

# The Werewolves of Millers Hollow

A Game by  
Philippe des Pallières & Hervé Marly



**For 8 to 18 players, ages 14 and up**  
**Game length: 20 to 30 minutes**

## The Story :

Deep in the American countryside,  
the little town of Millers Hollow  
has recently been infiltrated  
by Werewolves.

Each night, murders are committed  
by the Townsfolk, 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 town loses  
its last few inhabitants.

## Object of the Game :

- For the Townsfolk: Kill all of the Werewolves.
- For the Werewolves: Kill all of the Townsfolk.

## Game Components :

24 cards

4 cards  
*Werewolves*



13 cards  
*Ordinary Townsfolk*



1 Fortune Teller



1 Thief



1 Hunter



1 Cupido



1 Witch



1 Little Girl



1 Sheriff

## *The CARDS :*



Each night, the Werewolves bite, **kill and devour** one Townsperson. During the day they try **to conceal their identity** and vile deeds from the Townsfolk. Depending upon the number of players and variants used in the game, there are 1, 2, 3 or 4 Werewolves in play.

## *The TOWNSFOLK :*



Each night, one of them is **killed** by the Werewolves. This player is eliminated from the game.

The next morning, survivors gather in the town square and try to discover who the Werewolves are. This is done by studying the other Players' faces for hidden signs of lycanthropy.

After discussing and debating, the Townsfolk **vote to lynch** a suspect, who is then hanged, burned and eliminated from the game. There are 8 different kinds of Townsfolk:

## *Ordinary Townsfolk :*



These folks have no abilities other than their own intuition.

Each Ordinary Townsperson must **analyze** the players' behavior to guess who is a Werewolf, and try not to be **falsely mistaken** for a Werewolf and unduly lynched, hanged and burned.

## *The Fortune Teller :*



Each night, the fortune teller **can see the true personality** of one player. The fortune teller chooses which player this will be. The fortune teller must help the other Townsfolk to correctly identify the Werewolves, without being discovered out by the Werewolves, thus making him/herself a target.

## *The Hunter<sup>©</sup> :*



If the hunter is killed by the Werewolves, or lynched by the Townsfolk, he/she **can retaliate**. With his/her dying breath, the hunter will shoot, thus eliminating, any one other player.

## Cupido © :



“Cupido” is the town matchmaker. He/she received the nickname because of his/her ability to make any **two people fall instantly in love**.

During the first night of the game, Cupido designates two players who will be in “in love” with one another for the rest of the game. Cupido can choose him/herself as one of the lovers.

If one of the lovers dies, the other immediately kills him/herself in a fit of grief. A love cannot, even as a bluff, vote to lynch their lover.

**Special Case:** If one of the lovers is a **Werewolf and the other one is a Townsperson**, the object of the game changes for these two players. The pair's only wish is to live in love and peace, and therefore must eliminate all other players

(Werewolves and Townsfolk) from the game, by using the standard game rules.

### **The Witch © :**



This Townsperson knows how to make **two very powerful potions**:

The first is a **healing** potion, which can be used to resurrect a player that is killed by a Werewolf. The second is a **poison**, used during the night to eliminate one player.

Each potion can only be used **once per game**. The Witch can use either potion on him/herself if he/she wishes.

If he/she wishes, the Witch can use the poison **at night** and then follow that up with the healing potion the next day.

If this character is used you can have an evening where either **nobody dies** or **where one player dies** or **where 2 players** die.

## *The Little Girl* © :



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

However, if she is caught in the act by the Werewolves, she immediately dies of fright, silently, instead of the designated victim.

The Little Girl can spy during the night only during the “Werewolves awaking” phase. When the Little Girl is in play, it is necessary for all players to avoid hiding their faces (with hands, cards, etc.) when sleeping.

## *The Sheriff* © :



Instead of being dealt, like the rest of the characters, this card is entrusted to one of the players.

Just like a real Sheriff, this player is **elected** by a vote of the Townsfolk. The player receiving the most votes gets to be the Sheriff.

honor. Henceforth, this player's votes count as **2 votes** (always applied to a single player, not split, see voting below). If the Sheriff is eliminated, upon his/her deathbed, the Sheriff names a successor, who then becomes the new Sheriff.

### *The Thief* © :



If the Thief is used, two additional ordinary Townsfolk cards are added to the deck at the beginning of the game. After the cards are shuffled and dealt, the two extra cards are placed face down in the center of the table. During the preliminary turn of the first night, the Thief looks at these two cards, and **may trade** his/her card with one of these two cards. However, if both cards are Werewolves, the Thief **must** trade his card with one of them. If the Thief takes one of the extra cards, he/she **assumes** the role of this character 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 3 according to the chart below*)



**The Fortune Teller**



**Standard Townsfolk** (*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 is very interesting to use the particular 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 town to sleep by saying "**Night falls, the town is asleep, and everyone closes their eyes.**" All character players now close their eyes. Then, depending on the character cards in play

## SETUP ROUND

- D.** The Moderator says “**The Thief wakes up**”. The player who has the Thief card opens his/her 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 The Thief above). The Moderator then says “The Thief falls asleep”. The Thief closes his/her eyes.
- E.** The Moderator calls **Cupido** by saying “**Cupido wakes up**”. The player who has the Cupido card opens his/her eyes, and silently designates two players (possible him/herself). The **Moderator** walks around the table and discreetly **taps** the shoulders of the **two lovers** (keep your eyes closed lovers). The Moderator then says “Cupido falls asleep”. The Thief closes his/her eyes.
- 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 the true personality of their love.

*The setup round is now complete,  
and the Moderator now continues with the standard turn.*

## **Standard Turn**

### **1 - The Moderator calls the Fortune Teller.**

The Moderator says “**The fortune teller wakes up, and chooses a player whose true personality she wants to know**”.

The Moderator silently shows the Fortune Teller the character card of the chosen player. Then the Moderator says “The fortune teller 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 **designate** 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**” (or something like this). 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 victim of the Werewolves. Would you like to use your potion of healing or poison?**”

The Moderator shows the Witch the victim of the Werewolves. The Witch is not obligated to use the potions if the player does not wish to. If the Witch uses a potion, he/she **indicates** 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** the Town Up

The Moderator says “**The sun rises. Everybody wakes up and opens their eyes... Everyone that is except for the one that was killed in the night.**”

The Moderator now points to the Werewolves’ **victim**.

This player turns his/her card face up and is out of the game. This player cannot communicate with the other players anymore.

If the player killed is the **Hunter**, he/she 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 his/her card face up.

## **5** - The Townsfolk argue and **debate**.

**The Moderator is here to moderate and organize the debate**

*(also known as the angry mob!)*

A strange noise is heard during the night, suspicious behavior, a player that always votes along with another one. All of these are clues that can bring the suspicion of being

a Werewolf upon a player. During the discussion, the goals of the players are different:

- Each Townsperson tries to **unmask a Werewolf** and have it lynched.
- The Werewolves try to **disguise themselves as ordinary Townsfolk.**
- The Fortune Teller, and the Little Girl try to **help** the Townsfolk, but without revealing themselves, which can be dangerous or fatal.
- The lovers try to **protect one** another.

All players can pretend that they are anything. 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 Town **votes**.

The players must eliminate a player that they **suspect** is a Werewolf.

Upon a signal from the Moderator, each player, simultaneously, points his/her 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 his card and **will not be able to communicate** with the other players until the end of the game.

## **7** - The Town 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 Fortune Teller...

## **WINNING THE GAME**

**The Townsfolk** win if they manage to eliminate all Werewolves.

**The Werewolves** win if they kill the last Townsperson.

The Lovers win if they are the surviving **Townsfolk**/  
**Werewolf** pair, and all other players are 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 townsfolk with special abilities; this will bring added interest and excitement to the game.

With novice players, introduce the special characters gradually. **Ambiance is the key to enjoyment in 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, for example, “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 nor put their hands in front of their eyes.
- When the **Fortune Teller** spies, pretend to turn over **all of the players'** cards.
- Walk around the entire table when you are designating the **Lovers**.
- You can wait several terms before voting 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.the-werewolves.com](http://www.the-werewolves.com)**

## ADVICE TO THE PLAYERS

**Werewolves:** Voting against your partner is an effective way to deflect suspicion from yourself of course, this only works if the townsfolk notice.

**The Fortune Teller:** 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-wrecking to play. Don't hesitate to spy. It may be frightening, but it is necessary to profit quickly before being eliminated.

**The Hunter:** When you are accused of being a werewolf, it is always wise to try to pass yourself off as the Hunter.

**Cupido:** : If you pick yourself as one of the lovers, do not choose a loud-mouth as your partner. (*Herve Marly could speak at length about this*" P. DePallieres)

**The Sheriff:** Do not hesitate to nominate yourself for the position of Sheriff. But, if you are a werewolf, do not campaign too openly for the job. ("P. DePallieres could speak at length about this" H. Marly). 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](http://www.loups-garous.com)

We are particularly proud to announce that "The Werewolves of Millers Hollow" has won 2 major awards at the 2002 Cannes International Games Festival: -l'As d'Or des jeux d'Animations (The Golden Ace) -le Grand Prix du Public (the top award voted for by the players).



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*Credits:*

*Graphics: Alexios Tjoyas.*

*Cards: Those marked with a © in the rulebook are copyright Lui-même  
editions, Philippe des Pallieres and Hervé Marly.*

*Design: Hervé Marly.*

*English Rules Translation: Frank Branham & Bruno Faidutti*

*English Rules Editors: Catherine Doherty & Ron Magin*

*This game is freely based on a traditional Russian Game, also known as  
“Mafia” or “Spies”, which appeared in the Soviet Union in the 1930’s.*

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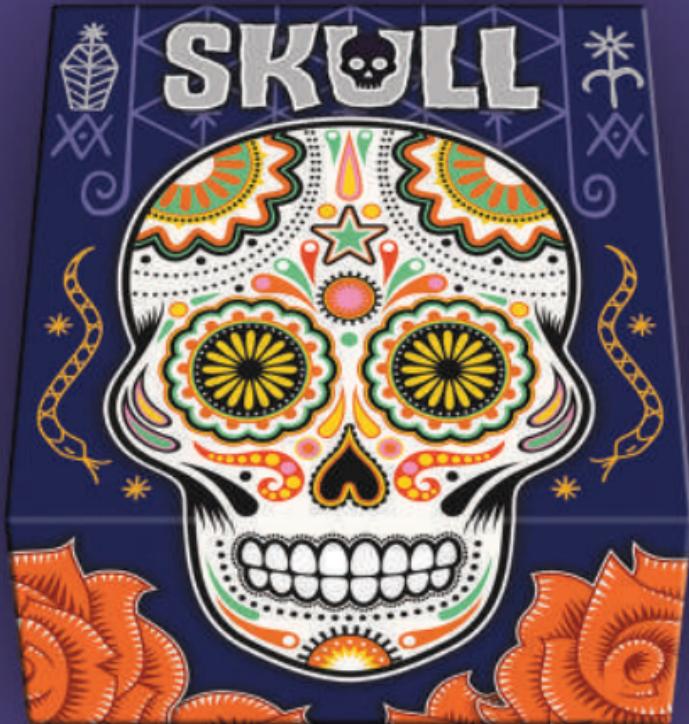


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The **Werewolves**  
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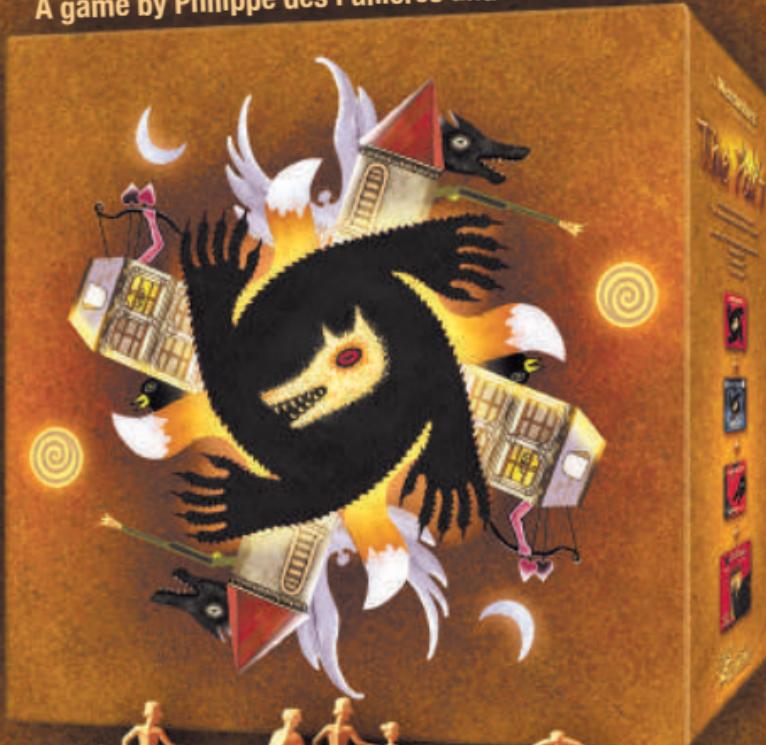
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14+



8-29



40 min

## GAME SUMMARY

### Set up the Game

- Town Falls Asleep
- The Thief
- Cupido
- The Lovers

### The Standard Turn

- The Fortune Teller
- The Werewolves
- The Witch
- The Town Wakes Up
- Vote
- Town Falls Asleep