

*GeStEIN & die AG Merch proudly present*



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## WERWOLF

We're pleased as this geologically-inspired card game has peaked your interest and hope you're having a rightful jolly time playing this further developed version of the Werewolves-Game with it's uniquely illustrated cards. Hopefully, we'll soon all be able to enjoy a round of Geo-Werewolf at the upcoming BuFaTas. (As we are really looking forward to playing the game in larger groups.)

### Brief printing instructions for the game:

There's no need to print the first page of the document, aka this printing instruction. On pages 2, you'll find the game's instructions. We'd advise you to, if possible, print this on generic thin printer paper using duplex print. This way the folded game instructions will perfectly fit in the printable game box. The playing cards however, pages 4-11, best be printed on cardstock paper. It's imperative to use duplex print so that the matching front and back of the playing cards are printed correctly. If you'd rather print the playing cards on generic paper and laminate them, you might consider sizing up the game box on page 9, in order to account for the slightly larger card size.

This current version of Geo-Werewolves should be considered a beta-version as there might be little changes and updates implemented as we strive to develop the best possible version of the game for you.

If you have any suggestions for further improvement and development you can contact us via [merch@gestein.org](mailto:merch@gestein.org).



# WEREWOLF

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## Scenario

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A group of excited geoscientists goes on their long awaited field trip but the joy is soon marred when the squad is haunted by werewolves that kill one fellow traveller every night. The excursion party tries to determine who among them is in fact a werewolf in order to exclude them before they devour all other participants.

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## The Characters

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### The Werewolves:

The werewolves go on a manhunt every night to down a fellow traveller together. By day, they try to hide their true identity and pretend to be normal students. Their goal is to obliterate the 'normal' group before getting excluded from the field trip themselves. The number of werewolves depends on the overall number of players.

### The Students:

Students are mere travellers of the excursion group without special abilities. They have to rely on their intuition to interpret the other's behavior and identify the werewolves. At the daily discussion and referendum they should try to be as persuasive as possible, voicing their innocence to prevent exclusion from the field trip.

### The Wingman:

On the first night, the Wingman matches two people who fall in love. After fulfilling her task, she continues to play as a normal student. If one of the lovers is eliminated, the other one dies of a broken heart having lost their loved one.

Caution! If the pair happens to be a werewolf and a normal field trip participant, both receive a new main objective; for their love to prevail, the lovers have to eliminate all other players. The Wingman either wins with the excursion group or with the couple if it stays alive until the end of the game.

### Karl Karlsbad:

Karl Karlsbad's pride and joy are his twin daughters – the 'Karlsbad Twins'. During the first night, he chooses his Karlsbad Twins among his fellow players. Both are the spitting image of each other and the werewolves can't tell them apart during their nightly hunt. If one of the two is selected, the other one is devoured by the werewolves instead.

Caution! The mix-up only happens during the nightly raids (also whenever the Geochemist wants to eliminate someone). During daytime, for healing actions or while being chosen for special tasks there's no danger of confusion.

### The Geochemist:

The Geochemist is able to concoct different chemicals during the field trip to support the group in their fight against the werewolves. One mixture may heal and bring one player that had fallen prey to the werewolves back to the game (even the Geochemist herself).

Another compound can poison and thereby eliminate a potential werewolf. The Geochemist may use both mixtures only once per game but might want to do so during the same night.

### GIS Guy:

Obviously, the Geographic Information Systems Guy didn't make the field trip without his laptop. To support the excursion group in unmasking werewolves, by night, he hacks into the university's system to find incriminating information on the werewolves. Every night, the GIS Guy may learn the true identity of any one other player. Hence, he can have a great deal of impact on the course of the game but should always use his knowledge carefully; otherwise he might quickly be eliminated by the werewolves.

### The Research Assistant:

In the late evening, the Research Assistant checks whether all students went to bed [just as good students do. During her late walkabout, she's able to be on the look-out for werewolves. When everyone is asleep except the werewolves, she may sneak a peek at them. She should be careful though not to be noticed by the werewolves as else she would surely fall victim to them.

### The Professor:

The Professor demands high standards of the field trip participants and will not put up with negligence. Every day, she appoints one person at will who has to prepare something or make up for neglected chores of the excursion day (e.g., draw geological maps or profiles, construct Schmidt nets, write reports or field book entries). Since said person is working the whole night through to finish their duties, they sleep through the next excursion day. They have to keep their eyes closed during the entire day and may not take part in the discussion or referendum. However, they can't be excluded from the field trip since they obviously have an alibi.

### The First Year:

The First Year gets lost as early as the first night – there's always a little natural loss. Yet, the First Year's ghost returns to aid the excursion group in its search of the werewolves. The First Year, as a ghost, stays actively awake after the first night. He may write one letter on a piece of paper every morning hinting at the werewolves' identities (e.g., R-E-D if one of the werewolves is wearing a red piece of clothing).

Caution! Naturally, names are not allowed to be spelled out and as a ghost the First Year may not gesture or voice any hints.

### The Long-term student:

The Long-term Student is long past the standard period of study and doesn't intend to finish his studies soon. He knows his tricks and thus is hard to get rid of. If the werewolves try to kill him, it doesn't work until they try for a second time.

### Crystal Guru:

The Crystal Guru firmly believes in the healing power of minerals. Against all scientific rationale, it seems to have some sort of effect towards the werewolves nonetheless. At the beginning of each night, the Crystal Guru chooses any one person (even herself) to be protected from a werewolf attack that night.

Caution! The same person can't be chosen two nights in a row not to be immortalized.

### The Private Property Protector (3PR):

Who isn't familiar with the Private Property Protector who is not amused to find yet another field trip party of curious geologists way too close to his property? If the Private Property Protector is devoured by the werewolves or is guiltlessly accused of being a werewolf himself, he may take one other person with him into exclusion.

### Field Trip Spokesperson:

The role of Field Trip Spokesperson is awarded to one player additional to their character card. Before the excursion's first nightfall, the Field Trip Spokesperson is elected by all players with a simple majority. The honor that is being in charge of the field trip can't be denied. The Field Trip Spokesperson's vote counts double for the daily referendum. If eliminated, the elected player appoints their successor with their last breath.

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## Gameplay

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### Start of the game:

At the start of the game, a game master is chosen who doesn't actively join the game but directs the fellow players throughout its course. Especially for the first rounds, it is recommended to pick someone with some game experience who is able to provide the necessary atmosphere as well as stay on top of things. The game master has all players draw cards that are then secretly looked at and placed face down in front of them. If inexperienced players are involved, it is recommended to briefly sum up the character's special abilities after the cards are dealt. Before the first night commences, all players vote on a Field Trip Spokesperson. Every person (even oneself) can be nominated. The election is won with a simple majority. Following this, the game master announces the first night of the excursion. With the words 'The first day of the field trip draws to a close and the excursion group falls asleep.' – or something similar – all active players close their eyes. The game master calls up the different characters participating. If a character is called up, only they may open their eyes while the rest of the players have to keep theirs shut.

### Preparation Phase:

Depending on the characters in play the sequence of the preparation phase may vary. During the first night, the following characters are called up by the game master:

The game master says 'Karl Karlsbad awakes' as the respective player opens their eyes to appoint the two Karlsbad Twins by pointing at any two persons. The game master walks around the playing table completely and lightly touches the chosen persons' shoulders so they know they're the Karlsbad Twins (at this point they don't open their eyes though). The game master says 'Karl Karlsbad falls asleep again' after which Karl Karlsbad closes his eyes again.

The game master says 'The Karlsbad Twins awake, see each other and fall asleep again'. Both twins open their eyes and reveal themselves without exposing their real identity. Following that, they close their eyes again.

The game master says 'The Wingman awakes' as the associated person opens their eyes and chooses two players (maybe even themselves) by pointing at them. The game master circles the playing table completely and lightly touches the chosen persons' shoulders so they know they're the Lovers (at this point they don't open their eyes though). The game master says 'The

Wingman falls asleep again' after which the Wingman closes her eyes again. The game master says 'The Long-term Student awakes'. The respective player opens their eyes and reveals themselves to the game master. The game master memorizes this person and continues by saying 'The Long-term Student falls asleep again' at which point the Long-term Student closes his eyes again.

### The Regular Round:

The sequence of a regular round varies depending on the characters in play. While (still) being in play, the characters are called up in the following order:

The game master says 'The Professor awakes and appoints a person to finish some neglected chores'. The Professor opens her eyes and points at any one player to miss the next day. The game master circles the playing table completely and lightly touches the chosen person's shoulder. The game master says 'The Professor falls asleep again' after which the Professor closes her eyes again.

The game master says 'The Crystal Guru awakes and chooses a person to protect'. The Crystal Guru opens her eyes and points at any one player (even herself, but never the same person in two consecutive nights) who is thereby protected from the werewolves' attack this night. The game master memorizes the person and then says 'The Crystal Guru falls asleep again' after which the Crystal Guru closes her eyes again.

The game master says 'The GIS Guy awakes and chooses a person whose true identity he seeks to know'. The GIS Guy opens his eyes and points at any one player. The game master inconspicuously shows him the player's character card.

Alternatively, it can be agreed that a thumbs up indicates a werewolf and a thumbs down indicates a fellow traveler of the field trip. Following that, the game master says 'The GIS Guy falls asleep again' after which he closes his eyes again.

The game master says 'The werewolves awaken, (see each other) and choose a victim'. The werewolves open their eyes, silently choose their prey together and point at the selected player. While the werewolves' wake phase the Research Assistant may sneak a peek (only if she wishes) by slightly opening her eyes cautiously. If the werewolves catch her spying, they can instantly determine her as their next victim even if they previously appointed someone else to be devoured. After selecting a victim, the game master says 'The werewolves fall asleep again' after which the werewolves close their eyes again.

The game master says 'The Geochemist awakes [...] I'll show you the werewolves' victim. Do you want to save them? [...] Do you want to poison someone?'. To avoid hinting at already used mixtures the game master should ask both questions every night. The Geochemist opens her eyes. The game master silently points at the werewolves' victim. The Geochemist may decide to save the victim (only if she hasn't done so before) or not. Additionally, she may choose to poison someone (if this action wasn't used before). Her mixtures can be used at any point of the game. During both actions the Geochemist silently points at the selected person. The game master memorizes the person and subsequently says 'The Geochemist falls asleep again' at which point the Geochemist closes her eyes again.

After the events of the night, the game master wakes up the whole excursion group by saying 'A field trip day dawns, and the whole group awakes, except ...'. The game master names the victim of the werewolves (if they weren't healed nor protected) and the Crystal Guru's poison victim (if need be) without telling the group the cause of death. The game master has to take into account the Karlsbad Twins as well as the Lovers. The players called out turn over their character card and are thereby excluded from the game. They are not allowed to communicate with the active players in any way anymore.

If the Private Property Protector is one of the night's victims, he may immediately choose another player to be eliminated with him. If the Field Trip Spokesperson is among the victims, they have to appoint their successor. If the Freshman character is in play, the game master also reports him missing ('The excursion group also lost the Freshman'). The Freshman turns over his character card and continues playing as the ghost.

If preferred, the game master also proclaims who was chosen by the Professor ('... unfortunately worked the whole night on [geological maps / profiles / Schmidt nets / reports / field book entries] and regrettably oversleeps this day'). The excursion group now debates any suspicions. If need be, the game master or the Field Trip Spokesperson moderates the group's discussion. Ominous sounds, some player's suspicious demeanor or their behavior on the last referendum may give hints on who the werewolves are. You should be aware that while the discussions are in progress the ordinary group tries to identify and eliminate the werewolves while the werewolves try to appear as regular students. The Lovers should try and keep each other safe. The discussion phase is the heart of the game and all players should try to defend themselves convincingly no matter whether they're innocent, bluff or lie. The discussion ends in a referendum that determines a player suspected to be a werewolf who is then excluded from the field trip and thus eliminated from the game. Shortly before every referendum, the incriminated players should be given the chance to plead for their innocence one last time. On the game master's sign every player points at one of the publicly incriminated persons. The person with the most votes is knocked out. For this the Field Trip Spokesperson's vote counts double and also breaks a tie when necessary. The eliminated person turns their character card around and isn't allowed to communicate with the other players from now on. Following the discussion and referendum, the game master announces the onset of a new night ('The excursion day draws to a close and the group falls asleep'). All remaining players (except the Freshman) close their eyes and the game is continued with the next regular round.

### Object of the Game:

The ordinary excursion group wins by eliminating all werewolves. The werewolves win by eliminating the whole excursion group before being unmasked.

A special case occurs if the Lovers are a werewolf and a regular field trip participant. They win when all other characters are knocked out of the game.

## Game Overview

### Preparation Phase

The first field trip day draws to a close and the group falls asleep  
Karl Karlsbad  
The Karlsbad Twins  
Wingman  
The Lovers  
The Long-term Student

### Regular Round

The Professor  
The Crystal Guru  
The GIS Guy  
The Werewolves  
The Geochemist  
A new excursion day dawns and the group wakes up  
Discussion and referendum  
The field trip day draws to a close and the group falls asleep

### Character distribution for a simple game

A game should consist of at least six players and one game master. As newcomers or with a low player count you may want to play the simplest version of Geo-Werewolves. Said simplest version of the game is only played with students and werewolves as well as the GIS Guy as the only special character. Due to his ability to uncover the werewolves the GIS Guy is an integral part of this simple game variant. The following table shows the recommended character distribution for such a game:

Active Players      Werewolves      GIS Guy      Students

Especially with a rising number of players, the ordinary students (at your convenience) are gradually replaced by characters with special abilities. Keep in mind that different characters vary in strength depending on their special abilities. The stronger ones – beside the GIS Guy as the first special character in every game – include the Geochemist, the Crystal Guru and the Private Property Protector. The remaining of the previously described characters count among the rather weaker ones (Wingman, Karl Karlsbad, Research Assistant, Professor, Freshman and Long-term Student). With less players – hence less werewolves – you should try to avoid having too many strong characters at the same time.

If the game seems too easy or too hard with the recommended werewolf count (regardless of whether in simple or more complex games), it can obviously be adjusted. The same goes for the selection and count of special characters. Usually, the character distribution strongly depends on the game and group dynamics as well as the players' preferences. You may want to try different set-ups and adjust them as needed.

Active players	Werewolves	GIS Guy	Students
6	1	1	4
7	1	1	5
8	2	1	5
9	2	1	6
10	2	1	7
11	2	1	8
12	3	1	8
...	...	...	...

#### Info

This game was designed based on the German parlor game 'Die Werwölfe von Dusterwald'. Alongside newly created characters, some well known characters were brought into a geological context and therefore renamed and described differently in this Geo-Werewolves version. Since the fundamental game concept stays the same the descriptions of the game rules and characters may resemble – in some part – the game manual of 'Die Werwölfe von Dusterwald'.

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English translation by Christian Kowalewski  
Illustrated by Lisa Philomena Jung



GEOCHEMIST



GIS GUY



CRYSTAL GURU

LONG-TERM  
STUDENT



PRIVAT PROPERTY  
PROTECTOR

PROFESSOR



WINGMAN

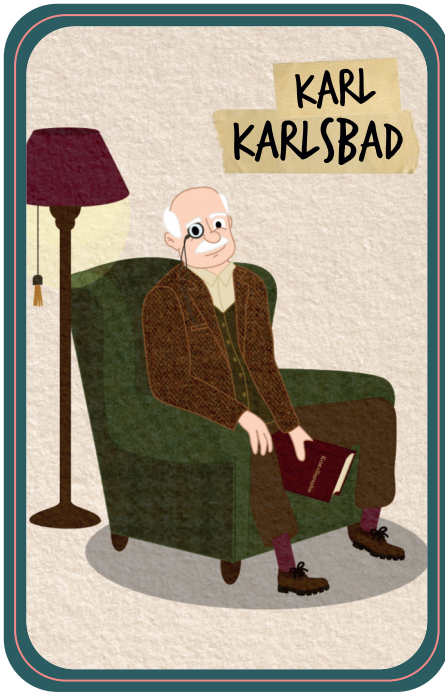


FIRST YEAR

RESEARCH  
ASSISTANT







### Game Overview

#### Preparation Phase

The first field trip day draws to a close and the group falls asleep.

Karl Karlsbad  
 The Karlsbad Twins  
 Wingman  
 The Lovers  
 The Long-term Student

#### Regular Round

The Professor  
 The Crystal Guru  
 The GIS Guy  
 The Werewolves  
 The Geochemist

A new excursion day dawns and the group wakes up.

Discussion and referendum

The field trip day draws to a close and the group falls asleep

GLUE

Excitedly, a group of geoscientists goes on their long awaited field trip but the joy is soon marred when the squad is haunted by werewolves that kill one fellow traveler every night. The excursion party tries to determine who among them is in fact a werewolf to exclude them before they devour all other participants.

**GEOSTEIN**  
 Geowissenschaftliches Studentisches  
 Erfahrungs- und Interessensnetzwerk

**GEO WEREWOLF**

**GEO WEREWOLF**

**GEO**

**WEREWOLF**

*—the geologically inspired card game—*



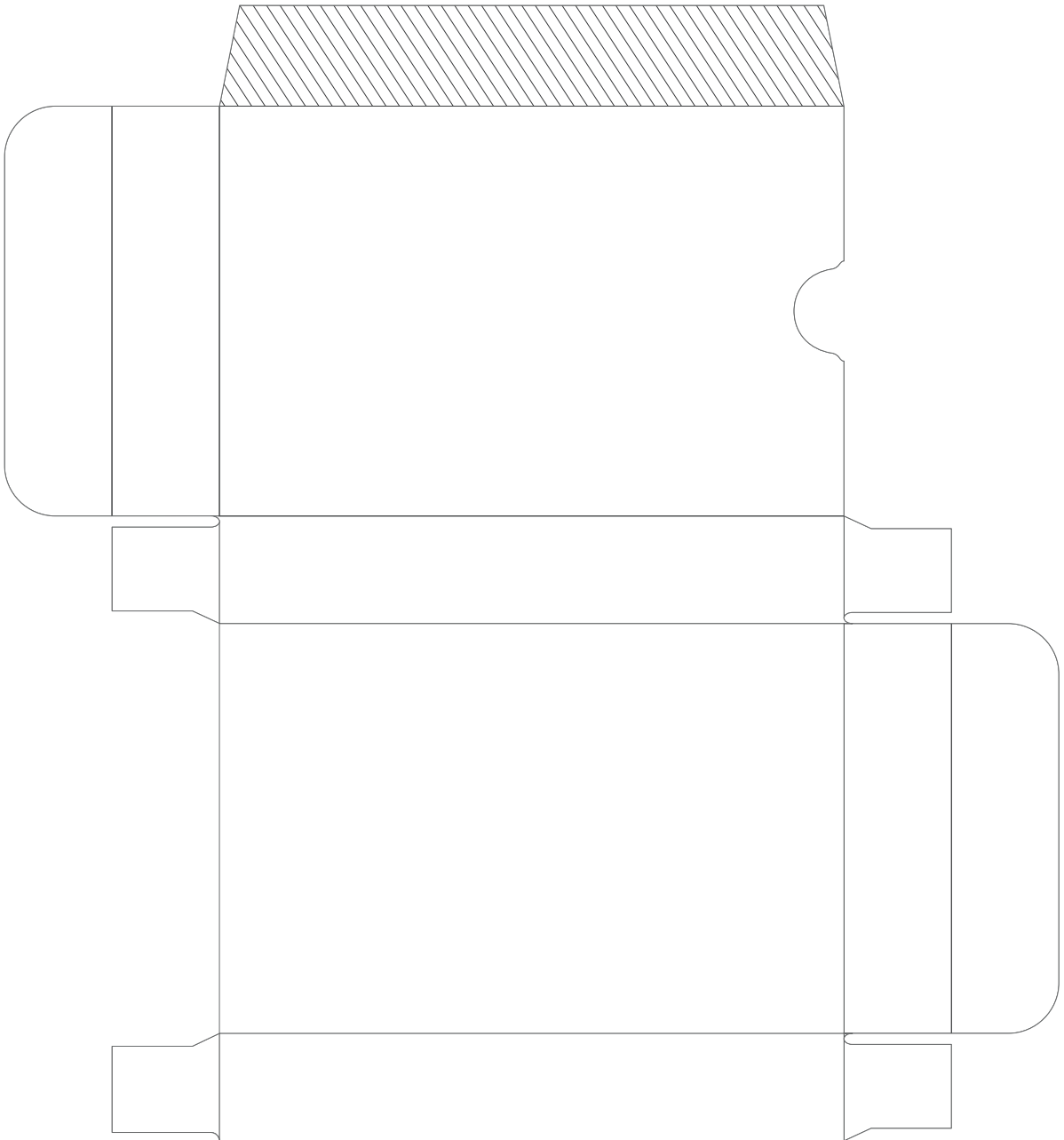
ca. 30 min



6+ Players and game master



Ages 12+



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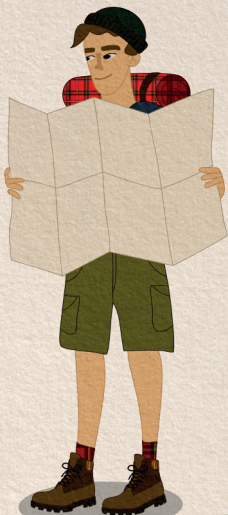
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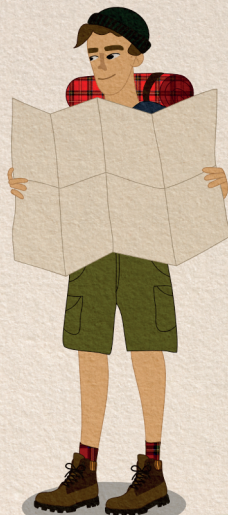
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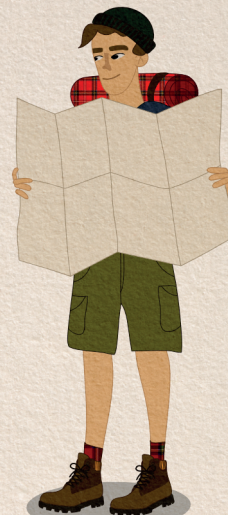
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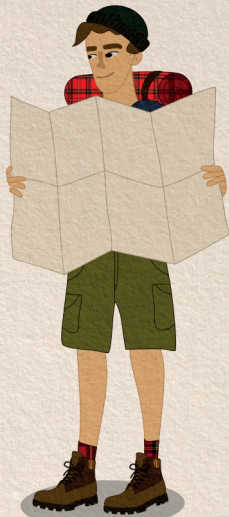
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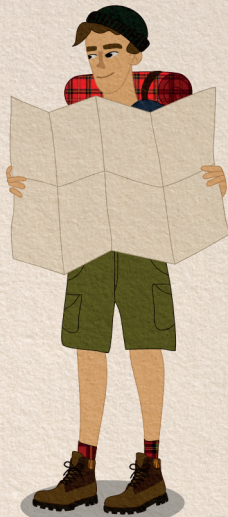
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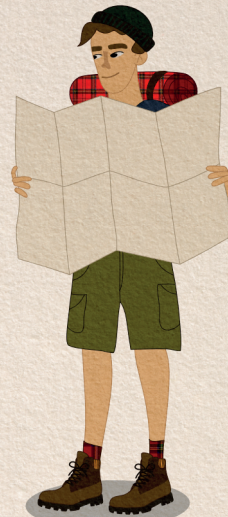




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