

"wolf in the village" Villagers guide
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Design by Kanzaki Hisahito and The Greatest pioneers
The rule book translation by Kanzaki Hisahito

For 4 to 20 players, ages 7 and up
Game length: 15 to 30 minutes

Story

In this village lurking werewolf.
But, nobody knows who is a wolf.
Because wolves are pretending to be villagers.
This could the village will perish.

So they decided the rule.
"Vote for suspicious person,
who has attracted many votes are executed,
to annihilate lurking wolf."

However, fellow who died in innocence is not rewarded.
Lamented someone, the person was cursed on the
village.

The person who tasted defeat, and to give the next Life.
The person who to hand the victory,
the liberation from the painful Memory.

Is not to human beings only the memory is taken over.

The village lurking a monster,
Hope to Bless you.

Object of the game

"wolf in the Village" is a Werewolf-style game.

You can play with 2 types of rules:

Normal werewolf-style rule and One-night rule.

**Werewolf game rule

For 6 to 20 Players + 1 Moderator.

According to the number of players, and then add other cards.

Do not use Teru-Teru card.

For the Werewolves : Kill all of the Villagers.

For the Villagers : Kill all of the Werewolves and the Fox.

For the Fox : Survive until the end of the game.

**One-night rule

For 4 to 12 Players.

Use Werewolves, Seers, Madman, the Villagers.

According to the number of players, and then add

Thief, Teru-Teru cards.

For the Werewolves : Survive without being executed.

For the Villagers : Kill the Werewolves.

For the Teru-Teru : Themselves are executed.

Game Components

Werewolves 2 cards(Male,Female)

Seers 2 cards(Male,Female)

Villager 6 cards(Male:3,Female:3)

Madman 1 card

Hunter 1 card

Meadium 1 card

Assasin 1 card

Fox 1 card

Fanatic 1 card

Twins 2 cards(Older sister,Younger sister)

Thief 1 card

Cait sith 1 card

Teru-Teru 1 card

All 21 cards

How to Play

This rule is an example of how to play.
Please arrange to suit your play style.

This rule is if you use all of the characters.
Please to pass depending on the player and the card.

Werewolf game rule

**Set up

- 1.The players choose a Moderator.
- 2.Moderators hand out to shuffle a number of people of the card.
- 3.Players to check your card.
- 4.Moderators check Players card.

**Play Game

The is a party game of deception that consists of alternating rounds of "night" and "day" phases.

NIGHT:

Player lie down everyone close eyes at night.
Wake up When you are called to the moderator.

0.Moderator calls Fanatic.(Only once)

Moderators, Tell the Fanatic that who is fox.

1.Moderator calls Medium.

Moderators, Tell the medium that daytime executions person is human or nonhuman.

The first of the night does not work.

Medium can not see the card identity.

2.Moderator calls Seer.

In the case of two Seers, Male(Roy), Female(Sarah) of the order.

Seer decide who to divine.

The moderator, selected players tell the human or nonhuman.

Seer can not see the card identity.

If you have another one of the Seer, as well as divine.

If you have divined the Fox, the Fox will die a curse to the next day.

3.Moderator calls Werewolves.

Werewolves decide today's dinner.

The chosen person to dinner, found as a victim in the next day morning.

If Werewolves dinner was the Fox, clever Fox survive away from the Werewolves.

4.Moderator calls Thief.

Thief decide visit Whose home.

Moderator silently shows the Thief the card of the chosen player.

If the chosen player is Werewolves or Fox Thief will be the next day the victim.

5.Moderator calls Twins.

Twins, can talk for one minute, in silent.

6.Moderator calls Hunter.

Hunter decide who to guard.

If Werewolves dinner was the guard target of Hunter, guard is successful, to survive the next morning.

Though, Hunter can not protect yourself.

7.Moderator calls Assassin.

Assassin, decide the target.

If target was the guard target of Hunters,

Assassin will get slew the Hunter.

Assassin is high risk and high return.

Possible that, to kill the werewolf, to kill innocent villagers.

He is the villagers of the ally,

but sinful he is determined to nonhuman in Seer ability.

DAY:

The village wake up.

Moderator tell today's victim.

Victim is out of the game, and cannot communicate with the other players anymore.

If the player who was killed by the werewolf was a Cait sith,

kill the wolf as retaliation.

If the attack of the werewolves was successful, find a victim.

If the assassination was successful, find a victim.

If divination target was a fox, find the carcass of a fox.

If the fox was dead, and suicide is also chasing fanatic.

If the attack of the hunter of guard and werewolves was the same player, do not find the victim.

Players gather in the village and discuss who to eliminate.

For a discussion of in 3-7 minutes, by a vote of all players, to determine the one player to be eliminated.

The results of the vote, the player to be executed leave a testament.

If the executed player was Cait sith, kill attendant someone at random.

For the Werewolves : Kill all of the Villagers.

For the Villagers : Kill all of the Werewolves and the Fox.

For the Fox : Survive until the end of the game.

The village is in the NIGHT again. Until one of the sides to win.

One-night game rule

**Set up

1.The players choose a Moderator.

Adding two cards to the number of players to use.

2.Moderators hand out to shuffle a number of people of the card.

2 cards of surplus is put in the center.

3.Players to check your card.

**Play Game

One-Night rules the game ends in one day.

NIGHT:

Player lie down everyone close eyes at night.

Wake up When you are called to the moderator.

1.Moderator calls Werewolves.

Werewolves confirms ally.

2.Moderator calls Seer.

In the case of two Seers, Male(Roy), Female(Sarah) of the order.

Seer can be seen by selecting the two non player cards or player card.

Moderator silently shows Seer the card of the chosen player.

If you have another one of the Seer, as well as divine.

4. Moderator calls Thief.

Thief can exchange the positions of yourself and someone else.

Not be exchanged for two cards non player card.

If the thief was trading card was Werewolf, you're that survive become Werewolf.

If the thief was trading card was Teru-Teru, you win by being executed by a Teru-Teru.

DAY:

Players gather in the village and discuss who to eliminate.

For a discussion of in 3-7 minutes, by a vote of all players,

to determine the one player to be eliminated.

The results of the vote, the player to be executions leave a testament.

For the Werewolves : Survive without being executed.

For the Villagers : Kill the Werewolves.

For the Teru-Teru : Themselves are executed.

The Cards

Werewolf "Volf/Harold" and "Volfy/Fiona"

Side: Wolves side

Judgment of divination: nonhuman

Normal rule:Use

One-night rule:Use

You're a beast to eat people.

Every night kill one player.

Werewolf is seen fellow.

When number of werewolves and villagers is equal,you're winner.

Seer "Roy" and "Sarah"

Side:Villager side

Judgment of dicination : human

Normal rule:Use

One-night rule:Use

You're the hope of villagers.

Normal rules: Can know human or nonhuman of one player.

One-Night Rules: Can see the true personality of one player or non players.

Villager "Leon" and "Rita"

Side:Villager side

Judgment of dicination : human

Normal rule:Use

One-night rule:Use

You're brave person.

Ability do not have, but it's an important vote in the debate.

Madman "Jekyll"

Side:Wolves side

Judgment of dicination : human

Normal rule:Use

One-night rule:Use

You're a traitor.

May be needed a lie to help for the Werewolves.

If survive Werewolves you win also have been killed.

Hunter "Arthur"

Side:Villager side

Judgment of dicination : human

Normal rule:Use

One-night rule:Not use

You're a guardian.

Choose a different player each night to protect.

Can not protect yourself and day after day the same person.

If the Assassin of the target and the guard to the player was the same,

you will be sacrificed. Target player survive.

Medium "Friedrich"

Side: Villager side

Judgment of dicination : human

Normal rule: Use

One-night rule: Not use

You're dead of attorney.

Can know last night executed players is human or nonhuman.

Assassin "Sin"

Side: Villager side

Judgment of dicination : nonhuman

Normal rule: Use

One-night rule: Not use

You're a ruthless assassin.

Every night to assassinate one of the players.

Possible that, to kill the werewolf, to kill innocent villagers.

If the Assassin of the target and the guard to the player was the same, you will be sacrificed. Target player survive.

He is the villagers of the ally,

but sinful he is determined to nonhuman in Seer ability.

Cait sith "Azul"

Side: Villager side

Judgment of dicationation : human

Normal rule: Use

One-night rule: Not use

You're a stray cat.

If the Cait sith is killed by someone, you can retaliate.

When you are attacked by Werewolves, kill a Werewolf.

When you are killed by the villagers, kill a player at random.

Thief "Kyle"

Side: Villager side (Werewolf game rule)

Judgment of dicationation : human

Normal rule: Use

One-night rule: Use

You're a resident of the night of darkness.

Normal rules: Can see the true personality of one player.

However, if the residents was the beast to be killed.

One-night rules: Can exchange the positions of yourself and someone else.

Not be exchanged for two cards non player card.

If the thief was trading card was Werewolf, you're that survive become Werewolf.

If the thief was trading card was Teru-Teru, you win by being executed by a Teru-Teru.

Fox "Iduna(イツナ)"

Side:Fox side

Judgment of dication : die

Normal rule:Use

One-night rule:Not use

You are not a wolf also a human. It third force.

Survive until the last day, you win a Fox sides.

Not die even if attacked by Werewolves.

However, die to be a divination.

Fanatic "Kyoka(キョウカ)"

Side:Fox side

Judgment of dication : human

Normal rule:Use

One-night rule:Not use

You're an avid believer of Fox.

You who know what a fox in the faith.

If survive Fox you win also have been killed.

However, you will commit suicide with the Fox will die.

Teru-Teru "???"

Side:Teru-Teru side

Normal rule:Not use

One-night rule:Use

You're a pleasure to be executed.

You are not a wolf also a human. It third force.

You alone win when you are executed.

Let's collect the number of votes.

Author

Design & Illustrations & Translation by Kanzaki Hisahito

I'm Japanese designer.Illustrations as a life.
Fan Art is always welcome!:)

I cannot escape from this village, Still.

twitter :

@K_hisahito__ (Japanese)

wolf in the village OFFICIAL web :

<http://wolfinthevillage.dirtylabor.com/> (Japanese)

Contact me:

info@dirtylabor.com