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★ ★ ★ ★ ★
Keine Stimmen

Werwölfle the whole week



The well-known game of Werewolf is usually played in a circle in the evening. This game is a variation of that game, but the frame is opened up and the game is played all day long.

Course of the game

Start of the game

- On the first evening, the game is explained and the cards are distributed. The game master can choose to play along, but it is not recommended if the children are playing the game for the first time. There are the following characters: *2 werewolves, 1 hunter, 1 grandmother, 1 wild child and villagers*. Two werewolves have proven their worth, you can still control the number of victims per day. The characters are explained in more detail in the appendices.
- During the day, the *werewolves* have time to "kill" one or two villagers (depending on how many are playing, you can say they have to "kill" two or only one). Perhaps you can find a more suitable term for "killing" in your group, especially with smaller children. They do this by approaching a fellow player, showing him/her the card and telling him/her that he/she has "died". If the child is a *villager* or *grandmother* (and *wild child,* if the role model is still alive), he/she must sign in on the list. The data then helps the living in the discussion in the evening.
- If the child is also a *werewolf,* nothing happens, the *werewolves* only know about each other now and can perhaps work well together. However, if the child is the *hunter* and can identify himself accordingly, the *werewolf* dies and must then enter his name on the list. Of course, the *werewolf* must not reveal who the *hunter* is.

Game in the evening

- The *werewolves* must each have "killed" at least one person so that there is material to discuss. Unfortunately, the "killed" children can no longer play after their "death"; you should also consider whether you want to have an extra program for these discussions so that they don't reveal their "murderer". The living want to eliminate a *werewolf* every evening, the *werewolves* naturally want a *villager* to die so that they can distract themselves.
- The *wild child* is actually a normal *villager*, but it can become a *werewolf* if its role model, which it defined on the first evening, dies. The *wild child* 's goal during the evening votes is therefore to have its role model die so that it can also become a *werewolf* .
- Another special villager is the *grandmother*, who can shoot someone during the voting in the evening, thereby proving her innocence and becoming a normal *villager*. During the day she doesn't have her "bag" with the gun, so she can't defend herself against a *werewolf*. It is therefore worthwhile for her to exploit her character as early as possible.

- If a *werewolf* is actually hit during the vote, the group can vote again, otherwise the vote is closed and the game continues the next day. It is worth entering all victims, including those of the votes or the *grandmother*, in the list so that everyone has an overview.

End of the game

- The game ends when either the *werewolves* have killed all the *villagers* or - and don't think this happens more often - the *villagers* have eliminated all the *werewolves*. You must always consider whether the *wild child* is still a *villager* or a *werewolf*.
- **Watch out***:* If the game master is not playing, he/she can know who the *wild child* 's role model is. Because if this child dies in the last vote and all the *werewolves* have actually been eliminated, the game still continues because a *werewolf* is still alive. And conversely, the game is over if the *wild child* 's role model is still alive and all the *werewolves* have been eliminated, as the *wild child* is then simply a *villager*.

two different print templates

Werewolf

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Competition
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from the age of 16

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