A game designed by Philippe des Pallières & Hervé Marly

The Werewolves of Miller's Hollow



Game Rules

Special 25 Years Edition

Twenty-five years ago, the Werewolves returned to Miller's Hollow...
Ever since that day, the Villagers have fought valiantly.

To honor their resilience, they host a grand event:
the Festival of the Shattered Fang.

Many performers take part, and each family in Miller's Hollow
proudly displays their ancestral emblems.

Yet uneasiness lingers... What if the Werewolves seize this celebration
as an opportunity to strike again?

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Game Overview

***The Werewolves of Miller's Hollow* is a game of hidden roles in which two teams compete for victory: the Werewolves and the Villagers.**

At the beginning of the game, each player receives a Character emblem that identifies their team. The Werewolves know each other, while the Villagers do not. The Villagers must rely on their instincts and the powers of certain Characters to have any hope of victory.

The objective is simple: eliminate all players on the opposing team.

A Moderator guides the game, which alternates between night and day phases.

The Moderator

The Moderator plays a fundamental role, as their skills shape the game experience. They set the pace, mood, and flow of the game, ensuring that each Character acts at the appropriate time. As the game's guide, the Moderator leads the game phases, announces events, and ensures all players enjoy the experience.

On page 20, you will find a summary of the rounds to help you run your games.



The Night Phase

The Village falls asleep. Players close their eyes while the Werewolves and Characters with nocturnal powers act in secret, taking turns.



The Day Phase

The Village awakens and discovers the potential victims. A discussion ensues, culminating in a vote to identify and eliminate a potential Werewolf.

Characters Introductions

The Werewolves

Their goal: Eliminate all Villagers.



The Werewolves

Each night, they conspire to devour a Villager. During the day, they try to conceal their nocturnal identities to avoid the villagers' wrath. Under no circumstances can a Werewolf devour another Werewolf.



The Mighty Wolf-Mother

She wakes up every night with the other Werewolves to devour a Villager. Additionally, during the first two nights of the game, the Mighty Wolf-Mother wakes up again and designates a player. The Moderator taps the chosen player on the shoulder to signal that they have been designated. If the chosen player is a Villager endowed with a power, they immediately lose that power and become a Simple Villager. However, the Moderator will call this role every night until that player is eliminated to avoid revealing any information.

Notes:

- The Mighty Wolf-Mother can designate herself or any other Werewolf, but apart from sowing doubt, this does not alter their role in any way.
- A lover designated by the Mighty Wolf-Mother loses the power he may have had, but remains in love!

The Villagers

Their goal: Eliminate all Werewolves.



The Simple Villagers

They have no special powers. Their only weapons are their ability to analyze behavior to identify Werewolves and their persuasive skills, which they use to prevent wrongful eliminations.



The Little Girl

She can spy on the Werewolves during their nocturnal awakenings. If she is caught by one of them, the Werewolves have the right to devour her instead of the originally designated victim.

Note: She cannot open her eyes wide or spy during the awakening of the Mighty Wolf-Mother.



The Seer

Each night, they discover the secret identity of the player of their choice by seeing their Character emblem.



The Witch

The Witch has two extremely powerful potions:

- One healing potion to resurrect the player devoured by the Werewolves.
- One poison potion to eliminate the player of their choice.

Each potion can only be used once per game, but both can be used on the same night.



Cupid

Cupid has the power to make two players fall in love forever. At the beginning of the first night, they designate the two lovers and may choose themselves as one of them. If one lover is eliminated, the other dies immediately of grief. A lover must never choose their beloved for elimination (not even as a bluff!).

Special case: If one of the lovers is a Villager and the other a Werewolf, their goal in the game changes. To win the game and live out their love, they must eliminate all the other players and be the last survivors.



The Hunter

When they are eliminated, they draw their rifle and immediately eliminate any other player of their choice (no discussion occurs).



The Bear Tamer

Each morning, after any nighttime victims are revealed, if at least one Werewolf is among the two neighbors still in play with the Bear Tamer, the Moderator will growl to signal the players that the Tamer's bear has sensed danger.



The Village Idiot

If the Village eliminates them, they must flip their card over. At that moment, the Village realizes its mistake and immediately pardons them. They continue playing but lose their right to vote. What is an Idiot's vote worth? If they are designated by the Werewolves or, a second time, by the Village, they are permanently eliminated.



The Wandering Judge

Once during the game, when a vote is held, the Wandering Judge may immediately request a second vote, which will be added to the first without further debate. The Wandering Judge advises the Moderator using a secret gesture agreed upon at the beginning of the game.



The Actor

During game setup, the Moderator chooses three Villager emblems endowed with powers (excluding Cupid, the Puppeteer, the Devoted Servant, and the Village Idiot). After roles are assigned, these emblems are placed face up in the center of the table. Each night, the Actor can choose one of these emblems to assume the corresponding role until the following night. If the Actor uses the power of an emblem, the Moderator flips that emblem face down, indicating it will no longer be used.



The Devoted Servant

When a player is eliminated by the Village, before their role is revealed, the Devoted Servant may reveal their own emblem. They take the emblem of the eliminated player, and look at it secretly. They then assume that role until the end of the game. If the eliminated player was a Villager endowed with a power, that power is reset.

To the Moderator: Check whether the Devoted Servant assumes a role endowed with a power or that of a Werewolf.

Special Cases:

- If they become the Mighty Wolf-Mother after the second night, they will not be called.
- The Devoted Servant can trigger their power only if the eliminated player has not revealed their emblem *(see the Village Idiot or the Puppeteer)*.
- If they become the Actor, they can assume only roles that are still in play.



The Scapegoat

If the Village vote results in a tie, the Scapegoat sacrifices themselves and is eliminated, even if they were not up for elimination. Once eliminated, they designate who will vote and who will abstain the following day. It is up to them to choose wisely...



The Puppeteer

If the Werewolves designate the Puppeteer during the night phase, the Puppeteer is not eliminated; instead, their puppet takes the hit! They flip their emblem over and remain in the game. In shock, they can no longer speak but can still vote and communicate through gestures. However, if the Village votes them out or the Werewolves designate them a second time, they are permanently eliminated.



The Wise Monkey

While Miller's Hollow is asleep, the Wise Monkey skillfully escapes from their cage. Their goal is to uncover the secrets and roles hidden behind each and every person. However, they must be careful. Accidentally entering a Werewolf's abode could prove fatal.

Once during the game, the Wise Monkey can wake during the night phase to discover the role of one or more players. To do so, they designate one of them and look at their emblem. If the emblem belongs to the Villagers' team, the Wise Monkey may either continue discovering roles one by one or decide to stop.

However, if they come across a Werewolf, the Wise Monkey is immediately eliminated!



The Colossus

He is endowed with exceptional strength and will retaliate if the Werewolves eliminate him during the night phase. At the end of the night, the Moderator awakens him and the Werewolves, allowing him to choose which Werewolf to eliminate.

Explore the universe

of Miller's Hollow

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Experience our **MUST-HAVES** : the original Werewolves of Miller's Hollow game and the Best Of version.

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** Compatible only with the original version of the game.*

Game Setup

Four game scenarios allow you to play while revealing new characters. Each scenario specifies the distribution of Characters according to the number of players. You can play them in any order you choose.

Before starting a new game, choose one of the following scenarios:

1. **The Puppeteer's Double**
2. **The Unrivaled Colossus**
3. **A New Menace**
4. **The Festival of the Shattered Fang** (Play with all 4 new characters!)

The Moderator refers to the role distribution chart to prepare the required Character emblems based on the number of players. They shuffle the emblems and deal one face down to each player. Then, each player secretly discovers their Character.

The Moderator then reads the chosen scenario aloud.

Would you like to customize your games? Once you are familiar with the rules, you can adjust your sessions by choosing characters while keeping the number of Villagers at least twice that of Werewolves. However, if the Village has many characters endowed with powers, add more Werewolves to maintain balance.

Scenario 1



The Puppeteer's Double

Having traveled from afar, the Puppeteer performs in the streets of Miller's Hollow during the Festival of the Shattered Fang.

At the height of their performance, they unveil their greatest masterpiece, a perfect replica of themselves: a puppet with fluid, deceptive, and very human movements.

At night, lurking in the shadows of their puppet, it is almost impossible to tell them apart.

Number of Players (excluding the Moderator)							
8	2	1	1	1	1	-	2
9	3	1	1	1	1	-	2
10	3	1	1	1	1	1	2
11	3	1	1	1	1	1	3
12	4	1	1	1	1	1	3
13	4	1	1	1	1	1	4
14	4	1	1	1	1	1	5
15	4	1	1	1	1	1	6
16	5	1	1	1	1	1	6
17	5	1	1	1	1	1	7
18	5	1	1	1	1	1	8

Scenario 2



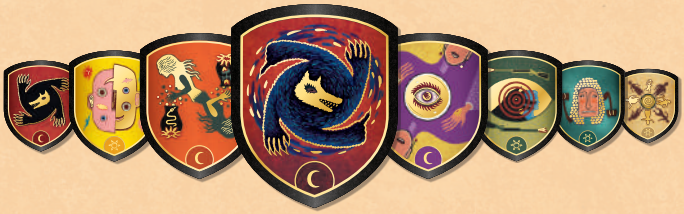
The Unrivaled Colossus

The Colossus is not overlooked among the prominent figures of the Festival of the Shattered Fang. This massive wrestler inspires as much fear as admiration.

He stands proudly in his arena, awaiting a worthy opponent. But few dare to challenge him. He proclaims to anyone who will listen that even Werewolves would flee from him. **"Let them dare to come! I will face them eye to eye and take one of them down with me. Colossus's word!"**

Number of Players (excluding the Moderator)							
9	3	1	1	1	1	-	2
10	3	1	1	1	1	1	2
11	4	1	1	1	1	1	2
12	4	1	1	1	1	1	3
13	4	1	1	1	1	1	4
14	5	1	1	1	1	1	4
15	5	1	1	1	1	1	5
16	5	1	1	1	1	1	6

Scenario 3



A New Menace

The old storyteller at Miller's Hollow sits in the inn's corner, ready to share their chilling tale with all who will listen.

"The Mighty Wolf-Mother! Do you know that name? Friends, come closer, come closer! It is my duty to tell you the grim truth... The trees tremble not from the wind but because of her. Even the forest fears what she has birthed; the Mighty Wolf-Mother prowls Miller's Hollow. At night, she chooses a Villager, stands at the foot of their bed, and with a single touch, drains them of their abilities. Those of you who rejoice in the Festival of the Shattered Fang, take heed! You could very well be her next victim..."

Number of Players (excluding the Moderator)								
8	1	1	1	1	1	1	-	2
9	1	2	1	1	1	1	-	2
10	1	2	1	1	1	1	1	2
11	1	2	1	1	1	1	1	3
12	1	3	1	1	1	1	1	3
13	1	3	1	1	1	1	1	4
14	1	3	1	1	1	1	1	5
15	1	4	1	1	1	1	1	5
16	1	4	1	1	1	1	1	6
17	1	4	1	1	1	1	1	7
18	1	4	1	1	1	1	1	8

Scenario 4



The Festival of the Shattered Fang

The full moon casts its silvery rays over a hamlet that has grown strangely silent. bunting snaps in the wind, with no one to hang it back up. The tents and streets are growing emptier... The Colossus and the Puppeteer, secluded in an inn, no longer have an audience to entertain. Some announce the arrival of a very powerful she-wolf, while others whisper by the fire,**"You'd have to be mad to go out."**

Yet in the deserted streets, a shadow wanders. The Wise Monkey has escaped, searching for houses to explore. May they be protected!

If, by misfortune, their path crosses that of a Werewolf, their cage will forever remain empty.

Number of Players (excluding the Moderator)									
9	1	2	1	1	1	1	-	-	2
10	1	2	1	1	1	1	1	-	2
11	1	3	1	1	1	1	1	-	2
12	1	3	1	1	1	1	1	1	2
13	1	3	1	1	1	1	1	1	3
14	1	4	1	1	1	1	1	1	3
15	1	4	1	1	1	1	1	1	4
16	1	4	1	1	1	1	1	1	5
17	1	5	1	1	1	1	1	1	5
18	1	5	1	1	1	1	1	1	6

How to play

To the Moderator: The following pages provide a game outline that serves as a guide. **Please read the dialogues in orange aloud** and ***perform the actions described in italics***. The dialogues are examples, and each Moderator should feel free to adapt them to their preferences!

The game alternates between day and night phases, starting with a night.

Night Phase

"As night falls, the entire Village drifts into sleep, and the players close their eyes."

Only on the first night:

If Cupid is in play: **"Cupid wakes up and indicates which two are the lovers."** Once Cupid has designated them, **"Cupid falls back asleep. I will now tap the lovers on the shoulder."** *Discreetly tap the two lovers on the shoulder, then ask them to open their eyes so they can recognize each other.* **"If one is eliminated, the other will die of grief. If one is a Werewolf and the other a Villager, you must eliminate all other players to win the game. The lovers may fall back asleep."**

If the Colossus is in play: **"The Colossus must silently raise their hand so I can identify them."** Once you have identified the Colossus, say: **"The Colossus can put their hand down."**

If the Bear Tamer is in play: **"The Bear Tamer must silently raise their hand so I can identify them."** Once you have identified the Bear Tamer, say: **"The Bear Tamer can put their hand down."**

If the Wandering Judge is in play: **"The Wandering Judge wakes up and shows me the secret gesture that will be used during the voting phase to trigger a second vote."** Once you have seen the gesture, say: **"The Wandering Judge falls back asleep."**

Each night, take turns calling the nocturnal Characters in play, in this exact order:

1. The Actor



"The Actor wakes up and may choose one of the emblems in the center of the table. This power remains active until the start of the following night." *If the Actor designates an emblem, flip it over.* **"The Actor falls back asleep."**

2. The Wise Monkey



"The Wise Monkey may wake up and designate a player to reveal their true identity. If that player is not a Werewolf, the Wise Monkey can designate another player, and so on. However, if they designated player is a Werewolf, the Wise Monkey will be eliminated. Remember, the Wise Monkey may only wake up once during the game to investigate." *Show the Wise Monkey the emblem of each player they have designated until they stop, either by choice or necessity. Feel free to move the other players' emblems around to create confusion and make noise. If the Wise Monkey designates a Werewolf, screech like a frightened monkey!* If the Wise Monkey is still alive at the end of this phase, say: **"The Wise Monkey falls back asleep."**

3. The Seer



"The Seer wakes up and designates a player to reveal their true identity." *Show the Seer the emblem of the designated player. Feel free to move the other players' emblems around to create confusion and make noise.* **"The Seer falls back asleep."**

4. The Werewolves



"The Werewolves awaken, recognize each other, and designate a new victim." Once you have identified the victim chosen by the Werewolves, say: **"The Werewolves fall back asleep."**

Notes:

- If the Bear Tamer is in play, be sure to note the positions of the Werewolves relative to him.
- The Little Girl can spy on the Werewolves during their nocturnal awakening by slightly opening her eyes. However, she must not fully open them. If the Werewolves catch her with her eyes wide open, they may devour her instead of the designated victim.

5. The Mighty Wolf-Mother (only the first two nights)



"The Mighty Wolf-Mother awakens and designates a player. If that player is a Villager endowed with a power, they lose it and become a Simple Villager." Once you have identified the Mighty Wolf-Mother's target, say: **"The Mighty Wolf-Mother falls back asleep."** *Then, move behind the players and tap the designated player on the shoulder. If the player is a Villager with a nocturnal role, you should still call them (but they won't wake up) to avoid revealing that they have lost their power.*

6. The Witch



"The Witch wakes up, and I show her the Werewolves' victim. Will she use her healing or poison potion?" *Point to the victim the Werewolves designated that night.* **"Do you wish to save this person? If so, give me a thumbs-up. Do you wish to eliminate a member of the Village? If so, tell me who it is."** *Wait for the Witch to tell you what she wants to do.* **"The Witch falls back asleep."**

Note: The Witch may use each of her potions as she sees fit and is not required to use them all on the same night. She may use the healing potion for her own benefit.

If the Colossus is eliminated by the Werewolves: "The Colossus was attacked by the Werewolves last night. The Colossus' retaliation will be fatal to one of them. The Werewolves and the Colossus awaken. The Colossus points to the Werewolf he wishes to eliminate. Everyone falls back asleep."

Day Phase

When the night phase is over, awaken the Village:
"It is morning. The Village wakes up. Everyone opens their eyes."

Announce the potential nighttime victims and ask them to reveal their emblems. These players are eliminated (except the Puppeteer, if the Werewolves have designated them and they still have their power). If the Bear Tamer is in play, growl if at least one of their in-play neighbors is a Werewolf.

"The Village council meeting begins." The players debate their suspicions. **"Don't hesitate to defend your point of view! You can say anything—even reveal your secret identity—or lie about it. The only forbidden act is revealing your emblem."** *Keep the debates lively and engaging.*

At the appropriate moment, initiate the Village vote: **"At my signal, each player points to the player they wish to eliminate."**

Village Vote

The player with the most votes is eliminated. They reveal their emblem and can no longer communicate with any of the other players (unless they are the Village Idiot and the Mighty Wolf-Mother hasn't sapped their power).

In the event of a tie, a second vote will be held without debate to determine the outcome between the tied players. If the second vote also results in a tie, no players will be eliminated.

If the Scapegoat is in play, there will not be a second vote in the event of a tie. Instead, the Scapegoat will be eliminated, regardless of whether they are one of the tied players. After their elimination, the Scapegoat can choose who will be able to vote the following day.

If the Wandering Judge is in play, they can signal to the Moderator during the vote that they would like a second vote by using their secret gesture. If so, a second vote will be held immediately after the first, without prior debate. *Watch for the Wandering Judge's secret gesture!*

If the Devoted Servant is in play, *allow some time before revealing the emblem of the player who was voted out. The Devoted Servant can then choose to come forward and assume the eliminated player's role.*

A new round begins with a night phase. ***Repeat the night and day phases until one of the teams achieves its goal and wins the game.***

Notes:

- Being eliminated doesn't mean losing; eliminated players win or lose with their team.
- When a player is eliminated, place their emblem face up in the center of the table (away from the emblems accessible to the Actor) to make the game easier to follow. It's recommended that eliminated players move away from the table so the other players and the Moderator can follow the game more easily.
- If the Werewolves can't reach a decision, too bad for them; they won't eliminate any players that night.

We would like to thank the hundreds of people who have supported us since the beginning of our journey with The Werewolves of Miller's Hollow, which began sometime in the last century. There are too many to name individually.

The 25th Anniversary Special Edition of The Werewolves of Miller's Hollow is designed by Philippe des Pallières and Hervé Marly.

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Game Rounds

Setup Round - First Night

- **The Village falls asleep**
- **Cupid** – the two lovers are designated and recognize one another
- **The Colossus** – hand raising identification
- **The Bear Tamer** – hand raising identification
- **Wandering Judge** – secret gesture

Night Phase

The Village falls asleep

- At the **Actor's** discretion - chooses 1 of the available emblems
- At the **Wise Monkey's** discretion - looks at the Character emblems
- **The Seer** – looks at 1 Character emblem
- All **Werewolves**, including the **Mighty Wolf-Mother**, and the **Little Girl**
- **The Mighty Wolf-Mother** – nullifies 1 power for the first two nights
- At the **Witch's** discretion – use of her potions
- **The Colossus** – if eliminated by the Werewolves

Day Phase

The Village wakes up

- The victims are revealed
- **The Hunter** – if eliminated by the Werewolves
- If the **Bear Tamer** is next to a **Werewolf**: bear growls
- Debate and vote
- At the **Devoted Servant's** discretion - assumes a new role
- At the **Wandering Judge's** discretion – second vote
- **The Scapegoat** – eliminated in the event of a tie
- **The Hunter** – if eliminated by the Village.

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