

## Moderator Card

## Setup

Determine cards to use via the included suggestion card. Place the Amulet of Protection in one of the Villager cards and shuffle all the cards. One player is chosen as the moderator. All the other players are given one role card each, face down, which they look at but may not reveal to anyone else. *Variant: deal all cards. Whoever gets the Moderator card is the Moderator.*

## The First Night

**"Villager, fall asleep."** All players except the moderator close their eyes (no peeking!).

**"Werewolves, wake up and see who the other werewolves are."** Write down the werewolves. **"Werewolves, fall asleep."**

**"Masons, wake up and see who the other masons are."** Write down the names of the masons. **"Masons, fall asleep."**

**"Hunter, wake up."** Write down the name of the Hunter. **"Hunter, fall asleep."**

**"Magician, wake up."** Write down the name of the Magician. **"Magician, fall asleep."**

**"Cobbler, wake up."** Write down the name of the Cobbler. **"Cobbler, fall asleep."**

**"Cursed, wake up."** Write down the name of the Cursed. **"Cursed, fall asleep."**

**"Seer, wake up."** Write down the name of the Seer. **"Please indicate whom you would like to have a vision about."** When the Seer points to a player show him a "V" (two finger peace sign) for villager or a "W" for werewolf (two hands, thumbs and forefingers extended, thumbs touching). *Remember: everyone is considered a villager except for werewolves.* **"Seer, fall asleep."**

**"Sorcerer, wake up."** Write down the name of the Sorcerer. **"Please indicate whom you would like to have a vision about."** When the Sorcerer points to a player show him thumbs-up for the Seer, or thumbs-down for everyone else. **"Sorcerer, fall asleep."**

**"Cupid, wake up. Please indicate who the two lovers are."** Write down the names of the **Lovers**. **"Cupid, fall asleep. I'm going to tap the Lovers now. When you feel a tap, open your eyes and look for the other lover."** Wait until both Lovers know who the other is. **"Lovers, fall asleep."**

**"Whoever has the Amulet of Protection, wake up."** Write down the name of the **Amulet holder**. **"Amulet Holder, fall asleep."**

**"Village, it's getting light outside. Everyone wakes up. Unfortunately, last night your beloved mayor [your name] was eaten by a pack of werewolves. It is your job to figure out who the werewolves are and to lynch them before they consume the entire village."**

## Days

The players talk among themselves for 10 minutes, nominating (by first and second nominations) a player to lynch. The players vote thumbs-up (live) or thumbs-down (die) simultaneously. A tied vote results in the player surviving.

The Moderator is responsible for organizing and counting the vote results, and acts as judge for discrepancies.

*Variant: The first two players nominated (and seconded) are voted on: Players must choose one (thumbs up) or the other (thumbs down). Break ties using dice or any other mechanism.*

If a player is lynched, his nature (villager or werewolf) is revealed. Lynched players may no longer speak or communicate with living players until the end of the game.

*Variant 1: The detailed identity (i.e. Seer, simple villager, Cobbler, etc.) is revealed (better for villager team)*

*Variant 2: No identity is revealed (significantly better for werewolf team)*

After either 10 minutes have passed with no lynching or a player is lynched, the players fall asleep immediately – there is no talking following a lynch!

## Nights

**"Villager, fall asleep."** All players except the moderator close their eyes (no peeking!).

**"Werewolves, wake up and choose your prey for this evening."** The werewolves must unanimously agree on a victim. **"Werewolves, fall asleep."**

**"Magician, wake up. Would you like to heal this victim?"** Point to the werewolves' victim. **"Would you like to poison anyone?"**

**"Magician, fall asleep."**

**"Seer, wake up and indicate whom you would like to have a vision about."** When the Seer points to a player show him a "V" (two finger peace sign) for villager or a "W" for werewolf (two hands, thumbs and forefingers extended, thumbs touching). *Remember: everyone is considered a villager except for werewolves.* **"Seer, fall asleep."**

**"Sorcerer, wake up and indicate whom you would like to have a vision about."** When the Sorcerer points to a player show him thumbs-up for the Seer, or thumbs-down for everyone else. **"Sorcerer, fall asleep."**

**"Whoever has the Amulet of Protection, wake up and indicate if you'd like to pass the Amulet."** (they must pass it if an attempt was made on their life that day or night). Take their card and pull out the Amulet and hand their card back to them. Write down the name of the new **Amulet holder**, tap them and give them the Amulet. **"Amulet Holder, fall asleep."**

**"Village, it's getting light outside. Everyone wakes up. Villager X was killed last night."**

*Some nights multiple players may have died (lovers, hunter, magician) or no players were killed (Magician, Cursed, Amulet). Simply indicate that each player died (revealing the nature of their death is an advantage for the village). If the hunter is killed at night, tap him immediately after the werewolves fall asleep and allow him to choose a victim silently. If one lover is killed that day or night, remember that the other lover will die as well that night. When you call the Magician, show him the werewolves' victim and the hunter's victim, as this allows the magician to heal any of the victims). The Magician cannot heal the "other" remaining lover (both must be alive or dead). The Amulet will not keep a single lover alive (they must pass the Amulet that night).*