

PLAYER INSTRUCTIONS

OBJECTIVE OF THE GAME

- ☐ **Villagers** → discover and eliminate the werewolves.
- ☐ **Werewolves** → remain undetected and eliminate the villagers.
- ☐ **Ghosts** → influence the game - either by helping or introducing chaos.



CHARACTER ROSTER

- ☐ **WILKOŁAK/Werewolves** - wake up every night and silently point out to the GM (Game Master) the person they want to eliminate from the game.
- ☐ **MIESZKANIEC/Villagers** - have no special actions at night, but during the day, they gather information from others and vote to eliminate the werewolves.
- ☐ **ALCHEMIK/Alchemist** - wakes up every night and points to one person they want to protect with their potion. If they choose the person targeted by the werewolves, that person does not die, and the GM announces that someone was saved. **Once per game**, they can use a truth elixir on a person of their choice.
- ☐ **JASNOWIDZ/Seer** - every night, they can check one person to find out if they are a werewolf. They point to a person, and the GM gives them a "thumbs up" (good) or "thumbs down" (werewolf).
- ☐ **LUNATYK/Sleepwalker** - can peek during the night to see what is happening, but does so at their own risk - if the werewolves notice them, they die immediately.
- ☐ **Secret Bond** - two people are connected by a magical bond. If one of them dies, the other is eliminated as well.
- ☐ **Ghosts** - keep their eyes open at night and can give clues and letters from the afterlife to the living, but it is never certain whether they are telling the truth or lying.



GAMEPLAY FLOW

The game consists of two phases:

NIGHT

- ☐ Everyone closes their eyes.
- ☐ The GM wakes up the roles one by one (e.g., werewolves, seer, etc.).
- ☐ Different characters perform their actions (e.g., werewolves choose who to kill, the alchemist chooses who to protect).

DAY (DISCUSSION)

- ☐ In the morning, the GM announces the facts (who died, who was saved).
- ☐ **Discussion** - you talk, make accusations, and defend yourselves.
- ☐ At the end, a vote takes place, and we choose one person to eliminate because the village suspects they might be a werewolf.

STROLLS (Very Important!)

During the day, there will be time for you to walk around the town and talk in small groups.

What you can do:

- ☐ Go to the Cemetery to get clues from the ghosts.
- ☐ Gather information ("what did you see?").
- ☐ Form alliances.
- ☐ Check if someone is contradicting themselves.
- ☐ Observe who speaks consistently and who changes their mind.
- ☐ Observe the behavior of others (e.g., who talks to whom and forms alliances).



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THE SPIRIT WORLD (Ghosts)

Objective: Influence the world of the living - they can help or hinder.

What they can do:

- ☐ **KEEP THEIR EYES OPEN DURING THE NIGHT.**
- ☐ **Voice from the Beyond** (*active with 3 to 6 ghosts*): Approach a selected player who went to the Cemetery for information and whisper exactly *one hint-word* in response to their question.
- ☐ **Letters from the Beyond** (*active with 7+ ghosts*): Pass a joint message on a piece of paper to the village.
- ☐ **Possession:** Twice per game, they can choose one living person who, as a result of possession, begins to behave very strangely and erratically - this person loses their right to vote in that round.
- ☐ **Voice of Doom:** Once per game, they can participate in the voting with **+1 additional vote**, standing behind their chosen person in a row and making noise/gestures.

What they MUST NOT do:

- ☐ Vote (except for that one time) or participate in discussions.
- ☐ Use words outside of the "Voice from the Beyond" at the Cemetery.
- ☐ In whispers and messages from the beyond, they **cannot** use:
 - ☐ Participants' names.
 - ☐ Role names (e.g., werewolf, alchemist).
 - ☐ The words YES/NO.

Main Guidelines for the Ghost Role:

Ghosts can still influence the game, but in a different way - they can give hints, stir things up, help, or hinder.

- ☐ Your goal is to influence the decisions of the living so that the game unfolds according to your plan.



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- ☐ During the **Ghost Council**, you must decide together: in a given round, do you want to help the villagers discover the truth, or do you prefer to "stir things up" and introduce chaos to test their vigilance?
- ☐ You can decide who you want to support and who to mislead.
- ☐ **NOTE:** The living players should never be entirely sure whether you are acting in their favor or trying to manipulate them. You control the level of uncertainty in the village.

YOUR ABILITIES (What you can do)

Night Phase: Gathering Data

- ☐ **MOST IMPORTANTLY** - you can keep your eyes open during the night.
- ☐ You must carefully observe:
 - ☐ Who is who.
 - ☐ Who the Werewolves chose and what other characters managed to discover and do (e.g., who the Alchemist saved, who the Seer discovered).
 - ☐ How many Werewolves remain in the game.

Objective: To possess facts that the majority of the living do not have.

Stroll Phase:

- ☐ **GHOST COUNCIL** - This is your time at the beginning of the Strolls to quickly confer on how you want to act together in a given round and what strategy you are adopting.

As ghosts, you have a few options:

- ☐ **Voice from the Beyond** (*active with 3 to 6 ghosts*): You can approach a selected player who came to you at the Cemetery for information and whisper an answer to their question — exactly *one hint-word*.
- ☐ **Letters from the Beyond** (*active with 7+ ghosts*): When there are many of you, you prepare one joint message per round for the entire village. This can be a drawing, a symbol, a single word, or a phrase of up to 3 words. At the end, you hand it to the GM, who will show the letter to the town before the discussion.

INTERFERENCE IN THE WORLD OF THE LIVING

- ☐ **Possession:** Twice per game, you can choose one living person who, as a result of possession, begins to behave very strangely and erratically — they lose their right to vote in that round.
- ☐ **Voice of Doom:** Once in the entire game, you can participate in the voting with **+1 additional vote** by lining up behind a selected person and making noise/gestures.



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☐ **THE GHOST CODE (What you MUST NOT do)**

☐ **Absolute Silence:** Outside the Cemetery, you cannot use words.

☐ **Forbidden Words:** In whispers and messages from the beyond, we never use:

☐ Participants' names.

☐ Role names (e.g., werewolf, alchemist).

☐ The words YES/NO.

☐ *You must creatively bypass these restrictions and encode your message.*

☐ **Nighttime Peace:** At night, ghosts have their eyes open but must maintain absolute silence so as not to betray other roles with their movements or reactions.

STICKERS:

Additionally, you collect stickers for influencing the decisions of the living, e.g.:

☐ You gave a hint → and players changed their minds.

☐ Your "vision" was used in the discussion.

☐ Someone referenced your clue during voting.

The GM will evaluate whether the living actually reacted to your actions.



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