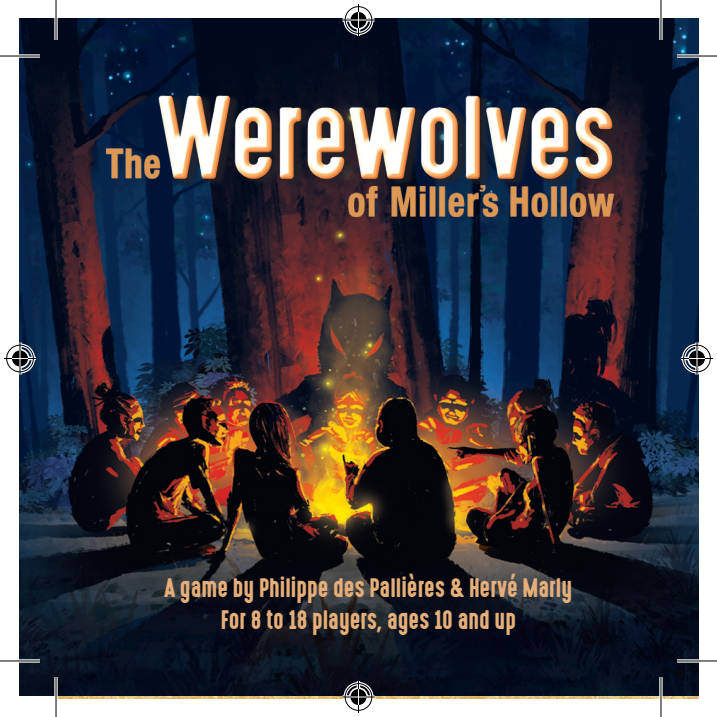


The cover art depicts a dark, atmospheric forest at night. In the center, a large, glowing fire burns brightly. Around the fire, several figures are gathered. In the foreground, the silhouettes of several people are seen from behind, looking towards the fire. In the background, a large, dark, wolf-like figure with glowing eyes looms over the group. Other smaller, glowing figures are visible in the background. The overall color palette is dark with warm orange and yellow tones from the fire.

The Werewolves

of Miller's Hollow

A game by Philippe des Pallières & Hervé Marly
For 8 to 18 players, ages 10 and up

*"Deep in the American countryside,
the hamlet of Miller's Hollow
has recently been infiltrated by Werewolves.*

*"Each night, murders are committed
by the villagers who, due to some mysterious
phenomenon (possibly the greenhouse effect)
have become Werewolves.*

*"It is now time to take control and eliminate
this ancient evil, before the village loses
its last few inhabitants..."*

Philippe & Hervé

OBJECT OF THE GAME:

For the Villagers: Kill all of the Werewolves.

For the Werewolves: Kill all of the Villagers.

Game Components:

24 Cards

4 cards
Werewolves



13 cards
Simple Villagers

1 *Seer*



1 *Thief*

1 *Hunter*



1 *Cupid*

1 *Witch*



1 *Little Girl*



1 *Sheriff*



THE WEREWOLVES

Each night, the Werewolves bite, **kill and devour** one Villager.

During the day they try **to conceal their identity** and vile deeds from the Villagers.

Depending upon the number of players and variants used in the game, there are 1, 2, 3 or 4 Werewolves in play.



THE VILLAGERS

Each night, one of them is **killed** by the Werewolves. This player is eliminated from the game.



The next morning, survivors gather in the village square and try to determine who the Werewolves are. This is done by studying the other players' faces for hidden signs of lycanthropy.



After discussing and debating, the Villagers **vote to lynch** a suspect, who is then hanged, burned and eliminated from the game.



There are 8 different kinds of Villagers:

Simple Villager



These folks have no abilities other than their own intuition. Each Simple Villager must **analyze** the players' behavior to guess who is a Werewolf, and try not to be **falsely mistaken** for a Werewolf and unduly lynched.

The Seer



Each night, the seer **can see the true identity** of one player. The seer chooses which player this will be. The seer must help the other Villagers to correctly identify the Werewolves, without being discovered out by the Werewolves, thus making themselves a target.

The Hunter ©



If the hunter is killed by the Werewolves, or eliminated by the Villagers, they **can retaliate**. With their dying breath, the hunter will shoot, thus eliminating, any one other player.

Cupid ©



‘Cupid’ is the village matchmaker. They received their nickname because of their ability to make any **two people fall instantly in love**.

During the first night of the game, Cupid designates two players who will be in ‘in love’ with one another for the rest of the game. Cupid may choose themselves as one of the lovers.

If one of the lovers dies, the other immediately dies in a fit of grief. A lover cannot, even as a bluff, vote to lynch their partner.

Special Case: If one of the lovers is a **Werewolf and the other one is a Villager**, the object of the game changes for these two players. The pair’s only wish is to live in love and peace, and therefore they must eliminate all other players (Werewolves and Villagers) from the game, by using the standard game rules.

The Witch ©



This Villager knows how to make **two very powerful potions**:

The first is a **healing** potion, which can be used to resurrect a player that has been killed by a Werewolf. The second is a **poison**, used during the night to eliminate one player.

Each potion can only be used **once per game**. The Witch can use either potion on themselves if they wish.

If they wish, the Witch can use the poison **at night** and then follow that up with the healing potion the next day. If this character is used, it is possible to have a night during which either **nobody dies** or **two players die**, instead of the usual single death.

The Little Girl ©



The Little Girl is very curious. She can open her eyes during the night **to spy on the Werewolves**.

However, if she is caught in the act by the Werewolves, she immediately dies of fright, silently, instead of the designated victim.

The Little Girl can spy during the night only during the 'Werewolves awaking' phase. When the Little Girl is in play, it is necessary for all players to avoid hiding their faces (with hands, cards, etc.) when sleeping.

The Sheriff ©



Instead of being dealt, like the rest of the characters, this card is entrusted to one of the players. Just like a real Sheriff, this player is **elected** by a popular vote among the villagers. The player receiving the most votes gets to be the Sheriff.

Once elected, the Sheriff cannot refuse the honor. Henceforth, this player's votes count as **two votes** (always applied to a single player, not split; see voting rules).

If the Sheriff is eliminated, upon their deathbed, they name a successor, who then becomes the new Sheriff.

The Thief ©



If the Thief is used, two additional Simple Villager cards are added to the deck at the beginning of the game. After the cards are shuffled and dealt, the two extra cards are placed face-down in the center of the table. During the first night, the Thief looks at these two cards, and **may trade** their card with one of these two cards. However, if both cards are Werewolves, the Thief **must** trade their card with one of them. If the Thief takes one of the extra cards, they **assume** the role of this character for the rest of the game.

CARD MIX

Players can use whatever character-card mix they agree upon. That being said, the best way to learn how to play is to use the following basic mix:



2 Werewolves (or more, according to the chart below)



The Seer



Simple Villagers (according to the chart below)

When using the basic mix, the moderator (see below) uses only the Standard Turn rules (1-7), and ignores the Setup Round (D-F).

After playing once or twice this way, you may slowly add the other characters.

The most important thing to remember about this game is the atmosphere. Because the game is quite short, you can play a few games at one sitting and change the characters used in the game. It can be very interesting to use the special characters even when you have a smaller number of players. This really adds to the suspense and helps create a tense and unexpected atmosphere.

Number
of players



8	2	1	5
9	2	1	6
10	2	1	7
11	2	1	8
12	3	1	8
13	3	1	9
14	3	1	10
15	3	1	11
16	3	1	12
17	3	1	13
18	4	1	13



SETTING UP THE GAME



- A.** The players choose a **moderator** (chosen at random, voted, or whatever). For the first few games, the moderator must be someone who is familiar with all of the rules of the game. The moderator is the most important player in the game. It is their job to create a strong atmosphere to make the game truly enjoyable.
- B.** The moderator takes the appropriate number of cards, shuffles them, and deals **one character card** (face-down) to each player. Each player then secretly looks at their card and places it face-down in front of themselves.
- C.** The moderator puts the village to sleep by saying **“Night falls, the village is asleep, and everyone closes their eyes.”** All character players now close their eyes. Then, depending on the character cards in play, the moderator calls upon the characters as described next.

SETUP ROUND

- D.** The moderator says: **“The Thief wakes up.”** The player who has the Thief card opens their eyes, silently looks at the two face-down cards in the center of the table, and possibly switches the Thief character card with one of these two cards (see rules for the Thief). The moderator then says: “The Thief falls asleep.” The Thief closes their eyes.
- E.** The moderator calls **Cupid** by saying: **“Cupid wakes up.”** The player who has the Cupid card opens their eyes, and silently chooses two players (possibly including themselves). **The moderator** walks around the table and discreetly **taps** the shoulders of **the two lovers** (lovers should still keep their eyes closed). The moderator then says: “Cupid falls asleep.”
- F.** The moderator calls the **lovers** by saying: **“The lovers wake up, recognize one another and fall back into blissful sleep.”** The lovers just look at one another. They do not show their character cards to one another, and therefore don’t know their loved one’s true identity.

*The setup round is now complete,
and the moderator now continues with the standard turn.*

STANDARD TURN

1. The moderator calls the Seer.

The moderator says: **"The Seer wakes up, and chooses a player whose true identity they want to know."**

The moderator silently shows the Seer the chosen player's character card.

Then the moderator says: "The Seer falls asleep."

2. The moderator calls the Werewolves.

The moderator says: **"The Werewolves wake up, recognize one another and choose a new victim."**

The Werewolves, *and only the Werewolves*, open their eyes, silently consult each other and **choose** a new victim. During this phase, **the Little Girl** can spy on the Werewolves by *partially opening her eyes*, peeking, or whatever she feels she can get away with. She is not required to do so, but can if she dares.

If the Little Girl is caught in the act, she dies instead of the designated victim.

The moderator then says: **“The Werewolves fall asleep again, after fulfilling their lycanthropic needs.”**

The Werewolves close their eyes. The moderator will reveal the results in the morning.

3. The moderator calls the Witch.

The moderator says: **“The Witch wakes up. I’ll show you the Werewolves’ latest victim. Would you like to use your potion of healing or poison?”** The Moderator shows the Witch the Werewolves’ chosen victim.

The Witch is not obligated to use the potions if they do not wish to.

If the Witch uses a potion, they **indicate** by showing a **thumbs-up for healing, thumbs-down for poisoning**.

If poisoning is used, the Witch indicates which player is to be poisoned.

The moderator will reveal the results in the morning.

4. The moderator **wakes** up the Village.

The moderator says: **"The sun rises. Everybody wakes up and opens their eyes... everyone, that is, except for the one who was killed in the night."**

The moderator now points to the Werewolves' **victim**.

This player turns their card face-up and is out of the game. This player can no longer communicate with the other players.

If the player killed is the **Hunter**, they can retaliate before dying, and choose another player to die immediately.

If the eliminated player is one of the **two lovers**, the other lover also dies immediately and turns their card face up.

5. The Villagers argue and **debate**.

The moderator is here to moderate and organize the debate (*also known as the angry mob!*).

A strange noise that was heard during the night; suspicious behavior; a player who always votes the same way as another player... all of these are clues that could cause a player to be suspected of being a Werewolf.

During the discussion, each player's goals are different:

- Each Villager tries to **unmask a Werewolf** and lynch them.
- The Werewolves try to **disguise themselves as ordinary Villagers**.
- The Seer and the Little Girl try to **help** the Villagers, but without revealing themselves and thus giving the Werewolves valuable information.
- The lovers try to **protect one another**.

Any player can pretend to be any character that they like. You can bluff or tell the truth, but you had better be convincing about what you say. And you must not only protect yourself, you must also find out as much as you can about the other players.

Trust us, you always give yourself away in one manner or another. Everyone has a 'tell'.

6. The Village votes.

The villagers must eliminate a player that they suspect - or claim to suspect - is Werewolf.

Upon a signal from the moderator, each player, simultaneously, points their finger towards a player that they want to eliminate (don't forget that the **Sheriff's** vote is worth two).

The player with the most fingers pointing at them is convicted of being a Werewolf and is immediately lynched, hanged, drowned, shot with a silver bullet and burned (just to be sure).

This player is now eliminated from the game. If there is a tie between the accused, no one is eliminated.

The eliminated player reveals their card and **will not be able to communicate** with the other players until the end of the game.

7. The Village falls asleep.

The Moderator says: **"Night falls. The surviving players fall asleep."** All players close their eyes. The eliminated players must keep silent, especially when they find out who the Werewolves really are.

The game **resumes** with **step 1**, The Seer...

WINNING THE GAME

The Villagers win if all Werewolves are eliminated and at least one Villager is alive.

The Werewolves win if the last Villager dies and at least one Werewolf is alive.

Even dead players win the game if their team wins!

However, if **the lovers** are a Villager/Werewolf pair, they can only win if they survive and every other player is eliminated.

ADVICE TO THE MODERATOR

Your role is **fundamental**: The **ambiance** of the game depends entirely on your skill. Thanks to you, the other players can look forward to an enjoyable experience.

Do not hesitate to create a **spine-tingling** atmosphere. Draw out the suspense when you reveal the victims of the Werewolves. **Rekindle** the debates when they die down.

The stock phrases that you are directed to use when calling out to the different characters during the night are merely examples.

Once you become more familiar with the game, you can add your own personal flair to enhance the game and create an eerie atmosphere.

With experienced players, even if there are **only a few** of you, do not hesitate to use the villagers with special abilities; this will bring added intrigue and excitement to the game.

With novice players, introduce the special characters gradually.

Atmosphere is the key to getting the most out of this game.

The games are relatively short; play a few in the same evening and **vary the characters.**

Important points of procedure:

- When you **speak**, be sure not to inadvertently give away any clues to the identity of the characters, e.g.: "The Witch has used his, um, her potion..."
- When you call to a character during the night, be sure **not to direct your voice** towards the specific character, lest the other players deduce their position at the table!
- If the Werewolves cannot decide on a victim, too bad for them; **no fresh meat** tonight!

- If the **Little Girl** is in play, the players must not lower their heads at night nor put their hands in front of their eyes.
- When the **Seer** spies, pretend to turn over all of the players' cards.
- Walk around the entire table when you are identifying the **lovers**.
- You can wait for as long as you like before holding a vote on the role of **Sheriff**, during which time the players can form an opinion about their compatriots.
- If you have a very small group, the moderator can also be a player. See our website for details.



For more tips and optional rules, log onto:
WWW.LOUPS-GAROUS.COM

ADVICE TO THE PLAYERS

Werewolves: Voting against your partner can be an effective way to deflect suspicion from yourself... of course, this only works if the villagers notice.

The Seer: Be extremely careful if you have discovered a Werewolf. It may be worth the pain of revealing yourself in order to identify the player, but avoid doing this too early.

Little Girl: A very powerful character, but very nerve-wracking to play. Don't hesitate to spy. It may be frightening but, if you don't take advantage of your ability early on, you could be eliminated before you can learn anything useful.

The Hunter: Try not to give away that you are the Hunter. If the Werewolves know this, they will avoid killing you and you won't get to strike back!

Cupid: If you pick yourself as one of the lovers, do not choose a loudmouth as your partner.

The Sheriff: Do not hesitate to nominate yourself for the position of Sheriff. But, if you are a Werewolf, perhaps do not campaign too openly for the job. Be proud of this position, and wear the card proudly on your clothing.

Witch: This character becomes more powerful at the end of the game – do not waste your potions!

WWW.LOUPS-GAROUS.COM

*The Werewolves of Miller's Hollow has won 2 major awards
at the 2002 Cannes International Games Festival:
-l'As d'Or des jeux d'animation (The Golden Ace)
-le Grand Prix du Public (the top award voted for by the players).*



Nominated
Spiel
des
jahres
2003

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*All cards marked © have been created by Philippe des Pallières
& Hervé Marly*

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Back-of-the-box illustration: Naïade

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GAME SUMMARY

Game Setup

- *Village Falls Asleep*
- The Thief
- Cupid
- The Lovers

The Standard Turn

- The Seer
- The Werewolves (+ the Little Girl)
- The Witch
- *Village Wakes Up*
- Vote
- *Village Falls Asleep*