

Werewolf and Mafia Party Game Rules

Assign hidden roles, guide the group through night and day, and keep each round moving with a neutral host.

Host guide / A4 / Friends & adult social / 20–35 minutes

Read the guide privately first if this activity has hidden answers. Print single-sided at Actual size / 100%. Cut only sheets marked CARDS. Keep answer keys with the host.

What you need

- One private role card per player
- A moderator who does not play
- A timer for discussion and voting
- A quiet room where players can close their eyes during night phases

How to run it

1. Use 7–12 players plus one moderator. For 7–9 players, deal 2 Werewolf cards, 1 Seer, 1 Guardian, and Villagers for the remaining players. For 10–12 players, deal 3 Werewolf cards, 1 Seer, 1 Guardian, and Villagers for the remaining players.
2. The moderator privately hands out one role card per player and removes unused cards from play. Players read their role and keep it hidden. Before starting, explain that eliminated players stay silent and may watch until the next round.
3. Night: everyone closes their eyes. The moderator calls the Werewolves to wake and silently choose one target, then sleep. The Seer wakes and points to one player; the moderator silently indicates whether that person is a Werewolf. The Guardian wakes and chooses one player to protect; they may protect themselves but not the same person on consecutive nights. If the Guardian protected the Werewolves' target, no one is eliminated and no role is revealed. Otherwise, announce the eliminated player and reveal their role publicly. Check the win conditions before proceeding.
4. Day: if the game has not ended, everyone opens their eyes. The moderator announces the night result, including when no one was eliminated. Give the living players up to three minutes to discuss. Each living player then casts one vote for a living player or abstains. The player with the most votes is eliminated; a majority is not required. If tied, revote among tied players only. If the second vote is tied or everyone abstains, no one is eliminated. Reveal any eliminated role publicly and check the win conditions.
5. The Town team—Villagers, Seer, and Guardian—wins when all Werewolves are eliminated. The Werewolves win when the number of living Werewolves equals or exceeds all living non-Werewolf players, including the Seer and Guardian. If neither condition is met, begin another night.

Roles and balance

Werewolves choose one target together at night and try to avoid being identified during the day. The Seer checks one player each night; the moderator gives a silent yes-or-no signal. The Guardian protects one player from the night action, but cannot protect the same player on consecutive nights. Villagers have no night action and use the public discussion and vote.

For 7–9 players plus a moderator, deal two Werewolf cards, one Seer, one Guardian, and the remaining Villager cards. For 10–12 players, deal three Werewolf cards, one Seer, one Guardian, and the remaining Villagers. The print deck contains three Werewolves, one Seer, one Guardian, and seven Villagers; deal only the number of Villagers needed for the group. These counts define the setup; no balance testing is claimed.

- The moderator is neutral and does not hint through tone or facial expressions.
- Players may not show or quote their role cards after the game begins.
- Only living players take night actions, and every night target must be a living player. Werewolves choose a living non-Werewolf target.

Moderator script

Use the same calm wording every round. "Night falls; everyone close your eyes. Werewolves, wake and silently choose a target. Werewolves sleep. Seer, wake and point to one player. Seer sleeps. Guardian, wake and choose someone to protect. Guardian sleeps. Day breaks; everyone opens their eyes."

Resolve the night actions privately. If the Guardian protected the Werewolves' target, no one is eliminated and no role is revealed; announce that no one was eliminated. Otherwise, announce the eliminated player and reveal that player's role. Check whether all Werewolves are out or whether living Werewolves equal or outnumber all living non-Werewolf players, including the Seer and Guardian. If neither condition is met, move to day. After discussion, each living player casts one vote or abstains. The highest vote total is eliminated; a majority is not required. Revote tied candidates once. If the revote is tied or all players abstain, no one is eliminated. Reveal any daytime elimination and check for a winner before the next night.

- Never make an eliminated player wait through a long game; use a short timer and start the next round soon.
- Keep the discussion to the agreed time; use one vote per living player, allow abstentions, and resolve ties with one revote.

Fair and comfortable play

The game includes bluffing as a fictional mechanic, but players should not use real secrets, personal accusations, or private knowledge as evidence. Keep discussion about in-game behavior. No one should be pressured to defend a real-life trait or relationship. Role reveals happen publicly after every elimination, so the moderator should tell players this rule before cards are dealt.

A player eliminated early can watch quietly or take a break. The group may choose a short two-round limit so everyone gets another chance to play. Stop if anyone is uncomfortable. The moderator's job is to keep rules consistent, not to create dramatic suspense at someone's expense.

- No physical contact, alcohol, or penalty for a mistaken vote.
- A player can decline a role or sit out before cards are dealt.

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R_WEREWOLF-001 / Role card

WEREWOLF A — You are on the Werewolf team. At night, silently agree on one target with the other Werewolves. During the day, take part in discussion without revealing your card.

R_WEREWOLF-002 / Role card

WEREWOLF B — You are on the Werewolf team. At night, silently agree on one target with the other Werewolves. During the day, take part in discussion without revealing your card.

R_WEREWOLF-003 / Role card

WEREWOLF C — You are on the Werewolf team. At night, silently agree on one target with the other Werewolves. During the day, take part in discussion without revealing your card.

R_WEREWOLF-004 / Role card

SEER — Each night, point to one player. The moderator silently tells you whether that person is a Werewolf. Keep this information private and use it during the day if you choose.

R_WEREWOLF-005 / Role card

GUARDIAN — Each night, choose one player to protect from the Werewolves. You may protect yourself, but not the same person on consecutive nights.

R_WEREWOLF-006 / Role card

VILLAGER 1 — You have no night action. Listen during the day, discuss in-game clues, and vote or abstain.

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R_WEREWOLF-007 / Role card

VILLAGER 2 — You have no night action.
Listen during the day, discuss in-game
clues, and vote or abstain.

R_WEREWOLF-008 / Role card

VILLAGER 3 — You have no night action.
Listen during the day, discuss in-game
clues, and vote or abstain.

R_WEREWOLF-009 / Role card

VILLAGER 4 — You have no night action.
Listen during the day, discuss in-game
clues, and vote or abstain.

R_WEREWOLF-010 / Role card

VILLAGER 5 — You have no night action.
Listen during the day, discuss in-game
clues, and vote or abstain.

R_WEREWOLF-011 / Role card

VILLAGER 6 — You have no night action.
Listen during the day, discuss in-game
clues, and vote or abstain.

R_WEREWOLF-012 / Role card

VILLAGER 7 — You have no night action.
Listen during the day, discuss in-game
clues, and vote or abstain.

Hosting questions

How many people do you need for Werewolf?

Use 7–9 players with two Werewolves, or 10–12 players with three Werewolves, plus one Seer, one Guardian, and enough Villagers to fill the remaining seats. Add one non-playing moderator.

Does this version include role expansions?

No. It uses only Werewolves, a Seer, a Guardian, Villagers, and a moderator.

Can eliminated players still talk?

Yes. This version publicly reveals a player's role immediately after a night or day elimination. Eliminated players remain silent until the round ends.

References

Reviewed for standard hidden-role night/day structure; role text and short-round rules here are original.

<https://partyat.games/games/werewolf/>

Reviewed for the common Mafia/Werewolf game flow; this page uses a deliberately small role set.

<https://thegamenightrules.com/games/team-games/mafia-werewolf/>

Original AI-assisted resource with AI editorial review. Independent human playtesting and physical printing have not been completed. Answer, listen, or pass.