

The Pact

The Werewolves of Miller's Hollow



A game by Philippe des Pallières and Hervé Marly

*To celebrate the founding of the village by professor Philippe and sir Hervé,
all of the local inhabitants have invited them for a festive feast.*

*With its buildings newly repainted for the occasion,
the Great Square is now gleaming.*

*All of the township's inhabitants have gathered there as friends
to partake of the feast.*

*Taking advantage of this historical event,
a Pact to ensure the village's survival
is made between everyone.*

Will this laudable intention resist the nasty instincts of some?

*It seems compromised! As, aiming to crush this slight glimmer,
some of the most horrible characters to have lived in Miller's Hollow
have skillfully hidden themselves amongst the guests!*

*However, to struggle against these evil forces, other highly powerful characters
have decided to use their powers for more noble causes...*

Thus some hope remains!

What will be the future of Miller's Hollow?

Overview of the game chronologically through its releases by professor Philippe and sir Hervé, lycanto-historians, and using the current knowledge from their research.

In 2001, the base game was published:

The Werewolves of Miller's Hollow



In the wild East, the small hamlet of Miller's Hollow has recently become the target of Werewolves.

The Villagers must gather their wits to eradicate this new plague returning from past aeons, before the hamlet loses its last inhabitants.

- 24 character cards

In 2006, expansion #1 was published:

New Moon



Secret messengers, at the risk for their lives, have come to let us know about the evolution of the terrible menace.

However, resistance is organizing and new characters with promising talents

have joined in the fight against the terrible Werewolves!

- 36 event cards
- 9 variants
- 5 new characters

In 2009, expansion #2 hit the shelves:

The Village



The village of Miller's Hollow was little more than a deserted ruin. From all over the country, volunteers have gathered to

settle in the houses, the farms, and the brand new shops and breathe new life worthy of this wonderful place. However, there are still mean-spirited tongues to carry a worrisome rumor: sinister werewolves may have infiltrated their new community!

- 29 character cards including 3 new characters
- 29 role tokens
- 14 building silhouettes

In 2012, expansion #3 saw the light of day:

Characters



For many lunar cycles, peace had finally returned to the area of Miller's Hollow. Until a young wild boy crawled back to the

forest to howl each night and shape-shifting monsters leave traces of their terrible deeds. The villagers then summoned, from the far ends of the land, other very powerful Characters, to struggle against this abominable spawn...

- 24 character cards
- 17 new characters



And in 2014, this compilation was released: ***The Pact***

"A pact to ensure the village's survival was concluded between all". Sure, it's an honorable ambition, but will it resist the evil instinct of some?

This could seem compromised, as hiding among the guests, the most horrible characters to have ever lived in Miller's Hollow have come to break this fragile hope!

There remains a chance: other very powerful characters are also present to allow the village to fight these "evil" forces.

- 47 character cards
- 29 role tokens
- 14 building silhouettes
- 36 event cards
- 9 variants

What's in The Pact?



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(who have their own goal)



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36 "New Moon" Event Cards



Without forgetting
the 9 variants
from *New Moon*
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The Town Crier
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The Buildings and "Visible Roles" Tokens (pages 16 to 18)



15 Vagabond tokens



6 Cow tokens
and 6 Farm buildings



1 Confessor token
and 1 Church building



1 Mortar token
and 1 Hovel building



1 Bread token
and 1 Bakery building



1 Razor token
and 1 Barbershop building



1 Cup token
and 1 Pub building



1 Crest token
and 1 Manor building



1 Schoolhall token
and 1 School building



1 Key token
and 1 Bailiff's house building

General principles of a game of *The Werewolves of Miller's Hollow*

Under the guidance of a Game Moderator, a game plays out as an alternating series of nights and days.

During the nights, the players all have their eyes closed, and then, in turn, the Game Moderator will ask the nocturnal characters to open their eyes (to wake up) and use their power. When all of the nocturnal roles have been called, the Moderator will ask all of the players to open their eyes (the village wakes up).

Each day, when the village wakes up, the possible victims of the nocturnal characters will be revealed. Then, all of the remaining players will debate to eliminate via a vote one of themselves in the fragile hope of managing to guarantee the village's survival...

The goal of each player will depend on their secret identity.

To learn the goals of the various Characters, see the next page (7).

Set up

The players choose or randomly pick a Game Moderator who will not play, but instead leads the game. For the first few games, someone who knows the game well, or someone who fully understands rules, or else someone who's good with a crowd would be the best choice to render the best ambiance.

(For more advice to the Moderator, head on to www.loups-garous.com).

The Game Moderator readies the required character cards as well as the Buildings, if you wish to use them. Then, they deal each player 1 face-down

character card and a possible Building token. Each player discreetly looks at their character card, then places it face-down in front of themselves or in their Building's cutout.

The game can then begin...

Game Overview

It is strictly forbidden to reveal your own character card to anyone, but when it comes to saying things, anything goes!

The Moderator will follow the character call-out table to lead the game (see page 24).

A - The Moderator puts the village to sleep:

The Moderator says: "It's night, the entire village falls asleep, the players close their eyes".

All of the players lower their heads and close their eyes. The Moderator then calls in turn the various nocturnal characters in play.

B - When they've all been called, the Moderator wakes up the village:

The Moderator says: "It's morning, the village wakes up, everyone opens their eyes".

The Moderator then designates the players who may have been the victims of nocturnal characters.

The Moderator oversees the intervention of characters who have a power to be used after the revealing of the victims.

Then the village debates any possible suspicions. The Moderator organizes and moderates these debates.

All players are allowed to pass themselves off as another character. This phase is the core of the game. Let your orator talents shine, bluff, or tell the truth, but always be credible. Believe-us, we always wind up revealing our hand one way or another, and suspicions always end up being right. Well... almost always!

C - When they feel the time is right, the Moderator starts the village's vote:

At the Moderator's signal, each player points with their finger in the direction of the player they want to eliminate.

The players are supposed to eliminate a player suspected of compromising the village's survival. The player with the most votes is eliminated.



The vote of the Sheriff counts as double. The eliminated player reveals their card and will no longer be able to communicate with the other players.

Start over the game turns from phase A, until one player or group of players manage to fulfill their victory condition.



The Various Types of Characters in Play

Each player gets a character card. They are from now on, for better or worse, an inhabitant of the village of Miller's Hollow. This card gives the player a secret identity putting them into one of the following groups, each with their own victory condition. Some characters also have a special power.

The Werewolves (page 8)

The simple Werewolves, the Big Bad Wolf, and the Accursed Wolf-father.

Their victory condition:

Eliminate the other inhabitants of the village.

The Villagers (pages 9 to 12)

The Simple Villagers, the Villager-Villager, Cupid, the Seer, the Hunter, the Witch, the Little Girl, the Village Idiot, the Elder, the Scapegoat, the Defender, the Scandalmonger, the Pyromaniac, the Knight with the Rusty Sword, the Fox, the Two Sisters, the Three Brothers, the Stuttering Judge, and the Bear Tamer.

Their victory condition:

Eliminate the werewolves.

The Ambiguous (pages 13 and 14)

The Thief, the Actor, the Wolf Hound, the Wild Child, and the Devoted Servant.

Their victory condition:

Make their side, which can change during the game, win.

The Loners (page 15)

The White Werewolf, the Prejudiced Manipulator, the Piper, and the Angel.

Their victory condition:

To complete their own objective.

The Village Personalities (pages 18 and 19)

In addition to their secret identity, a few inhabitants can receive a building which gives them a public identity.

An additional power linked to the buildings is usable by these personalities.

Their goal remains the same as that of their secret identity, but they now have greater power to help them reach that goal.

They are: *the Farmers, the Confessor, the Bonesetter, the Schoolmarm, the Bailiff, the Lord, the Baker, the Barkeep, and the Barber.*

The Vagabonds do not have a building, but can have one given to them by the Bailiff if a building ever becomes vacant due to its owner getting eliminated.

Two inhabitants may also be granted a honorific job. These distinctions grant them an extra special power to whatever power they may already have.

They are: *the Sheriff and the Town Crier.* (pages 12 and 23).



The personalities from New Moon (page 23)

(page 23)

Some characters only appear if the Event Cards from New Moon are used.

Their goal is the same as that of the other villagers: eliminate the Werewolves...

They are: *the Gypsy and the Town Crier.* (page 23).

In short:

A player could be a Barkeep/Witch elected Sheriff by the village.

They'd then have all 3 powers, which is very good for the village. Unfortunately, they later get bitten by the Accursed Wolf-father.

In addition to their 3 powers, the Barkeep then secretly becomes a Werewolf. Knowing that on the first night, Cupid made them fall in love with the Barber/Seer which the Barkeep had themselves chosen to be Town Crier, what's going to happen?...

In the following pages, we'll detail the characteristics of the characters and personalities according to the various editions and expansions released until now.



The Characters of the Pact



The Werewolves

They can be lethally dangerous and put in doubt the village's survival.

Their goal: eliminate the other inhabitants of the village.

They are called out in turn at night by the Moderator to use their special powers.

The Simple Werewolves



Each night, they devour a Villager.

During the day, they try to hide their nocturnal identity to avoid mob justice.

Their number can vary depending on the number of players and the variants used.

Under no circumstances can a simple Werewolf devour another Werewolf.

The Big Bad Wolf



In Miller's Hollow, little piggies are not the only ones to fear the Big Bad Wolf. He's enormous and his appetite is

gigantic. Because of him, entire villages have been wiped from the map!

Each night he wakes up and devours with the other Werewolves. But as long as no Werewolf, Wild Child, or Wolf

Hound has been eliminated, he wakes up a second time and devours a second victim.

He cannot devour a Werewolf.

The Accursed Wolf-father



The first Werewolf in our lands, the father of their fathers, had two powers: the first was the ability to spread his curse

through a special bite and the second was the ability to flee from this world by sleeping for a few centuries. Thankfully for our recent ancestors, he had been fast asleep for some time.

The authors of this work would like to wish good luck to today's villagers and bring to their attention that the Accursed Wolf-father has just woken up from a long sleep, and that he's very hungry!

Each night, he wakes up and devours with the other Werewolves.

But once per game, if he so wishes, after the Werewolves have fallen asleep,

he raises his hand. This means that the victim isn't devoured, but infected.

The Accursed Wolf-father can only use his special power once per game.

The Moderator then touches the infected inhabitant who then immediately (and secretly) becomes a Werewolf, and who will take part each night in the Werewolves' feast. If the player had a nocturnal power, they will be woken up by the Moderator on following turns to use this power, in addition to being called with the Werewolves.

See also page 15:

The White Werewolf



The Villagers

Attached to the village's survival, the following characters defend its harmony with determination.

Faced with various menaces, they will be brought to eliminate those they suspect of being too dangerous, even if that might be painful to them.

Their goal: eliminate the Werewolves.



The Simple Villager



Has no special skill.

Their only weapons are the ability to analyze behavior to identify Werewolves,

and the strength of their conviction to prevent the execution of the innocents like themselves.

The Villager-Villager



This person has a soul as clear and transparent as the water from a mountain stream.

They will deserve the attentive ear of their peers and will make their word decisive in crucial moments. What power could be as great as inspiring in honest people an absolute confidence? Will the Werewolves rush to eliminate this being with no secret powers? Will they prefer to unearth the villagers with more threatening powers?

On both of its sides, this card has the image of a Simple Villager.

When the cards are dealt, the village will thus have the certainty that its owner is truly an innocent Simple Villager.

Moderator advice: this character can become a trustworthy Sheriff or Town Crier.

The Seer (called at night)



Each night, she sees the card of a player of her choice. She must help the other Villagers, but must remain discreet

in order not to be unmasked by the Werewolves.

Cupid (called on the first night)



By shooting his famous magic arrows, Cupid has the power to make 2 people fall in love forever.

The first night (preliminary turn), he chooses the 2 players who are in love. Cupid can, if he so wishes, choose himself as one of the two Lovers.

If one of the two Lovers is eliminated, the other immediately dies of sorrow. A Lover may never eliminate their loved one, nor bear them any prejudice (even if only bluffing!).

Be careful: if one of the two Lovers is a Villager and the other a Werewolf or the Piper, the goal of the game changes for the Lovers. As, in order to live out their love in peace and win the game, they must eliminate all of the other players, Werewolves and Villagers, while following the rules of the game.

The Witch (called at night)



She knows how to brew 2 extremely powerful potions: a healing potion, to resurrect the player devoured

by the Werewolves, and a poison potion, used at night to eliminate a player.

The Witch can use each potion only once per game. She can use both of her potions in the same night.

In the morning, depending on the potion(s) used, there might be 2 players eliminated or none!

The Witch can also use the healing potion for her own benefit and heal herself if she was just devoured by the Werewolves.

The Hunter



If he gets devoured by the Werewolves or unfortunately eliminated by the Villagers, the Hunter must strike

back before giving up the ghost, by immediately eliminating any player of their choice.

Special case: if the Hunter is in Love with an eliminated player, before leaving the game the Hunter must immediately eliminate another player of their choice. This can create a game where there are no players left alive. In that case, none of the sides can claim victory.

The Little Girl



The Little Girl can, by opening her eyes a bit, spy on the Werewolves while they're awake.

If she's caught by one of the Werewolves, she can immediately be devoured (in silence) instead of the chosen victim.

The Little Girl can only spy at night, when the Werewolves are awake. She's not allowed to pass herself off as a Werewolf and open her eyes wide.

The Defender (called at night)



This character can save the Villagers from the bite of the Werewolves...

Each night the Defender is called before

the Werewolves.

The Defender points out a player to the Moderator. (Tradition requires the Defender to first make the symbol drawn on his card with his hand). The player thus chosen will be protected during the night (and only during that night) against the Werewolves. Even if chosen by them, the player will not be eliminated from the game.

Be careful: The Defender can protect himself. The Defender isn't allowed to protect the same player 2 nights in a row. The Defender's protection has no result on the Little Girl. (She's having an adolescent crisis and nothing can save her from trouble). The Defender does not protect against the Piper or against the infection of the Accursed Wolf-father.

The Elder



He has victoriously gone through all of life's terrible trials, and has gained an uncommon resistance!

The Werewolves will have to try twice to devour him.

The first time the Elder is devoured by the Werewolves, he survives; and

the Moderator does not flip over his card. The Elder is only eliminated when he is devoured for the second time. The village's vote, the Witch's poison potion, the Hunter's shot, and the Barber's razor will all kill him on the first time. But, despairing from having killed off such a fount of knowledge, the Villagers all lose their special powers until the end of the game.

He is not affected by the Accursed Wolf-father if it's the first time he's bitten.

Be careful: if the Elder is healed by the Witch, he only regains one life. (Variant for courageous players: if the Idiot has already been revealed, he gets eliminated with the Elder as, the village having lost its wisdom goes back on its decision to spare the Idiot).

The Scapegoat



It's sad to say, but in Miller's Hollow, when something doesn't go right, it's always him who unjustly suffers the

consequences...

If the village's vote ends in a tie, it's the Scapegoat who is eliminated instead of the tied characters. It is up to him to work carefully to avoid such a sad fate. If the Scapegoat is eliminated, he has one last task to complete – he'll choose who is permitted to vote or not on the next day.

Be careful: choosing only 1 player to vote is to risk them getting devoured by the Werewolves on the next night. There would then be no Village vote. (Except, of course, if the chosen player is a Werewolf, or if the Werewolves deliberately don't eat the chosen player...)

The Village Idiot



What is a village without an Idiot? He does pretty much nothing important, but he's so charming that no one would want to hurt him...

If the village votes against him, the Idiot flips his card over. At that moment the Villagers understand their mistake and immediately let him be. From now on, he continues to play, but may no longer vote. As what would the vote of an Idiot be worth...

There will not be another vote that turn.

Be careful: if the Werewolves devour him, the Idiot is eliminated. If the Idiot is eliminated while he was the Sheriff, he does not pass this function, and there will thus no longer be a Sheriff. If the Hunter shoots the Idiot, the Idiot gets eliminated.

The Two Sisters

(called on the first night)



Some of the village's inhabitants confuse them when they meet one of the Two Sisters around the corner of a country road.

The smile of the young woman's face after one's tried his chance at the first

name game is difficult to decipher: is the young woman happy to have been identified, or is she amused by the mistake? In all cases, the Two Sisters get along like the fingers of the hand or the hair in a lock. It's certainly encouraging to have someone close you can trust in these uncertain times!

The first night, when called by the Moderator, they wake up together and recognize each other.

For experienced players, during the game, once in a while (every other turn or at the Moderator's discretion), they wake up again and agree, quickly and in silence, on the decisions to be taken to save the village.

Moderator advice: particularly powerful with players who know sign language.

The Three Brothers

(called on the first night)



The entire village rings out with the joyous sound of their voice when they return home after working in the field. During the debates, a simple glance between them allows them to take a good decision as to the future of the village.

The first night, when called by the Moderator, they wake up together and

recognize each other. For experienced players, during the game, once in a while (every other turn or at the Moderator's discretion), they wake up again and, quickly and in silence, agree on the decisions to be taken to save the village.

Moderator advice: even more powerful with players who know sign language. To be used only in large villages. If the village is very large, you can even add in the Two Sisters!

The Fox

(called at night)



In Miller's Hollow, everyone appreciates the flair of this vivacious yet discreet character, except

maybe for the chickens and especially the Werewolves.

At night, when called by the moderator, the Fox can choose a group of three players neighbouring each other, of whom he points the central player. If in this group is at least one Werewolf, then the Moderator makes an affirmative sign to the Fox. In that case, the Fox will be able to use his power again on another night. If there are not Werewolves in the chosen group, then the Fox permanently loses his power; however, he has important information, clearing the names of three players in one fell swoop.

Note: the Moderator calls the Fox each night, but that player is not forced to use his power each night.

Moderator advice: the Fox doesn't see the cards; the Moderator simply lets him know whether or not there's a Werewolf among those three players.

The Bear Tamer



Ah! How sweet it is, in my memory, the sound of chains slipping onto the cobblestones of the "Three

Road" plaza, accompanied by the grunting of Ursus. Ah! How long ago it was that Titan, the Bear Tamer, would lead his companion in a ballet so gracious that we'd cry every summer in Miller's Hollow. Ursus even had the oh-so-precious ability to detect lycanthropes hidden near him.

Each morning, right after the revelation of any possible nocturnal victims, if at least one Werewolf is or ends up directly next to the Bear Tamer, then the Moderator grunts to let the players know that the Tamer's bear has smelled danger.

Only players next to him and still in play are taken into account.

Moderator advice: to help things, eliminated players leave the game or step away from the table.

If the Bear Tamer is *infected**, then the Moderator will grunt each turn, until Bear Tamer isn't eliminated.

* See the *Accursed Wolffather*, page 8.

The Stuttering Judge



The miller's youngest son was gifted for studies and dreamed of becoming a lawyer.

As his father had managed to make some dough,

he sent him to study law in the nearby city. A slight pronunciation defect kept the young man from having the coveted prestige of being the defender of the widow and the orphan. However, he returned to the village of Miller's Hollow haloed with the only slightly less prestigious title of wandering judge.

Once per game, the Stuttering Judge can decide that there'll be 2 consecutive votes and two suspect eliminations. The Stuttering Judge lets the Moderator know his decision through a special sign he uses to choose an inhabitant during a village's vote. The second vote is immediately started without any debate by the Moderator, right after the elimination caused by the first vote. The Stuttering Judge will have shown the Moderator that special sign during the first night, when called by the Moderator.

Moderator advice: always be attentive to the behavior of the Stuttering Judge during the votes, in order not to miss his distinctive sign.

The Knight with the Rusty Sword



"Don Sneazy" is a very old retired knight. He's rather tired by a life of questing throughout the world and

doesn't maintain his noble tool very well any more. Rust has slowly started to settle on his protector's dull edge, but he'll never leave her for another. He still sleeps with her every evening these days: intruders beware!

If the Knight is devoured, he's eliminated, but one of the Werewolves is contaminated by the rusted sword. Among the Werewolves guilty of that elimination, the first Werewolf to the left of the Knight with the Rusty Sword will be eliminated on the next night. This elimination due to disease will be revealed by the Moderator in the morning following the Werewolf's disappearance.

That player will have thus survived his wound for a day.

Be careful: players will be able to deduce that all the inhabitants sitting between the defunct Knight with the Rusty Sword and the sick Werewolf are innocent villagers.

Honorifics and Elected Positions

As they are very respected, some people get a honorific task.

This gives them a special ability to be used wisely.



The Sheriff

One isn't born a Sheriff, one becomes a Sheriff... The Sheriff's medal is given to one of the players

during the game, in addition to their character's card. The Sheriff is chosen through a vote, with relative majority.

A player cannot refuse the honor of being the Sheriff. From now on, that player's votes count as two votes. If that player is eliminated, with their last breath, they choose their successor.

See also the *Town Crier*, page 23

The Ambiguous

They could very well be allies of the village or become its enemies.

During the game, they can change sides or characters.

Their goal: make the side to which they belong win.

The Thief (called on the first night)



If the Thief is in the mix, two extra Simple Villager cards must be added to those already chosen.

After the

characters are dealt, the two cards which haven't been dealt are placed in the middle of the table, face-down. On the first night, the Thief will be able to take a look at these two cards, and exchange his card for one of the two others. If these cards are both Werewolves, he must exchange his card for one of these two Werewolves. He'll play that character from now on, until the end of the game.

The Devoted Servant



Who could dream of a better servant than one willing to give up her life for that of her masters?

Don't rejoice

too fast, as the devouring ambition within her could spell the end of the village!

Before the revelation of the card of the player eliminated by the village's vote, she can reveal herself by showing her card.

In that case, the Devoted Servant loses her card, and then takes the card of the eliminated player without revealing it to anyone and takes on the role of the eliminated player until the end of the game.

Be careful: if she's in love, the Devoted Servant cannot use her power. Her love is stronger than her desire to change characters.

Moderator advice: wait before revealing the card of the player eliminated by the village in order to give the Devoted Servant time to reveal herself. If she takes on a role with a power, the Moderator will call on the ex-Devoted Servant under the name of this new role. More specifically the following first night, in order to "reset" this new role.

As a general rule, the new role taken on by the Devoted Servant sees its ability completely reset and must be played as though it was the first night. However, any possible effects previously applied to the eliminated player are cancelled.

Clarifications: if the eliminated player was *infected*^h, in love, charmed, Sheriff, Town Crier, or Cupid, the ex-Devoted Servant isn't.

If the ex-Devoted Servant was charmed, Sheriff, or Town Crier, she no longer is.

If the ex-Devoted Servant was *infected*^h, she still is.

If the ex-Devoted Servant becomes:

- **Piper**, the Moderator indicates to this new Piper which players were previously charmed.

- **Actor, Town Crier, or Gypsy:** new cards aren't dealt; only the unused ones remain.

For more clarifications, head on to www.loups-garous.com

* See the *Accursed Wolf-father*, page 8.

The Actor (called at night)



A tireless wanderer, he stopped at the village to give a few shows before going south to spend the winter in

warmer climates.

As gifted with jokes and comedies as he is to interpret the great tragedies, he has all of the talent needed to perform the vast catalog of national theater.

Before the game, the Moderator chooses 3 character cards with special abilities. After the roles have been dealt, these cards are placed face up in the middle of the table. Each night, when called by the Moderator, the Actor can choose one of these cards and use the corresponding power until the next night. If the Actor uses a character card, the Moderator removes that card from the table. It may no longer be used.

Be careful: the cards offered may not be Werewolf cards.

Moderator advice: among the choice of cards offered to the Actor, you can

introduce a bit of chaos into the village, or, alternatively, counter a very powerful werewolf clan.

If the Thief is also present, you must first deal with the Thief's 2 cards, and only then the Actor's 3 cards.

The Wild-child



Abandoned in the woods by his parents at a young age, he was raised by wolves.

As soon as he learned

how to walk on all fours, the Wild Child began to wander around Miller's Hollow.

One day, fascinated by an inhabitant of the village who was walking upright with grace and presence, he made them his secret role model. He then decided to integrate himself into the community of Miller's Hollow and entered, worried, in the village. The community was moved by his frailty, adopted him, and welcomed him in their fold. What will become of him: honest Villager or terrible Werewolf? For all of his life, the heart of the Wild Child will swing between these two alternatives. May his model confirm him in his newfound humanity.

The Wild Child is a villager.

On the first night, when called by the Moderator, he chooses a player to be his role model.

If during the game the chosen player is eliminated, the Wild Child becomes a Werewolf and will wake up the next night with his peers, and will devour with them each night until the end of the game. However, for as long as his role

model is alive, the Wild Child remains a villager. Whether his model is a Werewolf or not changes nothing!

Nothing's keeping the Wild Child from taking part in the elimination of his role model if he so wishes. If his model is alive when all of the Werewolves have been eliminated, he wins with the villagers. If his role model is eliminated and only Werewolves survive with him, it's also a victory for the Wild Child.

Moderator advice: not revealing the true nature of the Wild Child eliminated by the village's vote can be amusing. The doubt regarding his true identity then remains: was he a villager or a Werewolf before being eliminated?

The Wolf-hound



All dogs know in the depths of their soul that their ancestors were wolves and that it's Mankind who has kept them

in the state of childishness and fear, the faithful and generous companions. In any case, only the Wolf-hound can decide if he'll obey his human and civilized master or if he'll listen to the call of wild nature buried within him. The first night, he chooses if he wants to be a Simple Villager or Werewolf. If he wishes to be a Werewolf, he'll wake up with them each night and will from then on participate in the choice of the victim to be devoured. Otherwise, he'll keep his eyes closed and will win with the villagers.

This choice is final!

Moderator advice: not revealing the true nature of the Wolf-hound eliminated by the village's vote can be amusing. The doubt about his true identity remains: was he a villager or a Werewolf before being eliminated?



The Loners

Their past could no doubt reveal to us why they hate the inhabitants of Miller's Hollow.

One thing for sure: they really scare everyone!

Their goal: to complete their own objectives, no matter which side they're on.



The White Werewolf (called at night)



This thoroughly miscreant character hates the Werewolves as much as he hates the villagers!

In a recent work,

titled "The Village," it is said that a strange mutation took place amidst the very lycanthrope population.

Each night, he wakes up and devours with the other Werewolves.

But every other night, on the Moderator's call, he wakes up alone and can eliminate a Werewolf.

The goal of this character is to be the village's sole survivor.

Only in this situation does he win the game.

The Angel



The muddy life of a village infested with evil creatures repulses him; he wishes to believe he's the victim of

a terrible nightmare, in order to finally wake up in his comfortable bed.

When the Angel is in play, the game always begins with the village's debate followed by an elimination vote,

and then the first night. If the Angel manages to attract the discriminatory vote of the villagers or the devouring vindictiveness of the lycanthropes to be eliminated on the first turn, he will then be able to leave the nightmare a winner and win the game.

In that case, the game ends: the players can then immediately begin a new game.

If he fails, he becomes a Simple Villager for the rest of the game.

Moderator advice: don't hesitate to remind players of the possible presence of the Angel on the first day! The debates will only get more animated, as loudmouths will be protected by the angelic menace!

The Piper (called at night)



Ignominiously chased out of the village, he's come back years later under the cover of a false identity to exert his

terrible revenge.

Each night, at the Moderator's call, the Piper charms 2 new players. As soon as there are only charmed players left, the Piper wins the game. (Even if this happens due to a vote from the Village, or because of the Werewolves).

If infected by the Accursed Wolf-father,

he becomes a simple Werewolf.

His original objective, which was to charm all players, is then abandoned. He'll collaborate with the Werewolves to accomplish their goal for a common victory.

Be careful: the Piper cannot charm himself. The Defender doesn't protect against the charm. The Witch can't heal the charm. The Werewolves are not immune to the charm.

The charmed players all keep their powers and their characteristics. The charm isn't transmitted between Lovers.

The Prejudiced Manipulator



His goal: to fulfill his own objective, no matter what his side is.

From his youngest age, and maybe

because of a lack of love or interest given by those close to him, this poor soul didn't like himself at all. Growing up, he transferred this hatred to all those who are foreign to him.

This is why he's now known by the sad name of Prejudiced Manipulator.

Before the beginning of the game, the Moderator divides the village into 2 groups, according to an obvious criteria (gender, glasses, size, age, etc.) and announces it out loud to the village. The Prejudiced Manipulator will

of course have to be part of one of these 2 groups.

The goal of this character is the elimination of all players of the group he hates, meaning the one he doesn't belong to.

In that case, and only in that case, he wins the game. He has no special powers: his skill at manipulating the inhabitants of the village is his only weapon!

If he gets infected by the Accursed Wolf-father, he becomes a simple Werewolf.

Moderator advice: it's not necessary to create 2 groups of equal size. Don't hesitate, if necessary, to specify in front of everyone to which group each inhabitant belongs to.

The Characters Specific To The Village

See pages 18 and 19:
The Scandalmonger and the Pyromaniac.

The Characters Specific to New Moon

See page 25:
The Town Crier and the Gypsy.



Les buildings and "Visible Role" Tokens

Some inhabitants of Miller's Hollow occupy a building which grants them an extra power. This power is either permanent, meaning active for the entire game, or unique, which can be used only once.

A destroyed building keeps its occupant from being able to use the associated power.

The Moderator gets the token, which will not be returned into play.

An occupant who is eliminated will return their token to the Moderator. Their building then becomes available for the use of a Vagabond.

If they so wish, a Vagabond chosen by the Bailiff will be able to occupy that building from now on and benefit from its entirely restored power.

"visible role" tokens

These tokens are used to divide the visible roles between all players, in a way chosen by the Moderator:

15 Vagabond Bindles   6 Cows for the Farmers

The Confessor's Rosary   The Bonesetter's Mortar

The Bailiff's Keys   The Barber's Razor

The Baker's Bread   The Barkeep's Cup

The School Bell   The Lord's Crest

The Farms

occupied by the Farmers (there are 6 farms in play)

Permanent power.



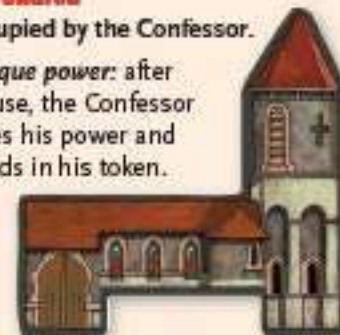
In our idyllic countryside, Farmers are numerous and their influence remains very important.

- Starting on the second turn, the Farmers debate and vote amongst themselves to choose one of them to be the Sheriff.
- If he is eliminated, the Sheriff must choose his successor only from among the remaining living Farmers.
- If the last Farmer is eliminated, there will no longer be a Sheriff.

The Church

occupied by the Confessor.

Unique power: after its use, the Confessor loses his power and hands in his token.



This character can hear in confession a parishioner of his choice whose secrets he'd like to learn.

- At any point during the day, even after the choice of the eliminated player via vote, the Confessor chooses a player who will have the immediate obligation to secretly show him his character card.

The Hovel

occupied by the Bonesetter.

Unique power: after its use, the Bonesetter loses his power and hands in his token.



In a few seconds, our talented Bonesetter can give you back your youth as well as all of its benefits.

At any point during the day, the Bonesetter can make a player regain the unique power for a building that they've already used. The Moderator hands the token which represents the power linked to their building back to the selected player (for a new unique use).

The School

occupied by the Schoolmarm.

Permanent power.



In the village, the Schoolmarm often reprimands those who point fingers.

- Each day, right before the votes, the Schoolmarm can forbid 2 players at most from voting that turn. She never votes.
- The Schoolmarm and the players kept from voting can still debate during the village debate.
- The Schoolmarm can stop the Barkeep from voting.
- The Schoolmarm cannot stop a Vagabond from voting

The Bakery

occupied by the Baker.

Permanent power.



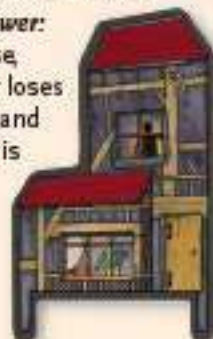
In Miller's Hollow, he's always the first one up to get his daily ovenful ready. Sometimes, right before dawn, he thinks he sees Werewolves getting home after their misdeeds...

Each night, the Baker opens his eyes immediately after the Moderator finishes saying the sentence "...the Werewolves go to sleep!" After a few seconds, the Moderator asks the Baker to go back to sleep.

The Barber shop

Occupied by the Barber.

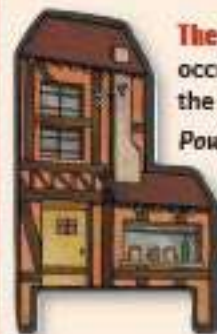
Unique power: after its use, the Barber loses his power and hands in his token.



This famous Barber is an artist with a razor. He sometimes takes advantage of his tool to mete out justice by himself, in order to eliminate a character he feels is suspect...

- At any point during the day, the Barber can eliminate a player of his choice.
- If the player eliminated is a Werewolf*, the Barber is congratulated by the village and he survives his action. Otherwise the Barber is immediately eliminated.
- The Barber cannot eliminate a Vagabond.

**: simple Werewolf, Big Bad Wolf, Accursed Wolffather, or White Werewolf.*



The Pub

occupied by the Barkeep.

Power: permanent and conditional.

To make his commerce prosper, he takes care not to run afoul of any sort of patron, especially since his tavern is open from dawn to dusk...

- The Werewolves can't devour him, and the villagers can't vote against him.
- If he votes against someone who is then eliminated (even if they're saved before actually being eliminated), he loses his immunity and his token.
- Tradition demands that he always votes alone before anyone else (unless he's lost his immunity), which can complicate his task.

Remark: Of course, all special powers work against him (his immunity is quite relative).

The Bailiff's house

Occupied by the Bailiff.

Permanent power.



Representing law and order, he's the one who has the task of granting vacant houses to the Vagabonds.

- When a building is freed due to the death of its occupant, the Bailiff can choose a Vagabond of his choice. This Vagabond changes places to sit behind the building, hands in their bundle token, and gets the "power token" associated to the building if it had already been used.
- If, come morning, multiple buildings are free, this selection will take place for each building.

Remark: the elimination of the Bailiff will cause the end of the housing distribution. The Bailiff's house will remain empty. The Vagabonds have thus a vested interest in protecting the Bailiff if they hope to claim a house!



The Manor

occupied by the Lord.

Unique power: after its use, the Lord loses his power and hands in his token.

Sure, his arrogant attitude might be annoying at times, but he's the only one who, due to an ancient and still unabolished tradition, can pardon a convict. The Lord thus remains a respected personality with whom it's better to stay on good terms.

- After any vote, the Lord can, when requested by the future victim, pardon a villager chosen by the village's vote. The player will thus not get eliminated and will not reveal his character card.
- A selfish Lord can, of course, pardon himself...

The Vagabonds

(no buildings).



Permanent power.

These courageous homeless only wish to join the village in order to fulfill their dreams of becoming useful.

- The powers of the Schoolmarm, the Barber, the Scandalmonger, and the Pyromaniac have no effect on the Vagabonds.
- When a building is freed due to the death of its occupant, the Bailiff chooses a Vagabond of their choice. The player changes places to sit behind the building, hands in their bundle token, and gets the power token associated with that building.
- A Vagabond can refuse to occupy a house offered by the Bailiff.

Characters Specific to the Village

The Pyromaniac (called at night)



As indicated by his name, this character is hampered by an enormous fault. Let's hope he'll be able to keep his incendiary vice in check and take care of the right house at the right time, in order to help the threatened village!

When his role is called, the Pyromaniac can, once per game, choose a building on which the Moderator will place the "fire" tile.

The next morning, after all the inhabitants have seen the result of the conflagration, the building is removed from the game for good. Its former occupant isn't eliminated, but instead becomes a Vagabond.

If the Pyromaniac chooses the building in which that night's Werewolf victim lives, the first Werewolf to the right of the victim is eliminated instead, completely burnt. Panicked by the flames, any surviving Werewolves don't have the time to settle down for their meal! In this case, there is no victim.

Be careful: playing this character requires using the buildings.

(cannot be played
without buildings)

The Scandalmonger (called at night)



This individual loves to secretly make their guilty suspicions known, by posting, right before dawn, an anonymous poster full of accusations against the concerned player. Its impact is certain despite the lack of courage of our bird!

At the end of each night, after the Werewolves have gone back to sleep, when his role is called, the Scandalmonger can choose a player he suspects. The Moderator then places the "anonymous accusation poster" in front of the chosen player's building. This player will automatically have 2 extra votes against them during the next vote. The Scandalmonger can place the "anonymous accusation poster" on the Pub, even if the Barkeep hasn't taken part in an elimination with his vote.

The Scandalmonger cannot choose any Vagabond.

Neumond

Combine the **36 event cards from New Moon** with the various characters to get thrilling games!



The variants

Not to mention the following **9 variants** as well as the **2 additional characters** to discover in the pages to come...

- 1 - Moonlight
- 2 - The Hamlet Community
- 3 - "In any case, it's surely not him"
- 4 - Writing's on the wall
- 5 - Double-I
- 6 - Harvest Festival
- 7 - The Black Plague
- 8 - Lycanthropic Transe
- 9 - New Moon

Moonlight

This ambiance will ideally emphasize all of the variant we're detailing further.

Set up outside under the starry sky, form a circle around the Moderator. Wear era-appropriate clothes, listen to music which would fit with this bygone era.

In this dark environment, in which we can almost hear the howls of the wolves, place in front of each player a small lit candle.

From now on, each morning, the Moderator blows out the candle placed in front of the Werewolves' victim, and each night after the vote, the village's victim blows out their own candle. It'll get darker and darker in the village, and the survivors will then be the only ones clearly visible, all ready to be devoured.

You can also adopt a version which is incredibly stressful for the Werewolves: they'll have to, one way or another, extinguish their victim's candle themselves. Be careful, if more than one candle goes out, there's no victim.

The Hamlet Community

When you gather a lot of friends to play a game of The Werewolves of Miller's Hollow, you can create multiple villages.

The best way to do this would be to have one room per village. If playing outside, you can play by spacing the groups by about twenty meters.

Each village requires a full copy of the game. We recommend having one Moderator per village, but you can arrange for the succession of day/night to take place simultaneously for each village.

The games play out normally, but players can decide to leave their village at any point of the game, except during the night, and unless they've been targeted by mob justice to be eliminated.

The player who decides to change villages for personal reasons leaves the table with their card, which they keep secret. They join another village of their choice during the day, and will have to knock on the door or wait at a distance for the authorization to integrate into their new village.

To avoid too great an upheaval, the Moderators could decide to limit the comings and goings from one village to the next (for example no more than 2 departures per village). It's possible that in one village there could be multiple identical characters, or even have the Werewolves desert a village judged too dangerous, in which case the Villagers of that village win their game.

Be careful: wanting to move too often will cause you to take an extra risk. The Villagers from the area around Miller's Hollow are often wary of strangers! For good or ill, a new arrival is always suspicious...

We've seen some villages in the area of Tours which we won't name, but where any new arrival was systematically condemned by popular judgement...

In any case, it's surely not him!

Here's a new way to vote to choose the victim of the mob justice. It's a mini variant to be used once in a while during a game.

All the Villagers in play get up.

Then the player to the left of the last player eliminated chooses a Villager

whose innocence they guarantee.

This first voter remains standing, they'll have to be guaranteed innocent if they want to survive.

The chosen Villager sits down, and then chooses in turn a Villager they want to save and who'll then also get to sit down. And so on until only one player remains standing.

This last player is the victim of the village's vote. Of course, the debates remain possible during the vote.

Be careful: in this variant, the Werewolves can easily get each other off the hook and thus avoid their fate. Be very careful and track who dears whom. The village must make sure that the Werewolves are all the last to vote to be sure to get rid of one.

Writing's on the wall

This variant can be used with other variants.

Before the night, the inhabitants of Miller's Hollow all have the habit of going to read the small anonymous graffiti written on the small wall behind the town hall.

Each Villager still in play writes a short sentence of their choice on a small paper and hands it to the Moderator. The author of each bit of graffiti must remain anonymous, but everyone's free to write anything they want: suspicions, warnings, comments, accusations, compliments, love declarations... When the Moderator has gotten them all, he reads all of them out of order. The Villagers can then go to sleep with their minds all jumbled up by these short messages.

Double T

a) The small complication

(For 7 to 9 players, if you want to play with more players, you'll need a second basic game.)

This variant allows each player to play their real role, their character being visible by all: the Seer, the Hunter, the Witch, Cupid, the Defender, the Elder, the Scapegoat, and up to 2 Simple Villagers are the characters you'll get to play. Each player is dealt one of these cards face up.

Each player is then dealt a second face-down card called alignment card from among the following: 2 Werewolves, and 5 to 7 Simple Villagers, according to the number of players.

Each player secretly keeps the alignment card they've gotten for as long as they're not eliminated.

This alignment card tells the player to which side they belong: Werewolf or Villager. The goal of the players whose is Werewolf is to eliminate the players whose alignment card is a Villager, and the other way around.

Don't use the following characters: Thief, Little Girl, Idiot, Piper.

b) The big complication

Prepare the cards as above, shuffle them, and then deal two face-down cards per player. These cards will remain secret.

What can happen differently:

the Witch can be a Seer, the Hunter can be the Defender, the Elder can be the Scapegoat, etc.

If a player has at least one Werewolf card, then that player is a Werewolf.

If that player also has a special power card, they can of course use it.

The Harvest Festival in Miller's Hollow

We suggest putting in more Werewolves than usual. All powers are disrupted until the end of the game due to the excess drinking, as follows:

- The Werewolves can only devour a player who is next to one of them.
- The Seer is drunk, she can no longer really tell from which minds her intuitions come from: the Seer chooses a player whose secret identity she wants to know as normal, but in response, the Moderator gives her the 3 identities of the group made up of the chosen player and the 2 players on either side of them. The Moderator must not specify which player is which character.
- The Hunter must choose his victim from one of the two players next to him.
- The Little Girl has trouble sleeping. She wakes up too late to spy on the Werewolves and can only spy on the Witch.
- The Thief, if he still has his Thief card, must, during the first night, and with the help of the Moderator, switch it with the card of a player of his choice. Each player, the next morning, will have to check their character.
- The Sheriff will have to vote alone before all of the other players.
- The Scapegoat isn't eliminated instead of tied players, but instead of one of the two players next to him if they are eliminated by the village's vote.
- The drunken Idiot is no more (and no less) of an idiot than usual, nothing changes for him.

- The Witch is distracted, she only has one potion, and in addition, when she uses her power, she sometimes uses the wrong bottle.

After the Witch has chosen a player, the Moderator tosses the top and bottom of a box of Werewolves of Miller's Hollow and, according to their position on the ground, reads out loud the result of the potion:

-   > Healed
-   > Healed and turned into a Simple Villager
-   > Healed and turned into a Werewolf
-   > Eliminated

- Cupid, as is his habit, chooses the Lovers who, after recognizing one another, got back to sleep. He then chooses one of the 2 Lovers and another player. The Moderator wakes them up so that they recognize each other, they become Lovers, and then go back to sleep. The initial Lover who was not chosen is now a spurned Lover.

From now on:

- The spurned Lover doesn't bring anyone else with them to death.

- A Lover drags the other 2 to death with them.

The spurned Lover cannot vote against the cheating Lover, who, however, can vote against the spurned Lover.

The 2 Lovers cannot vote against one another.

- The Defender can only protect himself or one of the 2 players next to him.
- The Piper only charms one player at a time.

The black plague

This variant, to be interesting, must only be known by the Moderator.

To do this, we've written the text so that only a mirror will reveal it to you!

Each night, the Moderator will be revealed as having chosen by the Werewolves the victim of the black plague. They were in fact a victim of the terrible black plague!

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Lycanthropic Trance

For their misdeeds to remain as discreet as possible for as long as possible, the Werewolves have developed their ability to entrance their victims rather than devour them.

Each victim of the Werewolves is no longer eliminated from the game, but immediately loses all of their power.

Each night, the Werewolves choose a victim who must keep its eyes closed. To make the victim understand that it's been entranced, the Moderator discreetly touches their head. Come morning, the victim remains anonymous.

As the nights go by, there will thus be an increasing number of entranced victims.

Be careful: if one of these entranced victims is lynched, all of the previous victims are also immediately eliminated also... The Werewolves win if they can entrance the second to last Villager.

New Moon

Each morning, except for the very first one, an event will upheave the quiet habits of the village of Miller's Hollow. Shuffle the 36 event cards, and place them face-down in a deck between the players.

From now on, each time the village wakes up, the last player to have been eliminated reads out loud the top card.

The event is put into play with an effect:

- temporary and immediate,
- temporary and with a later effect,
- or permanent.

Notes:

- The first few times you play with this variant, only draw a new card 1 morning out of every 2 or 3.
- An experimented Moderator can choose their favorite cards and place them in the order they want to play out the game in a very custom fashion. They can also choose some permanent cards and apply their effects for good as early as the start of the game.

Explanation of the Spiritualism card:

When a Spiritualism event card is drawn, the player to the left of the last eliminated player becomes the Medium.

The Villagers hold hands and the Medium reads out loud all of the questions from the Spiritualism card.

Then the Medium speaks to the first player eliminated and asks them only one of the questions.

The deceased will answer with a yes or a no.



The characters specific to New Moon

(who cannot be played without event cards)

The Town Crier



Each villager has one day dreamed of wearing this prestigious uniform, to "roll" the Town Crier's

drum, and to declare with a loud voice important events to the entire hamlet, as if they had chosen them himself.

The insignia of Town Crier is handed out by the Sheriff to an inhabitant of his choice, in a visible way and in addition to a character card. No laying on of tasks: the Sheriff cannot name himself. Before the game, the Moderator chooses a certain number of event cards (other than Spiritualism cards). These will be handed to the Town Crier as soon as he is chosen. Each morning, starting on the day after his nomination, the Moderator asks the Town Crier if he has something to announce. In case of a yes, the Town Crier reads out loud the event card of his choice, as if it was a public announcement. At any moment, after the announcement of an event and before the village's vote, the Sheriff can revoke the Town Crier and then name a new one.

Moderator advice: don't prepare more than 5 cards for players who aren't used to "New Moon".

Be careful, some of these cards are fearsome...

Clarifications: If a Town Crier is chosen as the new Sheriff, he must pass on his task as Town Crier to another inhabitant.

If the Town Crier is eliminated, the Sheriff chooses his successor. The new Town Crier gets any event cards not used by previous Town Criers.

If the Sheriff is eliminated, the new Sheriff can choose a new Town Crier or keep the old one.

The Gypsy (called at night)



Esmeralda's sister, who was simply called the Gypsy, knew the ways of the Great Beyond.

She simply had, with no

artifice or unguent, to concentrate and gaze upon the sky during the new moon to communicate with the souls of the departed.

At the beginning of the game, the Moderator takes the 5 Spiritualism cards from "New Moon" and keeps them in hand.

Each night, the Moderator calls out the Gypsy and asks her if she wants to use her power. If affirmative, the Moderator reads out loud the 4 questions of a Spiritualism card of his choice. The Gypsy chooses one of the four questions with a gesture.

She then points out to the Moderator the inhabitant who will have to ask this question.

The next morning, the chosen player becomes medium and asks this question out loud. With a strong otherworldly voice, the first eliminated player answers this question with a "Yessssss" or "Nooooooo".

The card is then discarded.

TURN OVERVIEW

Preparation before the game:

- Character cards are dealt
- Buildings are dealt
- Village is separated into 2 groups for the Prejudiced Manipulator
- Gypsy's Cards
- Town Crier's Cards
- Thief's Cards and then Actor's Cards
- Sheriff's Election (or later in the game)

Call order of characters, to be changed according to their presence.

Characters called on the 1st night:

- The Thief.
- The Actor.
- Cupid
- The Seer.
- The Fox.
- The Lovers.
- The Stuttering Judge (sign).
- The 2 Sisters.
- The 3 Brothers.
- The Wild Child.
- The Bear Tamer.
- The Scandalmonger.
- The Pyromaniac.
- The Defender.
- All of the Werewolves, including the Wolf Hound if he's chosen

to be a Werewolf, the White Werewolf, the Accursed Wolf-father, and the Big Bad Wolf.

- The Little Girl can spy.
- The Baker opens and then quickly closes his eyes.
- The Accursed Wolf-father.
- The Big Bad Wolf.
- The Witch.
- The Gypsy (can choose a medium).
- The Piper.
- Charmed players.

Each night:

- Actor.
- Seer.
- Fox.
- Scandalmonger.
- Pyromaniac.
- Defender.
- All of the Werewolves, including the Wolf Hound if he chose on the first night to be a Werewolf, the Wild Child if his model is eliminated, and the player who may be infected by the Accursed Wolf-father.
- The Little Girl can spy.
- The Baker opens and then quickly closes his eyes.
- White Werewolf (every other night).
- Accursed Wolf-father.

- Big Bad Wolf (as long as no Werewolf has been eliminated).
- Witch.
- Gypsy (can choose a Medium).
- Piper.
- Charmed players.

Each day:

- Victims are revealed.
- Bear's grunt.
- Medium (chosen by the Gypsy).
- Town Crier.
- Debate.
- Vote and call to the Devoted Servant.
- Angel wins (only if eliminated on the 1st vote).
- Possible second vote (if Stuttering Judge so wishes) and call to the Devoted Servant.

Start over at the "each night" step, etc.

We recommend the Moderator get some help to manage the game, possibly by the first player eliminated. You can also use a copy of the chart above in order not to miss any characters.

Note: the use of gender in these rules is meant to lighten up the text, no inference is meant by the use of "he" or "she".

Artwork of the base game, New Moon, and the Scandalmonger: Alexis Tjooas

Artwork for The Village:
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Layout of the rules: Caroline Ottavis

English translation: Eric Harlaux

English revision: Eric Franklin

We'd like to thank the hundreds of people who have helped us since the start of The Werewolves of Miller's Hollow adventure, sometime last century, and who are far too numerous to all be named.

Distributed in North America by - Asmodee -
20 Gateway Drive - Suite 400 -
Plattsburgh NY 12901 - USA
us.asmodee.com

The Pact is a creation of Philippe des Pallières and Hervé Marly, published by "lui-mème" in September 2014



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