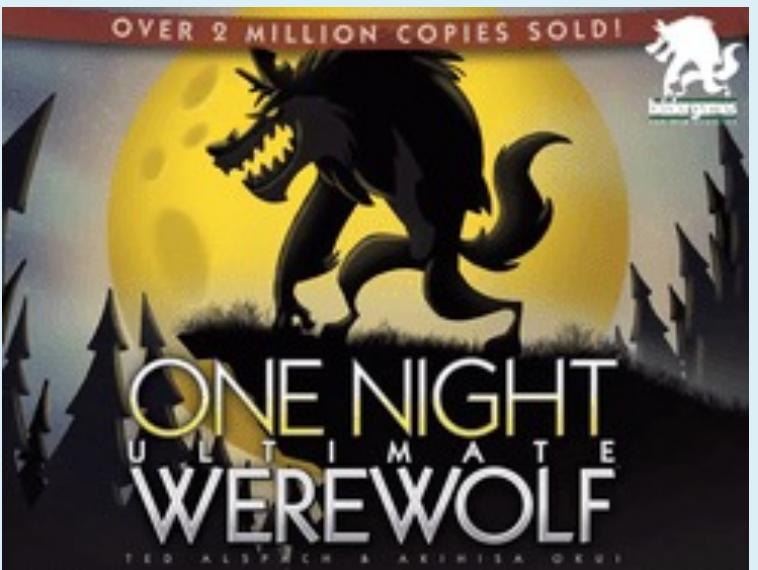


Board Game Rulebook

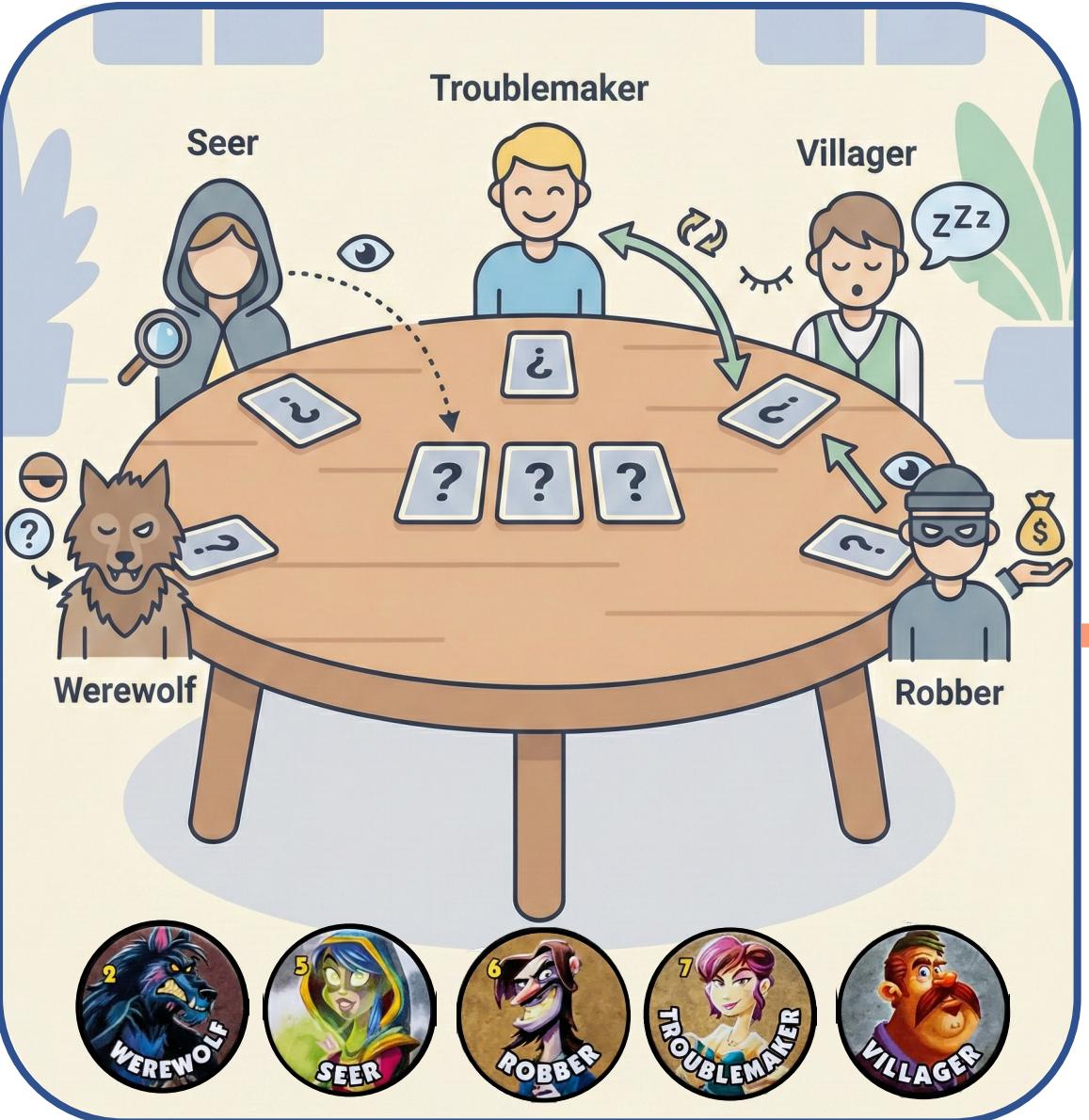
< One Night Werewolf >

One of the dastardly Werewolves, the tricky Troublemaker, the helpful Seer, or one of a dozen different characters, each with a special ability. In the course of a single morning, your village will decide who is a werewolf.



Gameplay Dynamics

Human Play



Automated Critique

Challenge1: Inferring Latent Dynamics

What? Parsing Mechanics

How? Simulating Dynamics

Feel? Evaluating Aesthetics

MDA-Reasoning



Human Feedback

"Need to track the Troublemaker swap."
"Deduction puzzle!"

"Best ice-breaker ever!"
"I totally lied to everyone!"
"Pure chaos and I love it."



"I hate not knowing my own role."
"Too much noise."

Challenge2: Modeling Subjective Preferences

...

Social Lubricator

"The role-swapping mechanic forces everyone to bluff, turning the game into hilarious social chaos."



System Purist

"Uncontrolled night actions disrupt logical deduction."



...

Narrative Architect
Efficiency Essentialist
Thrill Seeker



Persona-Aligned Critiquing

MeepleLM