



The Werewolves of Miller Hollow

Type of game:	Co-operative and communicative game, role playing
Usage in teaching foreign languages:	Training communication skills: guessing, expressing suspicions, hypothesising, arguing, analysing; Training listening comprehension if Moderator player introduces the game
Level:	From B1.1 onward
Group size:	For 8-18 players
Duration:	Varies with the size of the group - 8 players need about 20 minutes for a game. Groups that like discussions a lot will need more time.
Contents of the game:	24 playing cards depicting "roles" such as Werewolves and Villagers, or special characters such as the Witch, the Little Girl, the Seer, the Captain and the Hunter
How does it work:	The game takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role. There is also a Moderator player who controls the flow of the game. The game alternates between night and day phases. At night, the Werewolves secretly choose a Villager to kill. During the day, the Villager who was killed is revealed and is out of the game. The remaining Villagers (normal and special villagers alike) then vote on the player they suspect is a Werewolf. That player reveals his/her role and is out of the game.
Our experiences:	Playing the game needs a really good explanation. It is probably best to start with a testing round first. In the beginning the teacher should be the head of the game. Later on students can take over. The most interesting part of the game is „the day after“, when the players know who died last night and start discussing, guessing, accusing each other and defending themselves or others. Sometimes the teacher will have to help and encourage the students a little in expressing themselves.
Our valuation:	+ It is a game that can be played with a larger number of people and it is very thrilling + Very small and light

Publisher: The authors: Philippe des Pallières and Hervé

Price category: 1

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