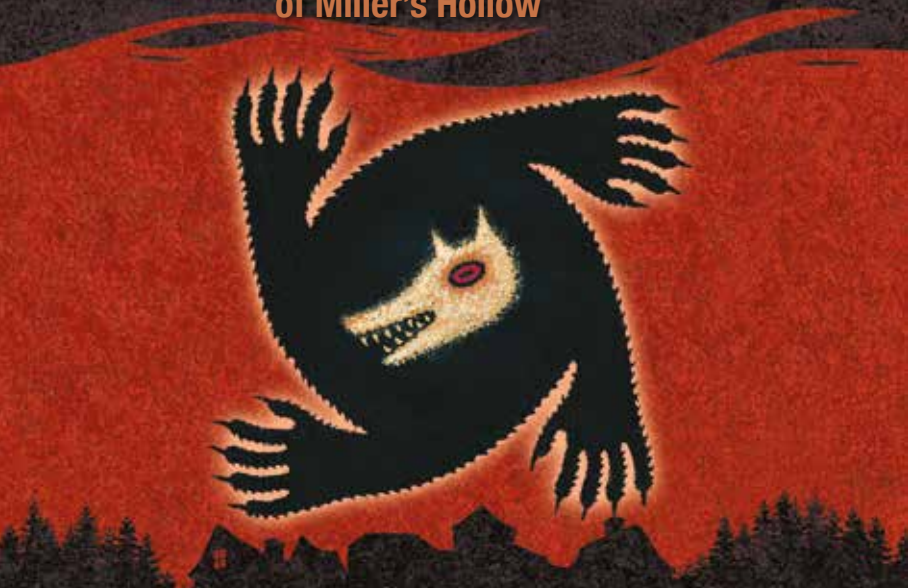


BEST OF
The Werewolves
of Miller's Hollow

A game by Philippe des Pallières
& Hervé Marly



Rules of the game

*Once again, the small town of Miller's Hollow
has fallen prey to werewolves...*

*...but this time, the most sinister enemies of the village
have banded together to fulfill their devious schemes
and devour every single villager.*

*However, hope is still very much alive as the champions rallied by Sir
Philippe and Hervé have come to the rescue of the innocent townsfolk.*

*The authors and publisher of The Werewolves of Miller's Hollow have
decided to celebrate the original game and its various expansions - New
Moon, Characters and The Pact - by introducing you to their very own
selection of the best characters created over the past 15 years.*

*We hope that you have a wonderful time visiting or revisiting the small town
of Miller's Hollow.*

Be careful who you trust!



2001



2006



2012



2014

Game components

28 Tiles - Rulebook, 1 **Sheriff's** Medal (and its cord)



The Cast of Characters:

The Werewolves

pages 8 to 9



3 Werewolves



1 Cursed
Wolf-Father



1 Big Bad Wolf

The Villagers

pages 10 to 16



7 Simple
Villagers



1 Cupid



1 Seer



2 Sisters



1 Little Girl



1 Fox



1 Knight with
the Rusty Sword



1 Elder



1 Witch



1 Bear Tamer



1 Hunter

The Ambiguous

pages 17 to 18



1 Wild Child



1 Wolf-Hound

The Loners

pages 19 to 21



1 White
Werewolf



1 Piper



1 Angel

Game overview

Under the guidance of a moderator, the game is played over a series of alternating day and night phases.

At the start of the game, each player is given a character tile. These characters represent those players' secret identities in the village.

Each night, all players close their eyes (“Everyone, go to sleep!”). Then, in turn order, the moderator asks the Werewolves and other nocturnal characters to open their eyes (“Wake up!”), use their power, and close their eyes again (“Go back to sleep!”). For example, the Werewolves wake up each night to secretly devour one Villager. When all nocturnal characters have been called, the moderator asks all players to open their eyes.

Each day, the Villagers wake up to discover that one player (or sometimes more) fell victim to the nocturnal characters. That player is eliminated. Then all remaining players debate and vote to eliminate someone they suspect of being a Werewolf to try to guarantee the survival of the village.

If all Werewolves are eliminated and at least one Villager is still alive, the Villagers win. If all Villagers are eliminated and at least one Werewolf is alive, the Werewolves win. Remember that it is possible to win the game even if you were eliminated along the way; if your team wins, you win! Some characters have other, more specific goals; see their descriptions over pages 8-21.



Setup

The players choose a moderator (randomly or otherwise) whose role is to lead the game. The moderator chooses a cast of characters equal to the number of players. After making sure that everyone is familiar with the roles of the different characters, the moderator shuffles the character tiles and deals one to each player face-down. Each player secretly looks at their character tile and places it face-down in front of themselves.

(For more advice for the moderator, head to www.loups-garous.com.)

At the moderator's discretion, players may now vote to elect the Sheriff (see page 21).

The game can now begin...

Game Rules

A - Night Phase – The moderator puts the Village to Sleep

The moderator says: "It's nighttime; the entire village goes to sleep. Everyone, close your eyes!" All the player lower their heads and close their eyes. The moderator then proceeds by calling the various nocturnal characters in turn order (see Turn Overview on pages 22-23). After they have all been called and had a chance to use their powers, the night phase ends.

B - Day Phase – The moderator wakes up the Village

The moderator says: "It's morning; the village wakes up. Everyone, open your eyes!" Then the moderator reveals which players have have been the victims of nocturnal characters and flips their character tiles face-up. A player who is eliminated is out of

the game and cannot communicate with the other players for the rest of the game. The moderator is responsible for resolving the powers that are activated upon a character's death (e.g. *Hunter, Lovers, etc.*).

At this point, if any character (or group of characters) has fulfilled their goal, the game ends immediately and the moderator declares the winners. Otherwise, the game proceeds with all surviving players debating and discussing any suspicions they have. The moderator is responsible for organizing this debate among players.

C - When the time is right, the moderator starts the vote

The players must eliminate a player suspected of being a Werewolf. On the moderator's signal, each player points at the player they want to eliminate. The player who gets the most votes is eliminated: their character tile is immediately revealed and they cannot communicate with the other players for the rest of the game. If the revealed character has a power that is activated upon death, the moderator is responsible for resolving this power (e.g. *Hunter, Lovers, etc.*).

In case of a tie:

If the Sheriff is present, and they voted against one of the tied players: the player chosen by the Sheriff is eliminated (the Sheriff has the casting vote).

Otherwise, a second vote is held between the tied players. If there is still a tie, no player is eliminated.

At this point, if any character (or group of characters) has fulfilled their goal, the game ends immediately, and the moderator declares the winners. Otherwise, the game proceeds with the start of a new night phase (the moderator puts the village to sleep).

Character Descriptions

The character tiles represent the players' secret identities during the game. Each group of characters have their own goal but certain roles also have their own personal goals. Some characters also have special powers.

The Werewolves

The Werewolves are the most dangerous characters and their insatiable hunger puts the survival of the village in jeopardy.

Each night, they are called by the moderator to devour one Villager.

Each day, Werewolves hide their secret identity to avoid being eliminated by the Villagers.

Goal: to eliminate all non-Werewolf players, while at least one Werewolf is still alive.



Werewolves

Each night, all Werewolves wake up together and must decide on a player to devour (they cannot choose a Werewolf). If they can't agree as a group, too bad: nobody gets eaten tonight. During the day they try to conceal their identity and vile deeds from the Villagers.



The Cursed Wolf-Father

The first Werewolf in our lands, the father of all their fathers. His most terrifying power is to spread his curse to anyone he bites...

Each night, the Cursed Wolf-Father wakes up and feasts with the other Werewolves. But once per game, if he so wishes, after the Werewolves have fallen asleep, he raises his hand. This means that the victim isn't devoured, but infected.

The moderator then touches the infected player, who immediately becomes a Werewolf and will take part in their feasts on subsequent nights. If the infected player has a special ability, they may continue to use it as normal, but their goal is now to win with the Werewolves.



The Big Bad Wolf

In Miller's Hollow, little pigs are not the only ones to fear the Big Bad Wolf. This gigantic and ravenous werewolf is said to have wiped entire villages off the map!

Each night they wake up and feast with the other Werewolves. Afterwards, as long as no Werewolf, Wild Child or Wolf-Hound has been eliminated, they wake up a second time and devour a second victim (they cannot choose a Werewolf).

See also page 19: The White Werewolf

The Villagers

The Villagers would do anything to defend their home.

Faced with various threats, they are forced to eliminate the most suspicious players each day, even if it pains them to do so.

Goal: to eliminate the Werewolves, while at least one Villager remains alive.



Simple Villagers

These regular folks have no special powers beyond their own intuition; they'll have to cooperate to figure out who can be trusted, analyzing their fellow players' behavior to work out who among them is a Werewolf.



Cupid

During the first night, Cupid chooses two players who will be 'in love' with one another for the rest of the game (they may choose themselves as one of the Lovers). Afterwards, Cupid acts as a Simple Villager for the rest of the game.

The moderator touches the two Lovers to let them know they were chosen by Cupid, and the Lovers then briefly wake up to recognize each other.

If one of the Lovers dies, the other immediately dies in a fit of grief. A Lover cannot, even as a bluff, vote to eliminate their partner.

Special Case: if one of the Lovers is a Villager and the other is a Werewolf or the Piper, the object of the game changes for these two players. The pair's only wish is to live undisturbed in love and peace, and therefore they must eliminate all other players (Werewolves and Villagers alike), through careful manipulation of the Werewolves' feasts and the village's votes. If they are the only two players remaining, they win.



The Seer

The Seer can mystically discern people's true identities. Each night, they choose a player, and the moderator shows the Seer that player's character card. The Seer must try to help the other Villagers with the information they've learned, while remaining discreet to avoid discovery by the Werewolves, who will consider them a major threat.



The Two Sisters

Many villagers often confuse these near-identical sisters; they really are two peas in a pod. It must be comforting to have someone you can count on during uncertain times.

During the first night, when called by the moderator, the Two Sisters wake up and acknowledge each other. On subsequent

nights, the moderator may choose to wake them up again to allow them to silently communicate about their suspicions.

Moderator advice: Because the Two Sisters know each other from the start, you may choose to include them to give a slight advantage to the Villagers.



The Little Girl

Each night, when the Werewolves are awake, the Little Girl may open her eyes ever-so-slightly to see who they are. However, if she is caught in the act, she is immediately devoured, instead of any other target that the Werewolves had chosen that night. The Little Girl can spy only when the Werewolves are awake, and she may not open her eyes fully to pass herself off as a Werewolf — she may only try to peek subtly.





The Fox

Each night, upon the moderator's call, the Fox may choose a group of three neighboring players, by pointing at the player in the center of the group (excluding eliminated players). If there is at least one Werewolf in that group, the moderator gives the Fox a thumbs-up and the Fox keeps their power. If there is no Werewolf in that group, the Fox receives a thumbs-down and loses their power for good; however, they now have important information clearing three players at once.

Note: the moderator calls the Fox each night, but that player is not forced to use their power each night.

Moderator advice: the Fox doesn't see their targets' cards; the moderator simply lets them know whether or not the group contains any Werewolves.



The Knight with the Rusty Sword

Weary from a life of questing around the world, this old retired knight no longer takes good care of his noble sword. His trusty blade might be rusty but the knight has not yet completely lost his edge! So be careful because his sword is always by his side, even when he sleeps...

If the Knight is devoured, he is eliminated, but a wound from the rusty sword will leave one of the Werewolves diseased. The first Werewolf to the left of the Knight with the Rusty Sword will survive for another full day before being eliminated at the beginning of the following night. The next morning, the moderator will announce that the Werewolf's elimination was caused by disease.

Note: clever players will be able to deduce that all players seated between the dead Knight with the Rusty Sword and the diseased Werewolf are innocent villagers.



The Elder

Having lived through all that life can throw at them, the Elder is a hardy and resilient soul. The Werewolves will have to catch them twice in order to finally devour them...

The first time that the Elder is attacked by the Werewolves, they survive (the moderator does not announce that this has happened). The Elder is eliminated only the second time that they are devoured.

The village vote, the Witch's potion of poison and the Hunter's shot will all eliminate the Elder on the first attempt. However, filled with despair from having eliminated such a wise and valued citizen, the Villagers lose their special abilities until the end of the game if any of these things happen.

The Elder is not affected by the Cursed Wolf-Father if it's the first time that they've been bitten.

Note: if the Elder is healed by the Witch, they recover only one life. If the Elder is one of the Lovers and their partner is eliminated, the Elder is eliminated but the Villagers do not lose their powers.



The Witch

The Witch knows how to make two very powerful potions. The first is a healing potion, which can be used to resurrect a player who has just been attacked by the Werewolves. The second is a poison, used during the night to eliminate one player.

When they are woken up at night, the Witch will be shown by the moderator which player has become the Werewolves' latest victim. They will have the chance to use their healing potion by offering a thumbs-up. Whether or not they use the healing potion, they will then get the chance to use their potion of poison by pointing at a player.

Both potions can be used on the same night, but each potion may only be used once per game. The Witch may use either potion on themselves if they so choose. Their healing potion does not remove the Piper's charm or the Cursed Wolf-Father's infection.



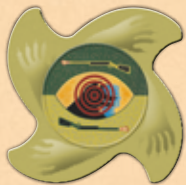
The Bear Tamer

We have precious memories in the village of the Bear Tamer leading their companion, Ursus, in a brilliant and graceful ballet. We used to cry at the beauty of it every summer. Ursus was even more special than as a performer, though, as he could smell the hidden danger of lycanthropy.

Each morning, right after the revelation of any nocturnal victims, if at least one Werewolf is or has just become a direct neighbor to the Bear Tamer, then the moderator grunts to let the players know that the Tamer's bear has smelled danger.

Only players who have not been eliminated count for the purposes of determining the Bear Tamer's neighbors.

Moderator advice: to make things easier, consider having eliminated players leave the game area or step away from the table. If the Bear Tamer is infected, then the moderator will grunt each turn, until the Bear Tamer is eliminated.



The Hunter

If the Hunter is eaten by the Werewolves or eliminated by the villager's vote, they won't go quietly. With their dying breath, they immediately choose another player to shoot, eliminating them as well.

Special Case: if the Hunter is also a Lover and dies of grief when their partner is eliminated, their ability still triggers. It is therefore possible for a situation to arise in which no players are left alive. If this happens, no side can claim victory.



The Ambiguous

Allies or enemies of the Villagers, the Ambiguous Characters can change sides.

Goal: Depending on what side they are on, to win with the Villagers or the Werewolves.



The Wild Child

Abandoned in the forest as an infant, the Wild Child was found and raised by wolves. As soon as they could walk on all fours, they began wandering near Miller's Hollow.

One day, the Wild Child became fascinated when they spotted a villager walking gracefully on two legs, and secretly made that villager their role model. Deciding to follow their lead and join the community of Miller's Hollow, they entered the village full of nerves but were welcomed warmly by the locals who were moved by their frailty.

What will happen to the Wild Child: will they remain an honest villager or regress to a terrible Werewolf? This duality has raged in the Wild Child's heart for their whole life. Hopefully their role model will let their newfound humanity hold.

The Wild Child is a villager. The first night, upon the moderator's call, the Wild Child chooses a player to be their role model. If that player is ever eliminated, the Wild Child immediately becomes a Werewolf and will wake up on the following night with their brethren, to feast with them each night until the end of the game.

Moderator advice: Like the Wolf-Hound, the moderator can choose not to reveal the true nature of the Wild Child after they are eliminated.



The Wolf-Hound

All dogs know in the bottom of their hearts that their ancestors were wolves and that humanity has restrained them as fearful and childlike companions, though they are faithful and generous masters. Only the Wolf-Hound can decide if they will obey their civilized human master, or if they'll follow the call of the wild deep within them.

On the first night, the Wolf-Hound decides if they want to be a Simple Villager or a Werewolf. If they want to be a Werewolf, they'll wake up with them every night and take part in the nightly feast, winning only if the Werewolves win. If not, they must keep their eyes closed every night and can only win with the Villagers. This choice is final!

Moderator advice: not revealing the true nature of the Wolf-Hound when eliminated can be amusing. The doubt about their true identity then remains: were they a villager or a Werewolf?



The Loners

Their past could reveal why the Loners have a grudge against the inhabitants of Miller's Hollow. One thing is for certain: everyone is scared of them.

Goal: to complete their own objectives, no matter which side they are on.



The White Werewolf

Experts have recently observed that a strange mutation has taken place in the heart of the lycanthropic population. This wretched character hates the other Werewolves every bit as much as they hate the Villagers!

Each night, the White Werewolf wakes up and feasts with the other Werewolves. However, every other night, upon the moderator's call, they wake up a second time, alone, and may eliminate one of the Werewolves.

This character's goal is to be the sole survivor in the village. If they succeed, they win the game. If the rest of the Werewolves meet their win condition, the game ends as usual but the White Werewolf does not share the victory.



The Piper

Each night, upon the moderator's call, the Piper chooses two players to charm. The moderator touches each chosen player's shoulders.

After the Piper has gone back to sleep, the moderator asks all players who have ever been charmed — on this night or any other — to wake up. They recognize each other, then go back to sleep. If it ever comes to pass that every living player apart from the Piper has been charmed, then the Piper instantly wins and every other player loses. (Even if that occurs following a vote, or thanks to the Werewolves.)

If infected by the Cursed Wolf-Father, the Piper becomes a simple Werewolf. Their original objective is abandoned and they no longer wake up when the moderator calls the Piper.

Note: the Piper cannot charm themselves. The Witch can't heal the charm. Werewolves are not immune to being charmed. The charm is not transmitted between Lovers. Charmed players retain all of their abilities and characteristics.



The Angel

As disgusted by the unglamorous village life as they are by the infestation of evil creatures, the Angel wants nothing more than for this to all have been one horrible nightmare and to wake up with a start in their comfortable bed.

When the Angel is in play, the game starts with a debate and a vote before the first night.

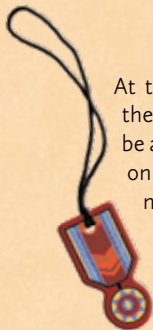
If the Angel is eliminated in the first vote or during the first night, they win and the game ends. If they are alive at the start of the second day, they accept the reality of their situation and become a Simple Villager for the rest of the game.

Note: If the Angel is one of the Lovers, they give up their personal goal.

Moderator advice: Don't hesitate to raise the tension during the first day by reminding players during that the Angel is in play!

The Sheriff

At the start of the game or a little later, at the moderator's discretion, the players vote to elect a Sheriff. Anyone except the moderator can be a candidate. If elected, the Sheriff cannot refuse the honor, and they take on the responsibility in addition to the role on their character card. From now on, that player's vote counts as two votes. They also cast the deciding vote in case of a tie. If the Sheriff is eliminated, they choose their successor with their dying breath.



Turn overview

Setup

- Choose a moderator
- Choose and deal Character tiles

Elect a Sheriff (or do it later in the game)

Turn Order (different depending on the cast of characters)

If the Angel is in play, the game starts with a debate and a vote to eliminate one player.

If the Angel is eliminated during that first vote or the first night, the Angel wins the game.

Characters called during the first night:

- Cupid
- The Lovers
- The Seer
- The Two Sisters
- The Wild Child
- The Bear Tamer
- All of the Werewolves, including the Wolf-Hound if they choose to be a Werewolf, the White Werewolf, the Cursed Wolf-Father and the Big Bad Wolf. (The Little Girl can spy)
- The Cursed Wolf-Father
- The Big Bad Wolf
- The Witch
- The Fox
- The Piper
- Charmed players

Characters called every night:

- The Seer
- All of the Werewolves, including the Wolf-Hound if they chose to be a Werewolf, the Wild Child if their role model has been eliminated and the player who has been infected by the Cursed Wolf-Father. (The Little Girl can spy)
- The White Werewolf (every other night)
- The Cursed Wolf-Father

- The Big Bad Wolf (as long as no Werewolf has been eliminated)
- The Witch
- The Fox
- The Piper
- Charmed players

Each day:

- Reveal the victim(s)
- Bear's grunt
- Debate
- Vote

Choosing Characters

As the moderator, it is your duty to choose which characters to include in the game. For your first few games, we recommend playing with Simple Villagers before replacing them with more complex characters. To keep a certain balance, the number of Werewolves should not exceed more than one quarter of the number of players. For example, with 8 players and a moderator, try playing with 2 Werewolves, 1 Cupid, 1 Seer, 1 Hunter, and 3 Simple Villagers.



Credits

We'd like to thank the hundreds of people who have helped us since the very beginning of the Werewolves of Miller's Hollow, some time in the last century, and who are too numerous to mention.

*'Best of the Werewolves of Miller's Hollow'
was created by Philippe des Pallières and Hervé Marly.
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