

Game Master Script: Complete Hosting Guide

This is your copy-paste script for running a Werewolf game. Print it, bookmark it, or keep it open on your phone. Every phrase you need is here — you just add the drama.

If you're new to the game itself, read the [full rules](#) first. If you're setting up a game for the first time, the [first game guide](#) walks you through the simplest possible version.

Before the Game

Run through this checklist before players sit down.

- **Know the roles.** Decide which roles you're using. Not sure? Check the [setup by player count](#) guide.
- **Count players.** You need at least 6 (including yourself as GM). 8-12 is the sweet spot.
- **Prepare role assignment.** Folded paper slips, a deck of cards with a pre-agreed mapping, or a [phone app](#) that handles it for you.
- **Know the night order.** Werewolves → Courtesan → Alpha Wolf → Seer → Doctor → Witch → Lover → Maniac → Hunter (with the Courtesan Blocks Werewolf Vote rule, the Courtesan wakes before the wolves). Not every role is in every game — skip what you're not using.
- **Decide house rules.** First-night elimination or no? Doctor self-heal or no? Roles revealed when a player is voted out or hidden? Settle this before the first night, not during it.
- **Seat everyone in a circle.** You need to see all faces and be able to reach any player with a tap on the shoulder if needed.

Opening the Game

Once everyone is seated and roles are assigned, deliver this opening. Adapt the words — the structure matters more than the exact phrasing.



Welcome to Werewolf. I'm your Game Master tonight. I don't play — I run the game, and my word is final.

Here's how it works. You've each received a secret role. Most of you are Villagers. A few of you are Werewolves. The Villagers don't know who anyone is. The Werewolves know each other.

The game has two phases. At Night, everyone closes their eyes and the Werewolves secretly pick someone to take out. At Day, everyone opens their eyes, I announce what happened, and you discuss and vote on who to eliminate.

Villagers win when all Werewolves are gone. Werewolves win when they equal or outnumber the Villagers. If lone roles like the Maniac or the Jester are in play, they chase their own victory — I'll explain before we start.

Some of you have special roles — Seer, Doctor, and others. You know who you are. Use your abilities wisely.

One last thing: when you're out, you're out. No talking, no hinting, no pointing. Gone means silent.

Let's begin.

If you're using special roles that players might not know, explain them briefly: "The Seer can check one player per night — I'll tell you if they're a Werewolf. The Doctor can protect one player from tonight's elimination."

Night Phase Script

This is the core of your job. Read these lines in order, pausing between each role. Keep your voice steady and your pace consistent — inconsistent timing leaks information.

Putting the Village to Sleep

The village falls asleep. Everyone close your eyes and put your heads down.

Wait until all eyes are closed. Look around the room. If someone is peeking, call it out — you can't run a fair game if people cheat at this step.

Werewolves Wake-Up

Werewolves, open your eyes. Look at each other. Choose your target — point at the player you want to eliminate.

Wait for them to agree. They communicate silently — pointing, nodding, gesturing. Give them 10-15 seconds.

Werewolves, close your eyes.

Courtesan Wake-Up OPTIONAL • SKIP IF ABSENT

Courtesan, open your eyes. Point at someone to block tonight.



The blocked player's night action is cancelled — whatever they tried to do this night doesn't happen. Note the choice. With the Courtesan Blocks Werewolf Vote rule on, wake the Courtesan *before* the wolves so the blocked wolf's say can be ignored.

Courtesan, close your eyes.

Alpha Wolf Wake-Up OPTIONAL · SKIP IF ABSENT

Alpha Wolf, open your eyes. Point at someone you want to investigate.

The Alpha Wolf is checking whether the target is the Seer. Nod if yes, shake your head if no.

Alpha Wolf, close your eyes.

Seer Wake-Up OPTIONAL · SKIP IF ABSENT

Seer, open your eyes. Point at someone you want to check.

The Seer is checking whether the target is a Werewolf. Nod if yes, shake your head if no. Remember: whether the Alpha Wolf appears as "not a Werewolf" to the Seer depends on your house rules. Announce this during setup.

Seer, close your eyes.

Doctor Wake-Up OPTIONAL · SKIP IF ABSENT

Doctor, open your eyes. Point at someone you want to protect tonight.

Note their choice. If it matches the Werewolves' target, the target survives. In most variants, the Doctor cannot protect the same player two nights in a row.

Doctor, close your eyes.

Witch Wake-Up OPTIONAL · SKIP IF ABSENT

Witch, open your eyes.

Point silently at the Werewolves' chosen victim, then ask:

Will you use your healing potion to save them? Nod or shake your head.

If the healing potion is already spent — or the wolves have no victim tonight (a blind-mode disagreement, or the last wolf blocked under the vote-block rule) — skip the healing question but still continue:

Will you use your death potion? Point at a player, or shake your head.



Each potion works once per game, and the death potion ignores the Doctor's protection — note the target. Once both potions are spent, skip this wake-up entirely.

Witch, close your eyes.

Lover Wake-Up OPTIONAL · SKIP IF ABSENT

Lover, open your eyes. Point at someone to protect from tomorrow's vote.

That player cannot be voted out during the next day phase.

Lover, close your eyes.

Maniac Wake-Up OPTIONAL · SKIP IF ABSENT

Maniac, open your eyes. Point at someone you want to eliminate.

The Maniac acts independently of the Werewolves. Two different players can be taken out in one night.

Maniac, close your eyes.

Hunter Note NO SCHEDULED NIGHT ACTION

The Hunter has no night action. Their ability triggers when they are eliminated — by any cause, day or night. When the Hunter goes down, they immediately choose someone to take with them.

Jester Note NO SCHEDULED NIGHT ACTION

The Jester has no night action. Their ability triggers only if the village votes them out during the day; a Jester eliminated at night loses normally.

Waking the Village

Before you open eyes, resolve all actions mentally:

1. Check if the Courtesan blocked anyone (that player's personal action is cancelled)
2. Apply the Werewolves' action (unless the Doctor or Witch saved the target; a Courtesan block stops the pack only under the vote-block rule, and only if she blocked the last living wolf)
3. Apply the Witch's death potion if she used it (the Doctor can't prevent it)
4. Apply the Maniac's action (unless the Doctor saved that target or the Maniac was blocked)
5. Note the Seer's and Alpha Wolf's investigation results (unless the Courtesan blocked them)

Then:

The village wakes up. Everyone open your eyes.



Morning Announcement

This is your moment to be theatrical. Pick a style that fits your group.

Standard

The village wakes up. Last night, [Player X] was eliminated.

If the Maniac is in the game and two players didn't survive:

The village wakes up. It was a dangerous night. [Player X] and [Player Y] are both gone.

Nobody Was Eliminated

The village wakes up. Sunrise. Silence. Everyone survived the night — someone was saved.

Or more dramatically:

The village wakes up and... everyone is here. Against all odds, the night was quiet. Someone had a guardian angel.

Dramatic Variants

The village wakes up to find an empty chair where [Player X] used to sit. They didn't survive the night.

Dawn breaks over the village. The streets are quiet — too quiet. [Player X] won't be joining us today.

After the announcement, reveal the fallen player's role if your house rules say so. They may give a final speech (again, house rules).

Day Phase Management

Discussion

Set a time limit. 3-5 minutes works for most groups. Announce it:

You have four minutes to discuss. The floor is open.

If nobody is talking, prompt them:

Someone didn't survive the night. Does anyone have a theory? Any suspicions?

If one person is dominating, step in:

Let's hear from [quiet player]. You've been quiet — what do you think?



Nominations

After discussion time expires (or when discussion dies naturally):

Discussion is over. Time for nominations. If you want to put someone to a vote, raise your hand and name them.

Each nominated player gets a short defense (30 seconds to 1 minute):

[Player X], you've been nominated. You have 30 seconds to defend yourself.

Voting

Once all nominations are in and defenses are heard:

We'll now vote on each nominee. Raise your hand when I call the name of the player you want to vote out. You get one vote.

Call each nominee's name. Count hands. The player with the most votes is out.

The town has spoken. [Player X] is eliminated.

If nobody is nominated, or votes are too scattered:

No one was voted out today. The town couldn't decide. Night falls.

Ties

If two players tie in votes, you have options:

- **Runoff:** Hold a second vote between only the tied players
- **Both survive:** Nobody is voted out today
- **GM breaks the tie:** This is the least popular option — use it only if pre-agreed

Announce your tie rule at the start of the game so nobody argues about it later.

Edge Cases

Doctor Saves the Target

The Werewolves chose Player X. The Doctor also chose Player X. Result: Player X survives. Announce it as "nobody was taken out" — don't reveal that the Doctor was involved.

Courtesan Blocks the Doctor

The Courtesan blocks the Doctor. The Werewolves' night action goes through even if the Doctor "chose" to protect the right target — the block cancelled the heal.

Courtesan Blocks a Werewolf

The Courtesan blocks a specific Werewolf, not the whole team. By default nothing changes — the pack's night action goes ahead no matter which wolf is blocked, even the last one. Only under the optional Courtesan Blocks Werewolf Vote rule does the GM ignore the



blocked wolf's say, and blocking the last living Werewolf then cancels the kill entirely.

Courtesan Blocks the Seer

The Seer's check is cancelled. They get no result this night. Tell them nothing — just shake your head ambiguously, or tell them "you were blocked" (house rule dependent).

Lover Protects a Werewolf

It happens. The protected Werewolf can't be voted out tomorrow. The Lover doesn't know anyone's role.

Hunter Is Eliminated

When the Hunter is eliminated (day vote or night action), they immediately point at someone. That player is also taken out. This happens right away — before the next phase begins.

Last-Player Scenarios

If the day vote would remove the last Villager and leave the Werewolves in the majority, the game ends. Werewolves win — provided no Maniac or Jester is still alive; a living lone role keeps the game going. Don't play out another night.

If the Werewolves take someone out at night and this brings them to parity with Villagers — again with no Maniac or Jester alive — the game ends at dawn. Werewolves win.

Quick Reference

Night order: Werewolves → Courtesan → Alpha Wolf → Seer → Doctor → Witch → Lover → Maniac → Hunter (no action) → Jester (no action) (with the Courtesan Blocks Werewolf Vote rule, the Courtesan wakes first)

Key rules:

- Doctor can't protect the same player two consecutive nights; his save covers every attack on that target that night — except the Witch's death potion, which cuts straight through
- Alpha Wolf immunity: announce at setup whether the Alpha Wolf appears as "not a Werewolf" to the Seer
- Courtesan cancels the target's *personal* night action; the pack's kill goes ahead unless the vote-block rule is on and she blocked the last living wolf
- Witch: one healing potion (saves the wolves' victim) and one death potion (ignores the Doctor), each usable once per game
- Lover's protection applies to the next day vote only
- Maniac acts independently — two players can be taken out per night
- Hunter's revenge triggers immediately when they go down (any cause)
- Villagers win when all Werewolves and the Maniac are gone; Werewolves win on parity with no Maniac or Jester alive; the Maniac wins alone with at most one Villager left and the Jester out; a voted-out Jester wins instantly and the game ends

Resolution order:

1. Cancel the blocked player's personal action



2. Apply the Werewolves' kill (unless the Doctor or Witch saved the target)
3. Apply the Witch's death potion (the Doctor can't stop it)
4. Apply the Maniac's kill (unless the target was saved or the Maniac was blocked)
5. Record the Seer's and Alpha Wolf's results
6. Announce the morning

Tips for Better Hosting

Stay neutral. Your face, voice, and body language should give away nothing. When the Werewolves point at someone, don't flinch. When the Seer checks a Werewolf, don't react. Practice your poker face.

Be theatrical. The GM sets the mood. "The village falls asleep" is functional. "Darkness falls over the village. Somewhere in the shadows, someone is making plans..." is memorable. You don't need to write a novel — just add a sentence of flavor.

Track everything. Write down every night action, every check result, every Doctor save. You will forget otherwise, and a mistake from the GM can ruin the game. Better yet, use a [tracking tool](#) and let the app remember for you.

Keep the pace. Night should take 60-90 seconds total. Day discussion is 3-5 minutes. If the game drags, people lose interest. Set timers and enforce them.

Handle disputes firmly. "The GM's call is final" is a rule you need to establish at the start. If a player disagrees with a ruling, they can bring it up after the game. Mid-game arguments ruin the vibe.

See Also

- [How to play Werewolf: complete rules](#)
- [Every role explained](#)
- [Setup by player count](#)
- [Your first game](#)
- [Common mistakes](#)

Ready to Play?

This entire script is built into the [game master app](#). It tells you who to wake next, records each role's choice, and generates the morning announcement. The game master doesn't need to keep anything in their head — just focus on theater and pacing.

