



Rabbit to Rabbit Advisory

Moderating an "Are You a Werewolf" (AYAW) Event

by Russell Grieshop

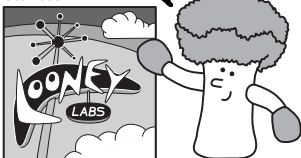
Keep in mind that your primary role as the moderator is to make sure the other players are having a good time.

When communicating with the players, make eye contact and point emphatically.

If you feel under-confident about the moderator role, feel free to use the script – it is printed in the rules and is also printed on one of the cards in the AYAW set. The script will keep you from making mistakes. Keep in mind that your primary role as the moderator is to make sure the other players are having a good time. As the moderator, you'll need to be impartial and fair. You'll be responsible for counting lynch votes – make sure your players let you know if they want an official lynch vote and that they understand that it is your count that counts. Ask the players to wait for you to ask for their card before revealing them, to reduce doubt. Here are some specific tips:

- 1) Avoid gender specific language; if you say "The Seer opens her eyes" and there is only one female player in the village, the seer is likely to be killed by the werewolves. Avoid her, she, hers, his, him, he or other gender specific terms. Avoid facing the werewolves or the seer when you are talking to them during the night phase—many players can detect what direction you are facing—so try to keep your voice projection moving around and not focused on particular players or specific directions.
- 2) Make sure you know who the werewolves are picking for a victim. Try to make eye contact with each of the werewolves, while you point at the proposed victim and look for both werewolves to return the eye contact and to signal to you that you've got the right person. If the werewolves haven't given you clear signals, gently remind them by asking them again to pick their victims—this will usually get them to open their eyes and confirm their choice. The same goes for the seer's vision and for lynching—make eye contact and point emphatically.
- 3) Be consistent. If one player is repeatedly calling for a lynch vote, respect that, but also listen when another player calls for a different lynch vote. People will play very differently; some players might be extremely vocal, while others might be more quiet and observant. Make sure that all of the players get your attention, not just the very vocal players.
- 4) If a lynch vote is taking place, make sure you are paying attention and doing the counting. I ask people to raise their hands and use their other hand to point directly at the lynch candidate. This does two things: It makes it easier to count and it makes it easier for all of the other players to see who is voting for the lynching.
- 5) Don't get involved in the game and don't give hints or tips. Avoid giving out information about what has happened in the past. For example, if a discussion comes up about how somebody died, let the village work it out. Your memory of events might differ from the players and remember, it is their game.
- 6) Watch for villagers who have an uncanny ability to pick out the werewolves. If you notice this, you may have someone who is peeking. Typically, this player problem will be found in either young players or new players and it is often because they misunderstand the point of the game. They might assume that helping to locate the werewolves is a good thing, which it is if done fairly. If the same player is correctly picking the werewolves, game after game, this player might be peeking. However, they might just be making good guesses. This can be a self-regulating problem; werewolves will usually figure this out and the peeking player won't live through too many nights. If you suspect this is happening, make an announcement to the village reminding them that peeking is cheating. If it reaches a point where the rest of the village notices and gets upset, please encourage the other players to be nice about it. Often it is simply a misunderstanding.

Oct. 2003



Enter the world of
Looney Labs Games!
Visit LooneyLabs.com

For more information about AYAW, visit <http://wunderland.com/LooneyLabs/Werewolf/>