

# WEREWOLVES

## GAME RULES



Welcome in the time of fear.

Welcome in the time of feudal systems.

Welcome in the time of Werewolves.

In the deep woods, there lie two villages which are under the control of two different feudal lords.

These feudal lords are not enemies and they are not friends and that's how it is among villagers as well.

The villagers need to pay taxes to their lord for protection. They have their daily duties to fulfill.

And they are also having their hidden motivations...





Players are simulating the role of a character that has its own goals.

The only way how to "win" the game is to survive till the end of the game and to reach the personal goal.

# BASIC SETTING

Players are divided into 2 groups (VILLAGES) with approx. 20 people.

Each group will create their own camp in the nature approx. 1 km from each other.

Each group draw 2 lots: for their OCCUPATION (see below) and their MOTIVATION (see below).

The whole game runs on a MONEY system (see below) and follow a special FLOW (see below).





# MONEY SYSTEM

... is represented by pins.

## **PAYDAY (SALARY)**

Every "payday" (moment in time), everybody receives from 0 to 7 pins (depending on their "OCCUPATION").

## **TAXES**

Everybody has to pay 1 pin a day as taxes.

The MINISTER OF FINANCES is collecting them and passing them to the MAYOR who makes decisions on how to deal with them.

## **FOOD MONEY**

Everybody has to pay 1 pin for food (There are 3 foods during the day: breakfast, lunch, dinner). If you don't pay, you don't eat.

MAYOR passes the money to the LORD during the EXCHANGE OF RESOURCES.

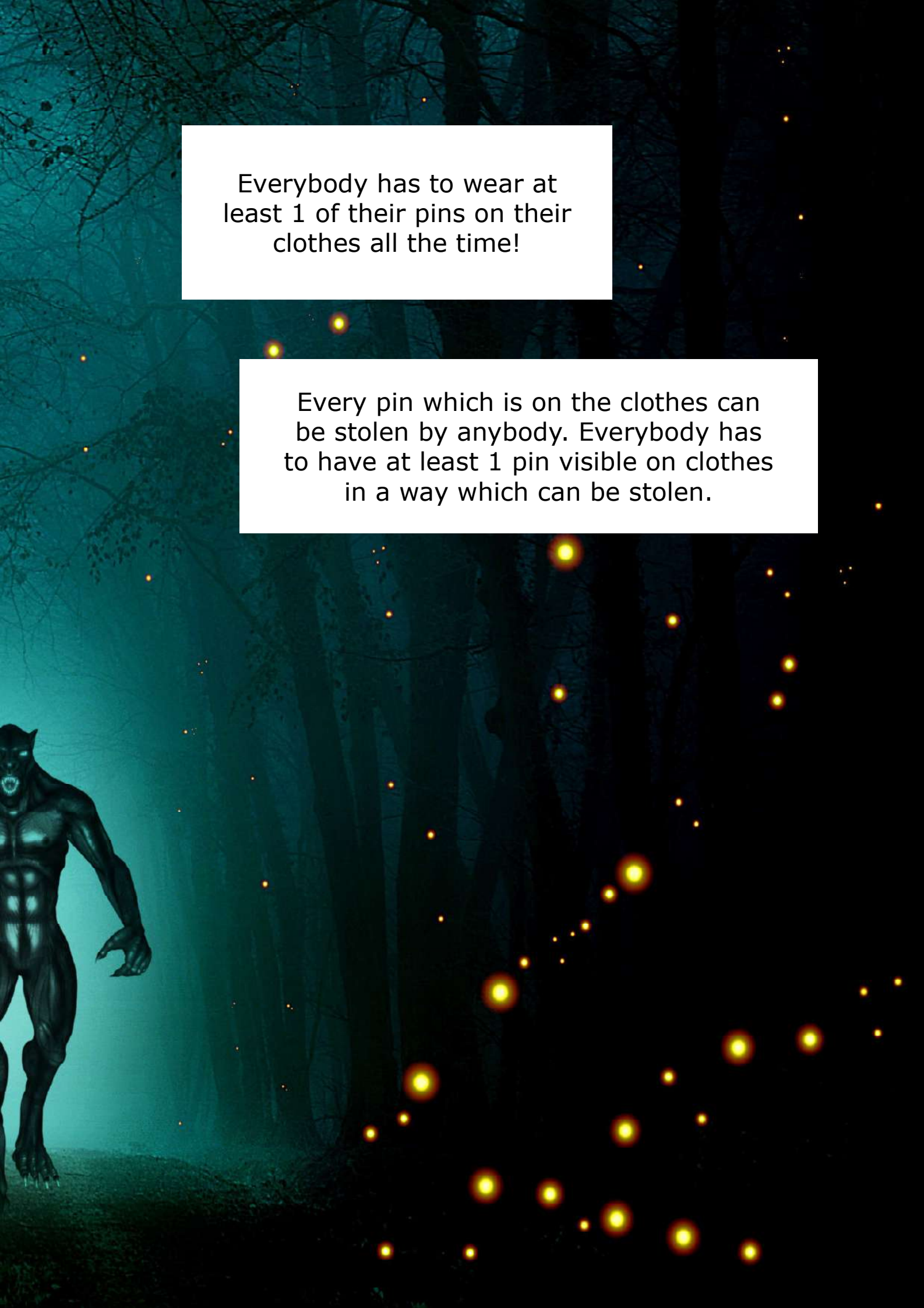
## **EXCHANGE OF RESOURCES**

The moment when the MAYOR exchanges the pins for the food resources from the LORD.

## **BENEFITS**

Everybody can exchange 1 of his pins for 1 benefit (charging the phone, tobacco, extra blanket, chocolate, etc... delivered the next day).



A dark, misty forest at night. The trees are silhouetted against a dark blue and black background. Numerous small, glowing yellow lights are scattered throughout the scene, some appearing as if they are floating or falling. On the left side, a muscular, black werewolf-like creature with glowing eyes and a wide, toothy grin is visible, looking towards the viewer.

Everybody has to wear at least 1 of their pins on their clothes all the time!

Every pin which is on the clothes can be stolen by anybody. Everybody has to have at least 1 pin visible on clothes in a way which can be stolen.

# OCCUPATION

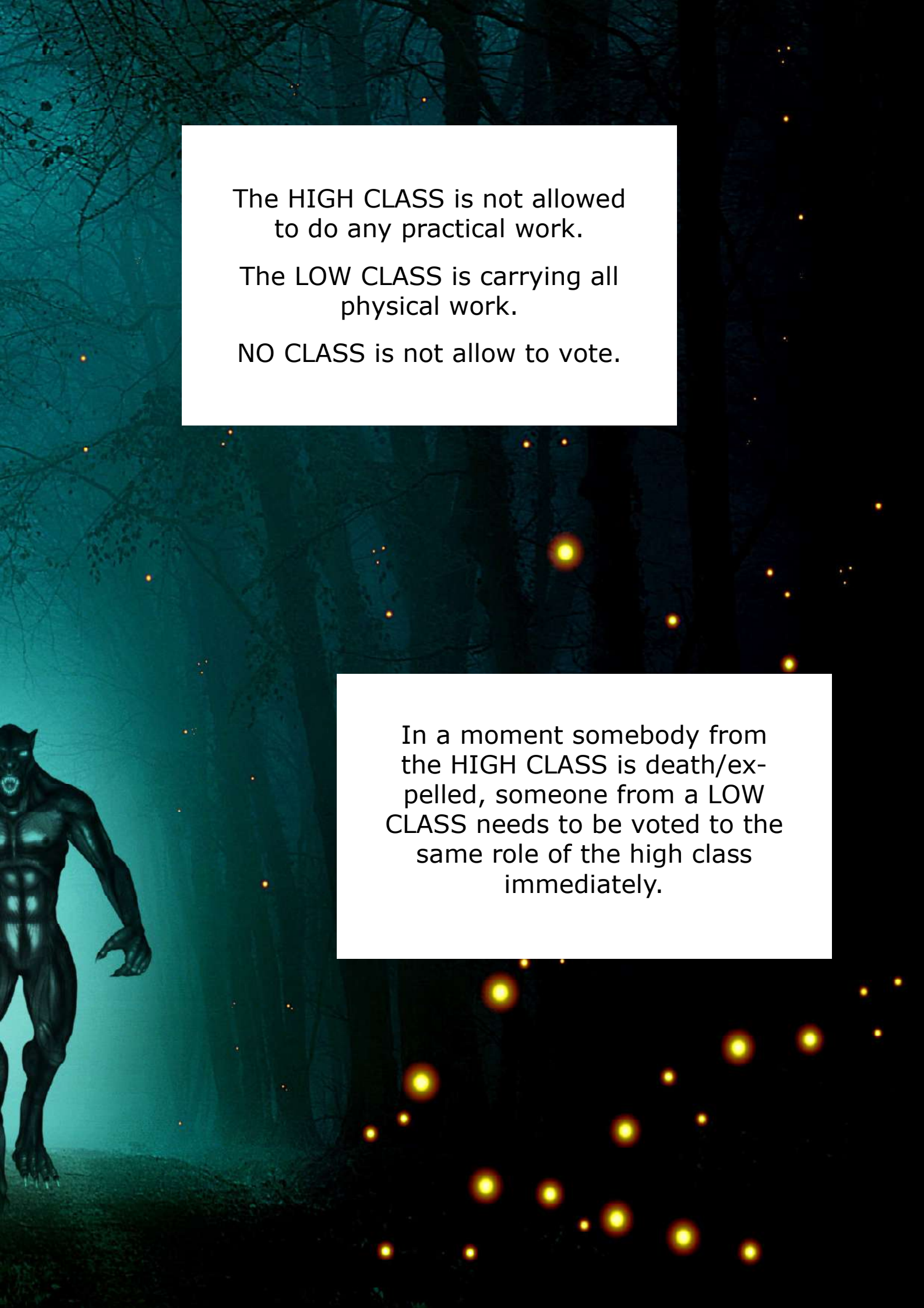
In each village, there has to be

- 1 MAYOR
- 1 MINISTER OF CULTURE
- 1 MINISTER OF FINANCES
- 1 MINISTER OF EDUCATION
- 1 MINISTER OF ENVIRONMENT
- 1 MINISTER OF WORK

The remaining roles are a mixture of occupations (see below).





The background of the entire page is a dark, atmospheric forest scene. The trees are silhouetted against a deep teal or blue light. Numerous small, glowing yellow-orange lights, resembling fireflies or magical sparks, are scattered throughout the scene, particularly concentrated in the lower right quadrant. On the left side, a muscular, dark-skinned figure with a feline-like face and glowing eyes is visible, standing and looking towards the viewer.

The HIGH CLASS is not allowed  
to do any practical work.

The LOW CLASS is carrying all  
physical work.

NO CLASS is not allow to vote.

In a moment somebody from  
the HIGH CLASS is death/ex-  
pelled, someone from a LOW  
CLASS needs to be voted to the  
same role of the high class  
immediately.

# **MAYOR**

## **HIGH CLASS 7 PINS**

- O COMMUNICATES WITH LORDS**
- O HOLDS THE CITY FUNDS**
- O HAS A FINAL WORD WITH DECISIONS  
IN THE VILLAGE**
- O EXPEL CITIZENS FROM THE VILLAGE**
- O DOES THE EXCHANGE OF RESOURCES**

**MAYOR CAN BE ANYTIME CHALLENGED.  
THE SIMPLE MAJORITY OF VOTES WINS.**



# **MINISTER OF CULTURE**

**HIGH CLASS  
6 PINS**

**EVERY DAY PREPARE ONE ACTIVITY  
FOR THE VILLAGE AROUND CULTURE  
(KARAOKE, STORYTELLING, GYM,  
DISCUSSION CLUB, ETC.)**

# **MINISTER OF FINANCES**

**HIGH CLASS  
5 PINS**

**COLLECTS TAXER FROM THE VILLAGERS  
AND PASS THEM TO THE MAYOR**

# **MINISTER OF EDUCATION**

**HIGH CLASS  
6 PINS**

**EVERY DAY PREPARE ONE EDUCATIONAL  
ACTIVITY FOR THE VILLAGE**

# **MINISTER OF ENVIRONMENT**

**HIGH CLASS  
5 PINS**

**KEEP AN EYE THAT ALL THRASH IS SORTED  
AND EVERYTHING IS CLEAN IN THE VILLAGE**





# MINISTER OF WORK

HIGH CLASS  
5 PINS

THE ONLY ONE WHO CAN GIVE  
A TASK TO THE BEGGARS

# **CHIEF**

**LOW CLASS  
4 PINS**

**FOR EVERY CHIEF IN THE VILLAGE,  
THE GROUP GETS ONE EXTRA FOOD RESOURCE.**

# **BUILDER**

**LOW CLASS  
4 PINS**

**FOR EVERY BUILDER IN THE VILLAGE,  
THE GROUP GETS ONE EXTRA EQUIPMENT**



# **BEGGAR**

**NO CLASS  
0 PINS**

**IS NOT ALLOWED TO DO PHYSICAL WORK  
EVERY DAY, HE RECEIVES 2 PINS  
FROM THE CITY FUND.**

# **PRIEST**

**NO CLASS  
0 PINS**

**RECEIVE 1 PIN FROM THE STATE  
EVERY DAY PREPARE A MEDITATION ACTIVITY  
FOR THE GROUP  
IS ALLOWED TO COLLECT PINS (CONTRIBUTION)  
FROM THE PEOPLE DURING HIS ACTIVITY**

# MOTIVATION

Every player has a personal goal they want to achieve at the end of the game. The goal is represented by motivation.

## **POWER**

The task of the player is to have as much big position as possible at the end of the game

## **GREED**

The task of the player is to have as much money as possible at the end of the day. He is allowed to steal from the others.

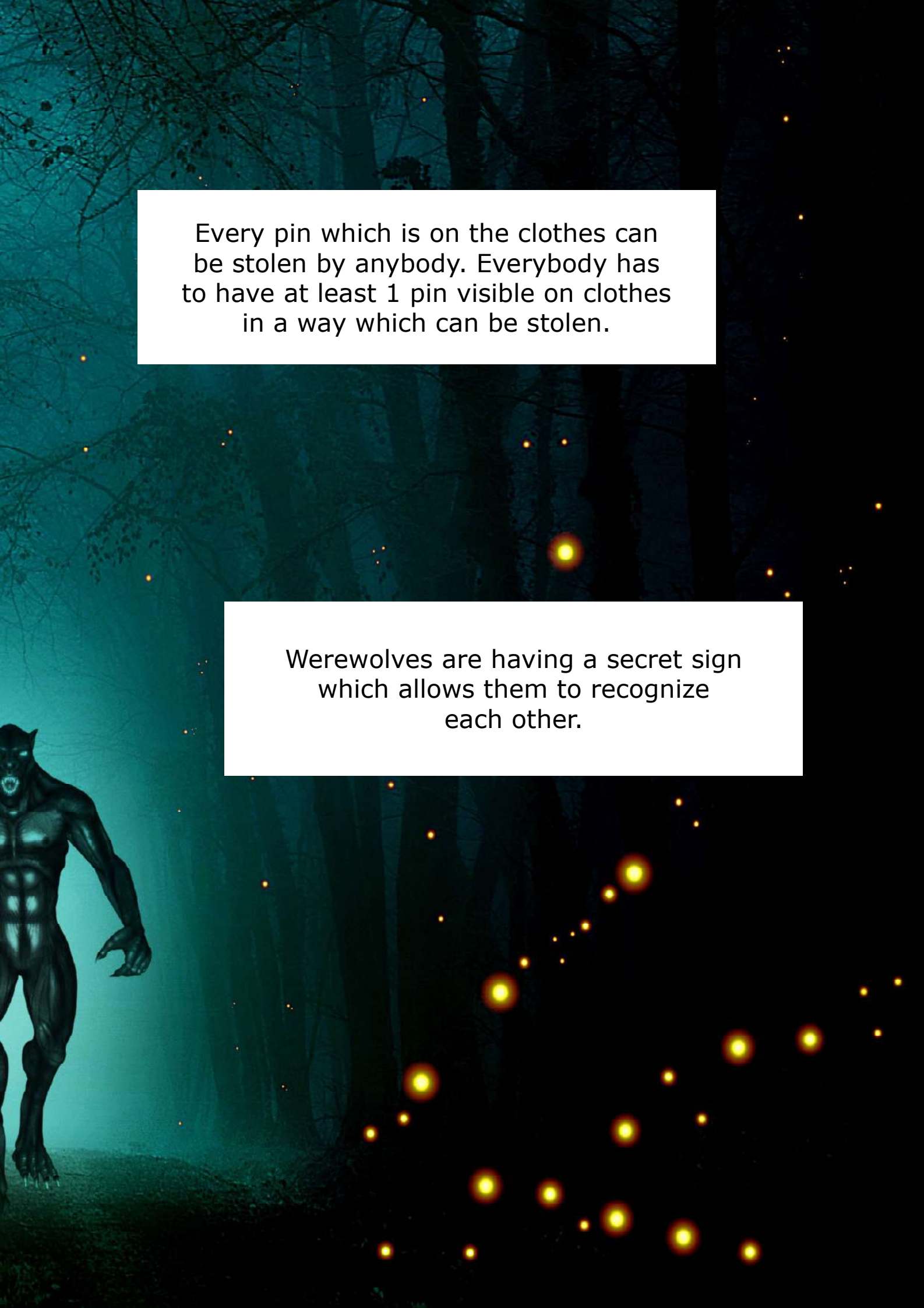
## **SURVIVAL (WEREWOLVES)**

Every day needs to "kill" one of the villagers.  
1 "dead body" is enough to feed 3 werewolves.

(4 werewolves needs 2 dead bodies)







Every pin which is on the clothes can be stolen by anybody. Everybody has to have at least 1 pin visible on clothes in a way which can be stolen.

Werewolves are having a secret sign which allows them to recognize each other.

# LIFE & DEATH

Life is represented by a band on a hand.

If the band is torn off, a person is dying.

(It means a person can be killed by anyone - by murder is of course punishable by law.)

Death citizen is going to the organizers immediately.

# PHOENICIANS

Death players are creating a group of Phoenicians - merchants who are allowed to trade in both "villages" by both kings.

Phoenicians are forming the same type of society - the one who is coming the first is getting the highest position and the rest is taking the others one by one.





# SETTING OF GAME

## JOBS PER VILLAGE

- 20 people
  - o 1 mayor
  - o 1 minister of culture
  - o 1 minister of Finances
  - o 1 minister of education
  - o 1 minister of environment
  - o 1 minister of work
- The remaining roles are in a mixture of 4 pieces of each role

## MOTIVATIONS PER VILLAGE

- Bag with 30 motivations
  - o 5 werewolves
  - o 15 power
  - o 10 greed





# FLOW - PREP DAY

After lunch, the group is divided.

Participants made a line based on the color of their eyes from the darkest to brightest and then, they are divided simply by 1-2-1-2 matters.

Then, a short introduction is given:

"There were several natural calamities which came down to history: Pompei. Earthquake in Lisbon. Haiphong typhoon.

It was such a disaster that chased you out of your homes and made you flee to the new place where you would start living with new people you wouldn't even properly know.

The GAME starts now. You have 5 minutes to pack what you need and gather outside."

2 kings (Vojta and Rota) are standing outside.

Each one of them is taking one team and taking it to their camp.

Here, they read:

"My name is Lord Octavianus Lupus and this is my land. You may live here if you will obey my laws.

Let's establish what is your social status in the game."

He hands out the bag with the Jobs (6 high classes + 16 low class. In case a high class is not covered, there is an immediate vote to take it).

Group is getting extra pins for chiefs and builders.

There are already **40 pins on a ground** and **a list of tools/resources** they can be getting.

Group is making a decision about purchasing the materials, building camps, cooking, etc.

In the evening,  
the **priest has to hold a mass**  
and **the minister of culture**  
**has to have an activity.**

Mayor is getting money (pins) for the next day and passing them to the people.



# FLOW - DAY 1 - WAR

## TIMELINE

until 8:00 - Death people are leaving the camp

until 9:00 - Breakfast preparation

until 10:00 - Voting and excommunications

until 11:00 - Educational activities (Minister of Education)

until 12:00 - Lunch preparation.

13:30 - CHALLENGE - War

(see the next page)

until 18:30 - cooking

19:30 - exchange of resources

20:00 - Meditation (Priest activity)

21:00 - Cultural activity (Minister of Culture)





## PHOENICIANS

We are receiving first “dead” people who are forming the Phoenicians.

Upon arrival, they are:

- 1** Answering the question “How do you feel about being excluded?” on a camera.
- 2** Receiving the role (the first one is becoming a Mayor, the second one is a Minister of Culture, etc.)
- 3** Getting their own money and setting up their camp.

# CHALLENGE - WAR

## 1ST CHALLENGE - ROBBERS

*"In the first days of hunger, it was not unusual to steal to money from the others. It was important to survive and ensure the survival of the family."*

Players are representing a villagers who are encountering an enemy and stealing from them.

Each player is having a scarf behind the waist representing their "life". Anybody with a life can steal someone else life.

When the "life" is collected, it is added to the "village treasury". At the end of the round, all treasure is exchange for a MONEY.

Phoenicians are playing as well.

## 2ND CHALLENGE - OPEN BATTLE

*"I declare the war to the enemy village on the Field of Tears."*

### Capture the Flag Game

Phoenicians can get hired as a mercenaries by any side.

The ones who wins 2 out of 3 can "loot" in the other camp - take resources in a value of 10 pins.



# FLOW - DAY 2 - TRADE

## TIMELINE

until 8:00 - Death people are leaving the camp

until 9:00 - Breakfast preparation

until 10:00 - Voting and excommunications

until 11:00 - Educational activities (Minister of Education)

until 12:00 - Lunch preparation.

13:30 - CHALLENGE - Trade  
(see the next page)

until 18:30 - cooking

19:30 - exchange of resources

20:00 - Meditation (Priest activity)

21:00 - Cultural activity (Minister of Culture)



# CHALLENGE - TRADE

*"As time goes on, it is rather usual than a warrior exchange a sword for a pen and starts to trade instead of looting. Cause destruction can lead to power, yet creation is always more profitable than destruction."*

**This game** - which, honestly, I don't wanna be translating till the moment the project will be approved as it would be hell-a-lot of a work.

But basically, it is a strategical game which require a cooperation of the players in the village.



# FLOW - DAY 3 - REVOLUTION

## TIMELINE

until 8:00 - Death people are leaving the camp

until 9:00 - Breakfast preparation

until 10:00 - Voting and excommunications / execution

until 11:00 - Educational activities (Minister of Education)

until 12:00 - Lunch preparation.

13:30 - CHALLENGE - SURVIVAL

(see the next page)

until 18:30 - cooking

20:00 - Meditation (Priest activity)

21:00 - Cultural activity (Minister of Culture)



## **VOTING & EXECUTION**

This time, the only one who has votes, is a lower and no class.

This time, there is excommunication, but straight "death" (execution).

There is no limit upon executed people.



# CHALLENGE - SURVIVAL

There will be no Exchange of Resources at the evening.

The country is in the turmoil, nobody is producing, there is a lack of resources, money is becoming pointless as nobody is guaranteeing their value.

I have havcing 2 ideas in mind here:

## IDEA 1

Villagers are coming to Phoenicians who are giving them individual tasks and challenges.

## IDEA 2

Villagers are playing Red & Black (Game of Life).







# FLOW - DAY 4 - UNIFICATION

## TIMELINE

until 8:00 - Death people are leaving the camp

until 9:00 - Breakfast preparation

until 10:00 - Voting and excommunications

until 11:00 - Educational activities (Minister of Education)

until 12:00 - Lunch preparation.

13:30 - CHALLENGE - Unification  
(see the next page)

until 18:30 - cooking

19:30 - exchange of resources

20:00 - Meditation (Priest activity)

21:00 - Cultural activity (Minister of Culture)



# CHALLENGE - UNIFICATION

*"We have decided to unite our great Houses. My daughter is going to marry his son. We insist both villages and Phoenicians as well will unify and prepare a feast for our honor."*

Tasks of the participant are to unify their villages, and then:

**1** Make voting about the roles in the village.

**2** Replace all villages at a new place and re-build it all together.

**3** Prepare a feast (from the resources they have + they can be freely shopping from the kings at the moment, taken they still have some money) for the kings and their children.

In the evening, there will be a wedding ceremony and a ritual.

The next day, the outdoor part is over. We are inviting participants back to the cottage, but we are not breaking the camp in case somebody would like to still use it for sleeping outside.

