

The Werewolves of Storm (WhatsApp version)

Game leader:

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Idea and object of the game:

The goal of the game is to win with your alliance. Your alliance wins when everyone of the other alliance(s) is extinguished. Generally, there are two alliances in the game: the werewolves and the citizens. Everyone who is not a werewolf is a citizen. In case the 'two lovers' (will be explained later) are a werewolf and a citizen, they together form a new alliance and will have to extinguish all the other players.

The game leader will divide the roles using a raffle and will send everyone a personal message with his/her role in the game.

When the roles are divided, all players together will have to choose a mayor. In the werewolf app-group, the werewolf also choose for a pack leader.

Then the first day is over and the first night begins (generally around 19:00). In the night all nightly characters come in action, just as the werewolves. The werewolves choose who they want to eat that night. At the end of the night (the next morning at 10:00) the game leader will announce if someone is killed that night and if so, what her/his role in the game was. If you killed you are out of the game, but you can still follow the game.

When the game leader announces a new day, the hunt for the werewolves starts. All alive players (among which also werewolves) will discuss who they think is suspicious and vote on who gets lynched at the end of the day. The player that gets most votes will be lynched and will thus die. After that the game leader will announce the night again.

Rules

To make sure the game proceeds well there are some rules:

- The villagers can vote every day **until 18:00** on who they think should be lynched. You can place a vote by texting 'I vote for ...' **and tagging the game leader** in this message. If you want to change your vote, you can do so by sending a new 'I vote' message and by again tagging the game leader.
- The werewolves can vote on who they want to kill from the moment the night starts, often at 19:00, until the 10:00 the next day. They do this by sending a 'I vote'-message plus tag to the game leader in the werewolf app-group.
- It is the own responsibility of the players to send in your vote or action of your character in time.
- If you get killed, you will be added to the Hereafter app-group where you can chat with your dead buddies. You will remain in the game-chat but won't be able to send messages anymore.
- You are not allowed to show to others what your role is until the game is finished. This also means that you're not allowed to send screenshots of the role you've been assigned via WhatsApp. Lying and bluffing is allowed! But keep the conversation with other players about the game insight the game-chat.

- The game can last a week or even longer. How fanatic you are is of course up to you, but this game does require you to check the app-group at least once a day.
- The game leader tries his/her best to send the announcement messages on time but also has a life 😊, so sometimes announcements can be delayed.
- Once you're dead, you're not allowed to communicate with alive characters about the game anymore.
- For the werewolves it's extra important that they make sure no one sees they are part of the werewolves app-group. When a werewolf dies and is added to the Hereafter-group chat he/she still should not tell who the other werewolves are, to make sure this information is not leaked.

Roles

The roles that are *red* are roles that are chosen and that a player can get on top of their original role.

'Evil' roles

Poisonous wolf

The poisonous wolf is a werewolf that can infect one player with the werewolf-virus. If the poisonous wolf is still alive in the fifth night, he/she may text the game leader to tell who will lose his/her role and becomes a werewolf. This person shall, if still alive, will be added to the werewolf app-group in the sixth night and be a werewolf for the rest of the game.

Werewolf

A werewolf decides every night together with the other werewolves who will be eaten.

Wolf cub

The wolf cub is an 'evil' player that doesn't have access to the werewolf-app at first. After the third night the wolf cub grows up to be regular werewolf and then too will be added to the werewolf-app group. If the wolf cub dies, his role is always still announced as 'wolf cub'. Until the wolf cub is grown up he/she may try to commit a cub murder: he/she sends a private message to the game leader in which he/she mentions the name and role of a player. If the wolf cub is right (so the player he/she named does indeed have that role) then that player dies and the wolf cub immediately grows up. If the player and role named do not match, the cub dies itself.

Pack leader:

The pack leader is a role that is divided among the werewolves. If during the night the amount of votes on who to eat is tied, the pack leader has the decisive vote. If the pack leader is killed he/she has to assign a new pack leader.

Neutral roles

Unlucky one

The unlucky one starts off as neutral player and will take over the role of the first player who dies. The player who first dies will be announced as unlucky one, so that the other players don't know what role was taken over.

Good roles

Mayor

The mayor is a role that is chosen by all citizens at the beginning of the game. The vote of the mayor counts double, so when then the votes during day time end in a tie, the mayor has the decisive vote.

Citizen

A citizen has no special powers and has as goal to kill all the werewolves.

Cupid

Before the first night, Cupid shoots love arrows at two players who then will hopelessly fall in love. The goal of the lovers is to survive together, because if one of them dies, the other one dies of sadness. If the false angel (will be explained later) decides to become Cupid, he/she will appoint two new lovers. If the first lovers are still alive the break up and are no longer lovers.

Love-birds (2)

The love-birds are hit by Cupids arrows and fall head over heels in love with each other. They will have a separate chat together and their goal is to survive the game together, because if one of them dies, the other one dies of sadness. If the lovers are a werewolf and a citizen, they for a new alliance together.

Witch

The witch has two poisons: one live-elixir and one death-elixir, she can use both only once throughout the game. The game leader will announce to the witch who will be killed by the werewolves and he/she can decide whether or not to use the live-elixir to save this person from death. The witch can also decide to kill someone else with the death-elixir by telling the game leader. The actions of the witch are not announced in the game-chat. If the witch dies he/she cannot use the live-elixir or him/herself, but can as a last act still kill someone with the death-elixir.

Guardian angel

The guardian angel every day (**before 19:00**) points out someone that will be protected against all deadly events that night. This player does so by texting the game leader privately. The guardian angel may protect him/herself, but can never protect someone two nights in a row. When the guardian angel gets lynched the person he/she pointed out for the next night will not longer be protected.

Innocent girl

The innocent girl may send the game leader a personal message every night on a moment of choice. The game leader will tell the innocent girl what message was send in the werewolf app group closest to the moment of asking.

Locksmith

The locksmith every night locks the house of one of the players. This player then turns into the prisoner (see *prisoner*). The locksmith announces at night to the game leader who he/she wants to imprison. The locksmith can never lock up the same player twice in a row, neither can he/she imprison him/herself.

Prisoner

The prisoner is the one being locked up by the locksmith. When you're imprisoned, no player can enter or leave your house. So the hedonist cannot enter, but the werewolves either. However, the prisoner also can't leave his/her house and thus cannot execute any actions, say anything in the chats or vote. The prisoner will be notified in the evening and will be locked in until the next evening. If the

prisoner is a werewolf, he/she cannot eat someone. During the day the prisoner cannot be lynched either.

Hedonist

The hedonist just enjoys live and hates sleeping alone, therefore he/she sleeps with another player every night. The hedonist can never sleep at a someone's house two nights in a row. The hedonist tells the game leader every night who he/she is sleeping with. If the werewolves choose to eat the hedonist at night, nothing will happen because he/she is not at home. However, if the character that the hedonist sleeps with gets eaten, the hedonist will also die. If the hedonist chooses to sleep with the prisoner (see *prisoner*), the hedonist can't sleep there and will sleep at home (and thus can be eaten by the werewolves at home).

The accursed

The accursed is generally a normal citizen. However, if the accursed gets eaten by the werewolves he/she will not die but turn into a werewolf instead. As long as this character is the accursed (and not a werewolf) he/she is part of the citizen alliance and thus a 'good' role.

False angel

Every night, the false angel sends a private message to the game leader with the name of the person he/she wants to guard that night. However, the false angel does not protect that person. If the 'guarded' person dies, the false angel takes over the role (and alliance) of that person and that person dies as 'false angel'. If the false angel was guarding the accursed when he/she is eaten by the werewolves, the accursed dies and the false angel immediately evolves into a werewolf. When the false angel takes over a role, already used powers are not 'refilled' (like the elixirs of the witch).

Prophet

Every night, the prophet can get to know the role of one other player. He/she does this by sending a private message to the game leader with the name of interest.

Hunter

The hunter is a normal citizen throughout the game, but can shoot one last person from his/her death-bed. Therefore, the hunter sends a message to the game leader consisting his/her target. On the moment the hunter dies, his/her last send target will then die too. The hunter can change his/her target any moment. If the hunter dies during the night and the target is protected (see *guardian angel*), imprisoned (see *prisoner*) or not a home (see *hedonist*) than the last shot of the hunter misses its target.