



(image by spooky)

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WEREWOLF: A PRIMER

(originally written by Louie Blue)

THE OBJECTIVE

Simply put, the objective of the game is for the werewolves to kill Townies until they are the majority, or for the Town to kill off the whole Wolf Pack. (If any Serial Killers are a game, the objectives change slightly) When one of those two things happens, the game is over.

For the sake of example, let's say you have a group of 12 people in your game (plus the Moderator). Roles will be assigned to each person in secret (explanation of how below). There may be 3 werewolves, 1 detective, 1 doctor, and 8 Vanilla Townies. Great, now everyone has a role. Be sure they are all kept under wraps. Do not tell anyone your identity. The game itself is divided into two phases: day and night. During the night, the Moderator will ask for night actions from such groups as the Werewolves, the doctor, and the detective. But who are each of these roles and what do they do? So glad you asked.

THE ROLES

The Moderator keeps things rolling. The moderator does not officially participate in the game, but acts as a... moderator. During the night, the Mod communicates with each role and asks them a question. For the werewolves, the question is: Who do you want to kill? For the doctor: Who do you want to save? For the detective: Who do you want to know about? During the day, when everyone is awake, the mod provides a space for players to nominate those they'd like to kill, a.k.a. those they think are werewolves. The game repeats in phases from night to day, night to day, with one or more person murdered in each phase (unless saved at night by the doctor, etc.).

The Werewolves, as per our 12-person example, consist of 3 people who find out each other's identity in their shared private Discord channel. While the other players are attempting to figure out who they are, the wolves must lie throughout the entire game and act as though they are Town. The werewolves must strategize together during the day without giving themselves away. At night, when the wolves awaken, they elect the player they'd like to kill. If all wolves agree, the player is night-killed.

The Town (VT or "Vanilla Town") are attempting to figure out who are the wolves simply by talking it out, accusing, and seeing who is acting suspicious. As a Town, it's best to use verbal clues and your gut to test suspicions.

The Doctor is a Town role that, at each nighttime phase, can save a player he or she thinks the wolves have killed. As mentioned earlier, if the doctor saves the right player, that player stays in the game. Some games place restrictions on this role, such as not being able to save themselves and/or not saving the same person on subsequent nights..

The Detective is a Town role that, at each nighttime phase, selects a person whom the Mod will identify as "Wolf" or "Not Wolf" (some games have variations on this).

The Jailer is a Town role similar to the Doctor, except that a player "jailed" may not perform any night actions such as kills or investigations.

The Serial Killer is a common role in our games. A One Player Faction, the SK gets a night kill every night, and wins the game if they're the last one standing. They're a very hard role to win as, but it happens.

HOW TO PLAY

Before Day One: After enough players have signed up, the Mod will assign roles to each person. The Mod will inform the player of their role with a private message in Discord. If the player has a special role, they can communicate with the Moderator using Discord so that their conversation stays private. If the player is a Wolf, they will be given a link to a shared Wolf channel.

Note: You may see veteran players refer to something called "QT". This is an old, obsolete tool we used to use for private communication. Just ignore it. :)

First Day: The game begins. You can just start accusing people out of nowhere. Most games have some element of Role Playing which is done for fun and is most often optional. Day 1 usually doesn't have a lot of logic to it. But each Day has a set time to end ("Twilight"). Before

this happens, people may cast a vote in a dedicated thread (started by the Mod) for Day-Killing. Players may generally change their votes as often as they like, but at the Twilight time, the person with the most votes is killed. (Mods have differing rules in case of ties.) Alternatively, if a majority of players vote for one person, that person is "Auto-killed" and Twilight is triggered early. Once the Day ends, the Mod provides a writeup and reveals the role of the dead player.

First Night: In Discord, the Mod collects information from factions on their Night actions such as kills, protection, and investigation. Once all actions are in and they're good and ready, the Mod begins Day 2.

Second Day: The Moderator informs the players of the results of Night actions, including the roles of those Night Killed (if any). Then play begins as on Day 1, just generally with fewer people and more information. This pattern of Day and Night phases repeats until one faction has met its victory requirements.

Standard Rules

Each game will have its own rules and guidelines, but here are some rules that (so far) always apply to Werewolf games played on the Avocado. Feel free to suggest/make additions!

1. Do not edit or delete posts on the daily Open Thread (OT), for any reason.
2. Do not quote directly or post screenshots from Discord in the daily OT.
3. Do not discuss specific gameplay with other living players outside of the daily OT or Discord.
4. Only votes posted directly in response to the designated vote thread are counted.
5. Be accommodating of different playing styles and different levels of role play (rp). Attack arguments, not people.

Useful Links

- **Lutair's UPDATED Declassified Disqus Survival Guide (3rd edition):** <https://the-avocado.org/2018/01/31/lutairs...-guide-3rd-edition/>
- **Werewolf Den:** <https://the-avocado.org/2017/10/30/the-werewolf-den/>
- **Werewolf Den 2.0:** <https://the-avocado.org/2018/01/23/the-werewolf-den-part-2/>
- **Werewolf Den 3.0:** <https://the-avocado.org/2019/09/14/the-werewolf-den-part-3/>

- **Werewolf Den 4.0:** <https://the-avocado.org/2021/04/29/the-werewolf-den-part-4/>
- **Discord Notes for Mods by NateTheLesser:**
<https://docs.google.com/document/d/1WFIWRymSOsSXYt25CdbuNHJisweABW9sHzDkp4A9Lj0>
- **Mod Signups Google Doc:**
https://docs.google.com/spreadsheets/d/1SYzuB6QKgDvLUk-gz_SuM0haqfp7leFuNYP7XE7vNuE/edit#gid=0
- **Vote Counter Spreadsheet:**
https://docs.google.com/spreadsheets/d/1SOIL2BNYQ4NsMpM_IsEzPTEOzAh6QHM6dWLuK1UuiPk/edit#gid=0
- **Avocado Werewolf Mailing List (use for signup notifications):**
<https://gaggle.email/join/avocadowerewolf@gaggle.email>

(The Werewolf Dens are on the new site and contains lists of past games [with links to Day 1 of each], a link to the moderator sign-up sheet, and more.)

Useful Terminology

There are many more terms and roles than these, but I tried to stick to ones we commonly use. Feel free to suggest additions or make an additional list of your own.

Autokill: When a player receives >50% of all votes possible before the set time given for Twilight, this occurs, resulting in an early end to the game day. Some games may include the rule that all players must have voted before autokill can occur.

Bed Head: When a player enters the thread when it's 300 comments in and asks for a recap when twilight is still hours away because they've been busy and/or otherwise away from the game.

Cop: The Cop (or Detective or Investigator, etc.) role allows a player to investigate one other player at night, typically to determine that player's faction/alignment.

Day: The game is divided into "day" and "night" periods, separated by "Twilight." Each game day there is an open thread (OT) where players converse and vote to kill one player. Once Twilight is called to end the day, no more commenting is allowed on the OT.

Day Kill: This is the term for the collective power of players to vote to kill someone during the "Day" period.

Day Power: Typically, all actions besides the day kill occur at night, but in some setups, players may have "day powers" (or "day actions"), actions that can affect events during the game day.

Doctor: The Doctor (or Healer, or Medic, or [sigh] Herbalist, etc.) is a specialized role that allows a player to protect a player from death, usually at Night. Exactly how this role works can vary.

Flailure: failure due to excessive flailing

GIROLT: Get It Right Or Lose Tonight, see also: Kill Or Be Killed

Graveyard: The Graveyard is a private Discord channel for dead players to continue discussing the game and judging the living. When a player dies, the moderator approves access to the Graveyard. Dead players are typically discouraged from posting (meaningfully at least) on the OT.

Haystacking: A method of investigation which focuses on a single group of voters (usually on an early game day) to determine the scumminess of each individual voter by limiting the breadth of investigation from the full roster to only a fraction of that number -- as in, trying to find the needle (scum) in the haystack (vote pile). For instance, if one only examines the half-dozen voters on the day kill victim from day one to avoid analysis paralysis on day two, then that pile of voters has been "haystacked."

Hoho oh no: When a player makes a mistake in their analysis that directly contradicts the header or otherwise confirmed information, such as suspecting a dead player.

Hydra: A type of game in which multiple people work together as one "player," so called because each person can be considered one of the hydra's "heads."

Jailkeeper: The Jailkeeper (or Jailer) is a specialized role whereby a player can "jailkeep" another player at night, protecting that player from others' night actions but also blocking that player's night action (if any).

KOBKI/KIOBKI/KO

BK (Kill or be Killed): This refers to Town needing to kill scum on a particular day or lose the game. Some mods will warn players when they are in a potential KOBKI situation. May also be abbreviated as KiLo (Kill or Lose).

LAMIST (Look At Me, I'm So Town): When scum makes plays that appear to be so clearly anti-scum that the only explanation is that they are attempting to appear to be obviously town. For instance, votes on fellow scum players multiple days in a row, or giving information to town that could wind up being bad for scum. Distant cousin to WIFOM, in that LAMIST signifies someone appearing scummy on account of reading so heavily Town, while WIFOM most often signifies someone appearing town on account of reading so heavily scum.

Mason: This is a specialized role whereby multiple players share a private Discord channel. Masons are typically (but not always) Town, meaning they can verify at least one other person as

Town. Sometimes a pair of Masons are Lovers, meaning when one dies, they both die. There are many variations of this role, however.

Mod Kill: This refers to when a player is killed by the moderator. This usually occurs when a player violates (or repeatedly violates) the rules or when a player is not sufficiently active in the game.

Mountainous: Type of game in which there are no roles; in other words, all players are either vanilla Town or vanilla Wolves.

Night: This refers to the time between Twilight and the start of the next Day. Activity on the OT is not allowed during the Night phase; all activity takes place in Discord.

Night Action: This refers to actions that take place at "night." Night actions include night kills and most actions by players with special roles. Night actions are conducted in players'/groups' private Discord channels rather than on the public (open) thread.

One-Shot Power/Role: This refers to a power/ability/role that can only be used once in a game.

Open Thread (OT): The Open Thread (OT) is the public game thread on the Avocado where all players discuss the game each day and vote to kill one player. Each new game day typically has a new OT.

Poisoner: This is a specialized role allowing a player to cause a delayed kill (typically targeting a player one night, for that player to die the next night).

Pocketing: Refers to scum successfully gaining the confidence of individual town players -- as in, they have put a player in their pocket, and now they are along for the ride. If a Town player consistently believes that a scum player is Town, then that Town player has been "pocketed."

QT: QT stands for Quick Topic, an old tool we used to use for private communication. As of December 11, 2021, QT has shut down and all off-Avocado Werewolf communication has moved to Discord.

Random Number Generator (RNG): The RNG is used to randomly select or target a player. Mods typically use RNG to assign roles, break ties, or otherwise randomly select a player for something or make a decision. Players may also use RNG to make a decision.

Recruiter: This is a specialized role that allows a player to recruit another player into his/her faction. Recruiter is typically a scum role.

Roleblocker (or Blocker): This is a specialized role that allows a player to block one other player's (typically) night action.

Role Claim: This refers to when a player claims to have a special role/power on the OT. Role claims may be true or false. Typically, players cannot post quotes or screenshots from their private Discord channel to "prove" their role claim, and the moderator will not confirm or deny

the veracity of a player's role claim. Role claims may provoke a counter-claim, leaving players to determine who to believe.

Role Draft: Type of game in which players are placed in a draft order (by choosing a number and being sorted from lowest to highest unique number) and choose a role from a given set independent of faction alignment. Players who choose a role that has already been taken by someone higher on the draft order are made vanilla.

Role Madness: Type of game in which all players have a named role. Whether these roles have useful abilities varies by game.

Roleplay (rp): This refers to the characters players inhabit for each game, usually loosely related to the game's theme. A player's level and duration of rp is usually up to them.

Scum: This is a collective term for non-Town players (typically including Wolves and the SK). An action or player described as "scummy" is one that is perceived to be against Town.

Serial Killer (SK): The Serial Killer (SK) is a player who is unaffiliated with Town or Wolves and whose win condition is (usually) to be the last player standing. The SK does not know who the Wolves are, and no one knows who the SK is. Variations may include multiple SKs, working together or separately.

Spreadsheet: First introduced by Nate the Lesser, a publicly shared Google spreadsheet used to track vote counts and changes throughout the day. Not always available, though there's usually at least one player who makes one each game and some mods may even make them themselves. When it comes to player-made spreadsheets, different mods have different rules concerning them and whether they can or cannot be updated after the original creator's death so be sure to check accordingly.

TEIA (Town Eating Itself Alive): When Town second-guesses itself into oblivion, either failing to use available evidence to make informed decisions and/or over-relying on individual pieces of evidence. Generally used in hindsight to highlight when Town (or an individual Town player) is its own worst enemy rather than the victim of a scum master plan.

TSTBS (Too Scummy To Be Scum): Refers to behavior that's so obviously suspicious and attention-grabbing that the person doing it couldn't possibly be scum.

Town: A collective term for the uninformed majority of players in a game. Town typically (though not always) have the same win condition. Town players typically do not have the collective ability to kill at night, nor do they have a collective shared Discord channel. Typically, Town (as a whole) can only communicate on the open daily game thread and are not aware of who the other Townspeople are.

Tree Stump: Don't ask.

Twilight: Twilight is called to end each game day period. Twilight typically occurs at a set, previously announced time, and mods will usually post one- and/or two-hour warnings to remind players to get their votes in. No voting (or commenting, though we're pretty lax about that rule,

as long as comments aren't strategic or revelatory) is allowed after Twilight. If a single player receives a majority of votes (referred to as a pile-on), Twilight will be called, and the day will end early.

Vanilla: A player with no role/ability beyond his/her faction. So "Vanilla Town" (most commonly used) refers to a Townsperson who does not have a Town role; typically, a Vanilla Townsperson's only power is their daily vote. "Vanilla Wolf" refers to a Wolf with no special role beyond being a Wolf.

Vigilante: This is a specialized role that gives a Town player the ability to kill at night. Usually this role comes in the form of a "One-Shot Vig," meaning the Vigilante can only kill once. Sometimes a Vigilante may be given more shots, but the number of shots is usually limited in some way.

WIFOM: This stands for "Wine In Front Of Me" (from *The Princess Bride*) and typically refers to a fear of overthinking the situation, or second/triple/infinity-guessing another faction's or player's actions.

Win Condition: This refers to what a player or faction has to do to win the game.

Wolf: A Wolf (or Mafioso, though around here we tend to use Werewolf rather than Mafia terminology, much to Tyrone's dismay) is a player who is opposed to Town. Wolves know who each other are and share a private Discord channel. They also typically get to kill one player each night. Wolves typically share a win condition, which is typically to kill everyone who's not a Wolf (or reach the point where such an ending is inevitable). A traditional game will have only one Wolf faction, but there are variations that include multiple, competing Wolf factions.

WolfBot: A Discord bot that keeps track of game signups, new day announcements, and Twilights. Sometimes he needs a little boop on the snoot but he's trying his best.

Werewolf Lore

All is Spooky

Meaning: Give up your meaty shell and become one with the Spooky.

First Seen in: "The Suffering Game" (Werewolf Game #99).

Deployed By: Demyx

Background: Lovely Bones and Spooky required a sacrifice. But what could players surrender to satisfy the masochistic elven mods? Pronouns? Santa's beard? Hoho's beloved <3? Nay, Demyx said, we must give something greater. They stepped forward and offered their name, their flesh and their soul. All of this was taken away to become another Spooky, skull and... And people loved it. So much so that everyone else stopped playing the game to get their own spooky avatar. This became such a distraction that players jumped into other Avocado threads to show off their new calcium rich looks, much to other commenters' befuddlement. Some non werewolf players felt the magic and became Spooky, too. While the game would continue and culminate in

a town victory (and a hollow sacrifice by Ralph, just sayin'), the players and mods joined together for one final photo to remember this by.

They must be masochists for loving suffering so much. All is Spooky.

Banner's Gambit

Meaning: Intentionally targeting yourself in an attempt to wriggle out of danger.

First Seen In: "Dungeons & Dons" (Werewolf Game #35)

Deployed By: BannerThief

Background: One of the rule quirks in this game was that multiple Night kills targeting the same person would cancel each other out. BannerThief came out as the Serial Killer, assuming that meant one of the scum factions would then target him for a Night kill. He then targeted himself for a Serial Kill. The other scum factions didn't go for it, and poor Banner wound up accidentally committing suicide.

Buttfacery

Meaning: Screwing over as many other players as possible with a single power.

First Seen In: "Changing Channels" (Werewolf Game #183)

Deployed By: Goat (and Marlowe*)

Background: Changing Channels was a complex game where roles could change on a day-to-day basis, which made trying to solve the game chaotic. Add to this a wolf recruitment on Night 2, and players on Day 3 were grasping at straws. The consensus was to day-kill Wasp (it's too complicated to explain why) to get some solid information one way or another, and she accumulated 8 votes.

There was also a role called the Skunk, who had the power to cancel all votes against any player during the day. Goat warned that the Skunk would be a "buttfacery" if they canceled all of Wasp's votes... which the Skunk proceeded to do less than an hour before Twilight. Goat called this "objectively an act of buttfacery", and several other players concurred in all caps.

(*The buttfacery in question was later revealed to be perpetrated by Marlowe.)

Chumbling

Meaning: To botch or fumble an attempt at a clever, finely-timed, or complicated strategy in Werewolf—in this case, accidentally putting yourself in a tie at Twilight and losing the resulting RNG showdown.

First Seen In: "CSI: North Pole" (Werewolf Game #170)

Deployed By: Chum Joely

Background: In this game a tie at Twilight would result in the daykill being decided by RNG between the players in the lead. Towards the end of Day 2 there was a four-way tie between Chum, Hayes, Marlowe, and Copywright. In an effort to save himself, Chum switched his vote from Hayes to Marlowe thinking it would put Marlowe ahead. Unfortunately, he didn't realize that

Wasp had minutes before switched *off* Marlowe to vote for Hayes and push them ahead so Chum's vote switch instead remade the four-way tie. Then he lost in the RNG dice roll.

DW's Ploy

Meaning: Claiming as scum in order to [illegible].

First Seen In: "Lord of the Wolves" (Werewolf Game #96)

Deployed By: DW

Background: ...Unclear

Fancy Brain Syndrome

Meaning: Having plans on plans on plans. Or you're just a wolf.

First Seen In: "Gods and Monst3rs" (Werewolf Game #196)

Deployed By: Nate the Lesser

Background: In a role draft game, Nate was caught lying about having a role by Mrs Queequeg the Role Cop. His defense was that yes, he lied about being roled but it was in a town-y way and definitely not as a wolf. Or in his own words, "I'm not a wolf, I just have Fancy Brain Syndrome."



Cue Cork in the Graveyard:

The Grilled Cheese Maneuver

Meaning: Using secretly-obtained information to try and bait scum into unwittingly revealing themselves.

First Seen In: "Live Together, Die Alone" (Werewolf Game #46)

Deployed By: lindsayfunke

Background: Lindsay had the power to eavesdrop on the Wolf QT, and she heard one of them mention having just eaten a grilled cheese sandwich. She then started an innocent-sounding

thread in the main game, conversationally asking everyone what they'd been eating that day in an attempt to lure them into a gooey dairy trap.

Jude's "Mistake"

Meaning: A plan that involves a Wolf "accidentally" posting in the wrong shared QT, outing themselves as a Wolf.

First Seen In: "Assassin's Creed" (Werewolf Game #77)

First Used By: Sister Jude the Obscure

Background: The Assassin's Creed game had all players divided into three shared QTs, each QT a mixture of Town and Wolf. The Wolves also had their own shared QT, as usual. Inspired by Wolf Candide authentically posting something to his shared Town QT meant for his shared Wolf QT (and then quickly deleting it, with none the wiser), Wolf Jude "accidentally" outed herself in her shared Town QT. Because the game involved lineages via which descendant players would die if their ancestor was assassinated during the day, Jude and her fellow Wolves used this "mistake" to push for Jude to be assassinated during the day, thereby eliminating her two Town descendants as well. Town never caught on that it was a ruse, despite the screams of the Graveyard. Wolves went on to win the game.

Mrs Hunts Man Spider

Meaning: hi yes many babies hungry eggs yes

First Seen In: "America's Next Top HYDRA" (Werewolf Game #175)

First Used By: (allegedly) hoho and Mrs Queequeg

Background: We're pretty sure it hasn't achieved total sentience yet. *Mostly* sure.

The Nated Truth

Meaning: When a player tells one truth and one lie and happens to catch way more heat over the actual truth.

First Seen In: "Ralphrora Enterprises Presents The Werewolf-O-Matic!" (Werewolf Game #153)

Deployed By: Nate the Lesser

Background: Nate claimed two strange things in the game: 1) that he had a secret win condition (involving the game tying three times), and 2) that he faulty-investigated Dramus and found out she was a Wolf. At the game's end, it was revealed that he really did have a secret win condition, but he made up the Dramus investigation. He was a Wolf who never got killed, and Wolves won.

Otakuing

Meaning: Refusing to vote until you're absolutely sure who's scum, regardless of circumstances or pressure.

First Seen In:

Deployed By: Otakunomike

Background: Sometimes you just don't want to vote for anybody unless you're really sure you've got the right person. Even if it's Day 4. And sometimes (often) that's going to make people call you suspicious. Just ask Mike.

The Risotto Defense

Meaning: A claim that a player wasn't more forthcoming with information because they were away from the site.

First Seen In: "And Then There Were None" (Werewolf Game #7)

Deployed By: Creeper

Background: In a final three situation, two players - one Town (Lutair), and one Wolf (Creeper) - each roleclaimed, and tried to sway subsaharan's game-ending vote. Creeper successfully misled subsaharan by claiming to be away from the game while he made risotto, pointing to a post in the Open Thread as evidence.

The Spinster Defense

Meaning: A claim that a player was not around to defend themselves because they were away from the site on a date, and it would be "sad" to make up such a claim.

First Seen In: "Close the Loop" (Werewolf Game #55)

Deployed By: Spiny Creature

Background: One of Spiny and LindsayFunke was definitely a Wolf, to be killed the next day. Spiny claimed to have been on a date when players questioned her failure to defend herself / make a case against Lindsay. Lindsay was ultimately killed, and Spiny was revealed to be the Wolf. She maintains that she was, in fact, on a date.

Spooky's List

Meaning: A plan that involves an over-the top action, such as mass vote-based suicide, in order to reveal or kill any scum-aligned player. This will kill many town-aligned players in the process.

First Seen In: "The Medium Place" (Werewolf Game # 73)

Deployed By: spookyfriend

Background: The Medium Place had a voting mechanic wherein any player who was tied for most votes would die. This meant that, with a large tie, many, many players could die. Some of these many players could be Wolves. Spooky devised a plan to exploit this: Every player would vote for themselves, besides two confirmed Townies. This would ensure that at least two Townies would survive, even when 10 other people had died. When this plan was struck down, spooky came up with a second, worse plan: Every player with an even number in the player list would vote for themselves, and every player with an odd number would vote for the player underneath them. This would leave several confirmed Townies alive, murder many innocent Townies, and maybe, possibly, catch a few scum in the process. Spooky ensured that the plan would kill them as well, as they were an even-numbered player. Opponents of the plan admired their moxie, and their battle cry of "Let me die!" It was later confirmed that this plan would have killed zero scum.