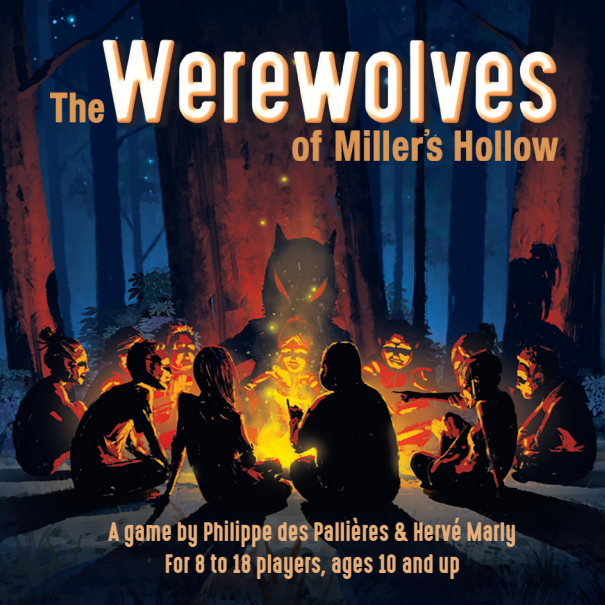


The Werewolves of Miller's Hollow

An illustration of a group of werewolves sitting around a campfire in a dark forest at night. The fire is bright yellow and orange, illuminating the scene. The werewolves have various fur colors like brown, black, and grey, and some have glowing yellow eyes. They are holding sticks and looking towards the center. The background shows tall, dark trees and a night sky with some stars.

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, all Werewolves wake up together and must decide on a **player to devour**. 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.

Depending upon the number of players and variants used in the game, there are between one and four Werewolves in play. Under no circumstances can a simple Werewolf devour another Werewolf.



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 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.

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 Hunter



If the Hunter is eaten by the Werewolves or eliminated by the village'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.

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 (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 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 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 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.

The Little Girl



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

However, if she is caught in the act by the Werewolves, she is immediately devoured, instead of that night's chosen victim.

The Little Girl can only spy during the night when the Werewolves are awake, and she is not allowed to open her eyes fully to pass herself off as a Werewolf — she may only try to peek subtly. When the Little Girl is in play, all players must avoid covering their faces during the night.

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.

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 leftover 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 the spares. However, if both cards are Werewolves, the Thief **must** trade their card with one of them. If the Thief does take a new card, they **assume** that role 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).



AS D'OR
JEU D'ANIMATION
CANNES
2002



GRAND PRIX
DU PUBLIC
CANNES
2002

Nominated
Spiel
des
jahres
2003

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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*