Instructions: The Communist Werwolf

Background story
It is based on the social strategy game "Werwolf" but it is located in Berlin during the Cold War. A little group of traitors wants to kill communists in Berlin. The traitors are supporting the FGR and kill one Communist every night. In the morning the citizens of Berlin try to find out who the traitor is. They gather on the Potsdamer Platz to hold a trial and one is killed by majority decision. Hopefully it was one of the traitors…

Instructions
There are four different types of cards: the citizens (Communist), Traitors (FGR), State Security (Stasi) and the KGB Agents.
One person acts as the game master and leads the rest through the game. Usually the people sit together in a a big circle.
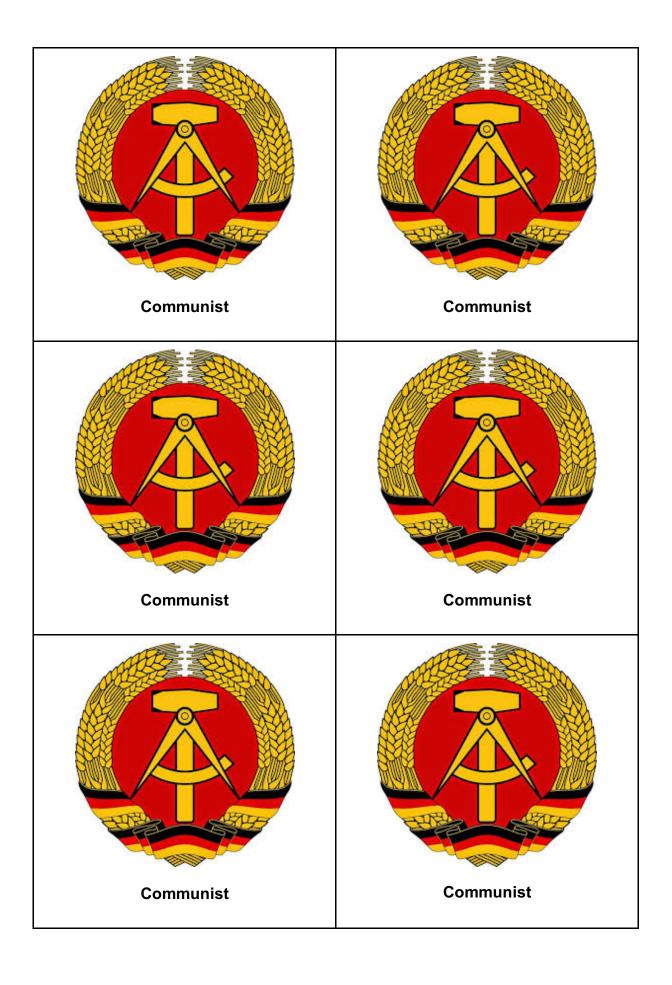
1. The game master hands out one random card to every player. It is important that no one sees any of the other player's identities. The players are not allowed to reveal their identities and will put their cards on the ground in front of them, so that no one can see the front page.
2. The game is split into two separate phases: Day and Night. The game master calls out the night first, and everyone closes their eyes. **In order to play the game properly, everyone has to value this rule.**
3. It's night in Berlin. Everyone is asleep. The game master calls the traitors to awake. Only the traitors open their eyes and choose one of the citizens to kill. They communicate with the game master without making any noises. The game master will know who the victim is. The Stasi is allowed to look, but be carefully. It is recommended to only get a small glimpse of the traitors. If they see you, you will be the first victim. The traitors are called to sleep again.
4. The game master calls out the morning. Everyone opens their eyes again and the game master reveals the victim of the night. They now reveal their identity and are out of the game.
5. Now the gathered players hold a trial to select one player who should be sentenced to death. The players can accuse other players and bring forward their reasoning. Then they vote and the player with the most votes against him will be "killed". He then reveals his identity and is out of the game.
6. Now the game master will repeat steps 3-5 until there are either only communist or only traitors left. They win the game.
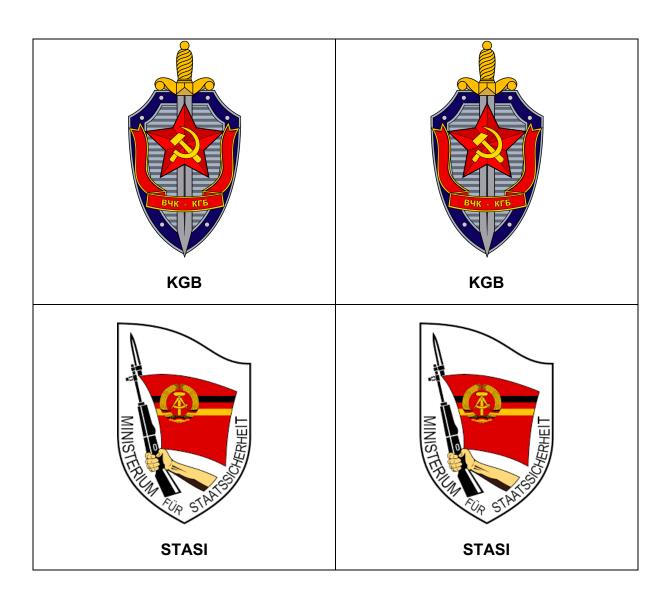
Special character:
- KGB Agent: If he is killed, he can shoot one person of choice before he dies. They both die together. It does not matter if he is originally killed by the traitors or through death sentence by the community.
- STASI Agent: During the night the Stasi Agent can open his eyes. During the trial in the morning he tries to give the communist clues to help them find the traitors.

Recommendation for Card Distribution:

Number of people:	10	15	20	25
Communist:	4	8	11	13
Stasi:	1	1	1	1
KGB:	1	1	1	2
Traitors (FRG):	3	4	6	8

Communist

Communist

Communist

Communist

Communist

Communist

FGR

FGR

FGR

FGR

FGR

FGR

KGB	**KGB**
STASI	**STASI**

Picture Sources:

http://shop.truck-store-niebel.com/Flagge-BRD-mit-Adler
https://de.wikipedia.org/wiki/Flagge_der_Deutschen_Demokratischen_Republik
https://simple.wikipedia.org/wiki/KGB
https://en.wikipedia.org/wiki/Stasi