

## Werewolf Game

For: Team Bonding

Duration: varies from around 25-30 minutes

Purpose: To draw closer as a team through intrigue, debate and story-telling fun.

Supplies: Paper (cut into 10 smaller pieces with the possibly of cutting up more) and pens for everyone if playing virtually. Optional use of a deck of cards if playing in person.

Instructions:

1. Assemble a group of players. An odd number is best, although not absolutely mandatory. There should be at least seven players.
2. You should have an equal number of cards to the people playing. You should always have 1 Seer, 1 Doctor, and 2 werewolves and the rest of the players should be Villagers. If you have a large group (16+), you can replace a Villager for an additional Werewolf.
3. Shuffle the cards and hand them out, face down. Each player should look at their card but must keep it a secret. You can learn more about what each character can do [here](#).

What each character can do:

- a. **The Moderator:** The flow of the game lives and dies by the Moderator's hand. They are the sole player that knows the role of each player, and walks the rest of the players through day, night and death the following morning. It's their job to keep the game moving, so some Moderators opt for a 5 minute time limit during the day for everyone to decide who to kill off. They also are the one who calls for a vote when a nominee to be killed off has arisen. The Moderator may find it helpful to use a pen and paper to keep track of each role and who has been killed that night should there be a large quantity of players.
- b. **The Villagers:** The most commonplace role, a simple Villager, spends the game trying to root out who they believe the werewolves (and other villagers) are. While they do not need to lie, the role requires players to keenly sense and point out the flaws or mistakes of their fellow players. Someone is speaking too much? Could mean they're a werewolf. Someone isn't speaking enough? Could mean the same thing. It all depends on the people you're playing with, and how well you know them.
- c. **Werewolves:** Typically werewolves are outnumbered by villagers 2 to 1. So a game of 6 players would have 2 werewolves. The goal of the werewolves is to decide together on one villager to secretly kill off during the night, while posing

as villagers during the day so they're not killed off themselves. One by one they'll kill off villagers and win when there are either the same number of villagers and werewolves left, or all the villagers have died. This role is the hardest of all to maintain, because these players are lying for the duration of the game.

- d. **Seer:** The Seer, while first and foremost a villager, has the added ability to "see" who the werewolves are once night falls. When called awake by the Moderator, the Seer can point to any of their fellow players and the Moderator must nod yes or no as to whether or not they are indeed a Werewolf. The Seer can then choose to keep this information a secret during the day, or reveal themselves as the Seer and use the knowledge they gained during the night in their defense or to their advantage during the day. The strategy here is up to you.
  - e. **Doctor:** Also a villager, the Doctor has the ability to heal themselves or another villager when called awake by the Moderator during the night. Should they heal themselves, then will be safe from being killed by the werewolves, or should they want to prove themselves the Doctor or fear the death of a fellow villager, can opt to heal them instead. Again, the strategy here is up to you.
4. The game proceeds in alternating night and day rounds. Begin with nighttime.

### The Night

5. At night, the moderator tells all the players, "Close your eyes." Everyone begins slapping their knees (or table) to cover up any noises of the night.
  - a. **Online Version: Instead of pointing, have employees write down names and then show them to individuals who don't have their eyes closed.**
6. The moderator says, "Werewolves, open your eyes." The werewolves do so and look around to recognize each other. The moderator should also note who the werewolves are.
7. The moderator says "Werewolves, pick someone to kill." The werewolves silently agree on one villager (It's critical that they remain silent). The other players are sitting there with their eyes closed, and the werewolves don't want to give themselves away. Sign language is appropriate, or just pointing, nodding, raising eyebrows, and so on.
8. When the werewolves have agreed on a victim, and the moderator understands who they picked, the moderator says, "Werewolves, close your eyes."
9. Now, the moderator awakens the Doctor and says, "Doctor, who would you like to heal?" The Doctor selects someone they'd like to heal. The person chosen (which could be himself) will survive if the werewolves chose to kill them. If someone was killed, and

then saved by the Doctor, the moderator will let the village know by saying, "Someone has been saved", at the beginning of daytime.

10. The moderator says "Seer, open your eyes. Seer, pick someone to ask about." The seer opens their eyes and silently points at another player. (Again, it is critical that this be entirely silent -- because the seer doesn't want to reveal his identity to the werewolves.)
11. The moderator silently signs thumbs-up if the seer pointed at a werewolf, and thumbs-down if the seer pointed at an innocent villager. The moderator then says, "Seer, close your eyes."
12. The moderator says, "Everybody open your eyes; it's daytime." And let's the villager know who has been killed. That person is immediately dead and out of the game. They do not reveal their identity.

### The Day

13. Daytime is very simple; all the living players gather in the village and decide who to kill. As soon as a majority of players vote for a particular player to kill, the moderator says "Ok, you're dead."
14. There are no restrictions on speech. Any living player can say anything they want -- truth, misdirection, nonsense, or a barefaced lie. Dead players may not speak at all. Similarly, as soon as a majority vote indicates that a player has been chosen to be killed, they are dead. If they want to protest their innocence or reveal some information (like the seer's visions), they must do it before the vote goes through.

15. Once a player is killed, night falls and the cycle repeats.

***Moderator note:*** Continue to wake up the Doctor and Seer even if they are no longer alive.

16. The villagers win if they kill both werewolves.

17. The werewolves win if they kill enough villagers so that the numbers are even. (Example: Two werewolves and two villagers)

### Debrief:

- In what ways do you know your team better after this?

- What was the hardest part about this game?
- What was the most fun part about this game?