of two of them. Then they can discuss each night.
- Werehamster : He plays on his own, and cannot

be killed by Werewolves (if Werewolves choose him as the victim, then nobody is killed.)
 If the Seer points at him during the night, the Werehamster will be dead at the beginning of the next day phase, together with the player chosen by the Werewolves.
 The Werehamster is the only winner if he is still alive when the game ends!

