



Rabbit to Rabbit Advisory

How to plan an "Are You a Werewolf" (AYAW) Event

by Russell Grieshop

Things To-Do:

- Pick your location
- Advertise your event in advance
- Invite your friends
- Have fun!
- Give away free stuff!

Remember that a village in the throes of a werewolf infestation can get pretty loud.

Keep in mind that your primary role as the moderator is to make sure the other players are having a good time.

GENERAL PLANNING

As with any event, the first thing you'll need to do is choose a location and get permission to use the space (more tips later on what kinds of places are particularly good for AYAW games). Once you've secured the location and decided on a time and date, the next step is to get the word out. The large flyer we've provided can be used as a sign or bulletin to announce your event. The small flyers can be used as invitations; hand them out to your friends or leave a little pile out with other free literature where appropriate.

"ARE YOU A WEREWOLF" SPECIAL PLANNING

An AYAW event is a little bit different from other gaming events. The two key things you'll need to take care of are finding enough players and finding a good place to play. Since you need at least 8 players to start a game (not including the moderator) places where people are already gathering might work well for your AYAW event. A party might be a great fit for a game of Werewolf, if you know there will be enough people and space to play and if the host agrees to it. Playing at conventions works well (lots of potential players and usually lots of space). A school or church event might also be a good place to suggest a game of AYAW. Whatever you do, be sure to personally invite as many friends as you can to start the first village. You may eventually draw strangers in to play, but it's a lot easier once you already have a game going.

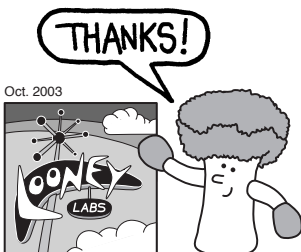
When you're choosing a space for your AYAW event, it's important to strike a balance between locations that are tolerant of some noise and locations that are too noisy. Remember that a village in the throes of a werewolf infestation can get pretty loud, what with the wild accusations, vigorous debates, cheering when a werewolf is lynched or moans of dismay when a villager or the seer is lynched. You don't want to disturb those around you. On the other hand, the action of AYAW is largely through dialogue, so it's important that the space itself not be generally noisy, as players need to be able to hear each other.

You should also consider the comfort of your players. As you check out the space, think about how the players will sit. Are there chairs? Is there carpet on the floor? Ideally, the players will be seated in a circle so that everyone can see each other. Think about the feel of the place, too—darker locations might work better for your group than a sunny meadow. Finally, you'll need to make sure you have enough room to accommodate the size of the group you're expecting.

RUNNING THE EVENT

Once the first village gets started (with those seed players you invited to help you out) playing the game is likely to attract attention. While the villagers are debating, the moderator (usually you) can take a few moments to describe the action to anyone who seems interested. As players are eliminated from the game, encourage them to talk to onlookers as well. If you're really successful at attracting more players, you may even be able to start a second village. It's a good idea to have an assistant who also knows how to moderate. Even if you don't end up starting a second village, you can take turns being the moderator so that both of you get to play.

Never hesitate to invite strangers to join you. The whole point of your event is to expose more people to the fun of Looney Labs games. One of the nice things about Werewolf is that it works well with people who don't think of themselves as gamers. Some think of it as a "people studying game," while others describe it as a "very social party game." The style of the game can vary with the players and sometimes it's both!



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