

## Cast

* **Rulekeeper – Game Master:** goes by Rulekeeper. He talks and can be addressed by the players.
* **Little Devils – NPC helpers:** They don’t talk. They guide players and position them. They will only answer yes or no questions by nodding. The NPCs will also demonstrate the game.
* **Villagers – Players**
	1. The Farmer
	2. The Shepherd
	3. The Mother
	4. The Daughter
	5. The Son
	6. The Musician
	7. The Outcast
	8. The Bricklayer
	9. The Trader
	10. The Tracker
* **Wolves – Players**
	1. The Elder
	2. The Den mother
	3. The Daughter cub
	4. The Son Cub
	5. The Scout
	6. The Thief
	7. The Hunter
	8. The Pretender
	9. The Runt
	10. The Strong

## Materials

These are the materials used in the game.

Masks

* **Rulekeeper Mask:** Worn by the game master at all times.
* **Little Devils Masks:** Worn by the NPCs at all times.
* **8 Wolf Masks:** Worn by Wolves at all times.
* **20 Blindfolds:** Worn by Villagers and Wolves during certain games.

Tokens

* **Villager Token – Bone:** These are given to Villagers after they win a game.
	+ A stamp that is placed on the palm of the players hand initially and then up their arm as they score
* **Wolf Token: - Tooth:** These are given to Wolves after they a game.
	+ A stamp that is placed on the palm of the players hand initially and then up their arm as they score

Bells

* **3 Rings of Bells:** Carried by the Villagers and Wolves during certain games.
* **20 Small Individual Bells:** Given to all Players
* **2 Triangles:** Used by the Game Master to signal the start of a game. Little Devil rings triangle to signal the end of a game.
* **2 Staff of Bells:** A ring of bells on a stick.

Other

* **Stopwatch:** Used to time games. Held by one of the Little Devils who rings the triangle when games end.
* **Belts of Flags:** These are the belts with paper covered flags to be used in The Duel.
* **Stamp Pad on a Twine Lanyard:** Used to ink the Villager Token and Wolf Token stamps

## General Setup

Players gather.

Music plays in the background. Repeating:

*The Road* by Nick Cave

*Werewolf* by Cat Power

Two vases of flowers serves as the scoreboard: one for the Villagers and one for the Pack. There is a flower for each possible point in the game up until the Duel. Flowers are placed in the vases for the winning teams. With the Duel, the flowers start moving back and forth. The flowers track team points.

After winning a game, a player receives a stamp on their arm. This tracks their individual points. One stamp per win.

## Gameplay

This is the general script for the game. It sets the tone and explains the game.

### Chapter 1: The Prelude

This sets up the game.

The Rulekeeper welcomes each player individually and gives them a folded up piece of paper. This piece of paper has their team represented by a claw for wolves and a thumbprint for humans.

The Rulekeeper gives the player the piece of paper and watches in silence as they open it up. Then welcomes them to the world by giving them humans cloth and the wolves masks.

The Rulekeeper then gestures for the player to join their teammates.

#### Address to all players:

**Rulekeeper:** Welcome. So nice to see you all in the Woods this evening. Lovely out, isn’t it?

No! Don’t answer. Silence is blessed here in the Woods. No, more than blessed, frankly it’s an existential matter. There are creatures deeper into the dark of the woods nowhere near as friendly as I am. So you must, for your safety remain silent. In fact, let us talk in hushed whispers.

If you must talk to each other whisper. If you must talk to me, beacon and I will come. Whisper me your question. I say this for your safety, because I care for each and every one of you Villagers. It’s only safe for me to talk because they Wolves care for me even less than they do for you my fair Villagers.

Are you ready to play? I hope so, because I can tell you this. Your survival depends on it.

We will play five games. And at the end, one of you will be crowned the king of the forest. Will it be a Wolf or a Villager? Ooh, I can’t wait to see. Can you? Jingle for me if you can’t wait.

Now you may plan.

### Chapter 2: The Bell in the Forest

This game leads the Children into the Woods.

#### Script

**Mr. Goodfellow:** Ah, order is restored. Feels better, right?

But temptations lurk in these woods, despite the apparent dangers (*gestures toward the wolves*).

These bells gives off the sweetest sound (*rings bell*), do they not Children? You’d like to have it wouldn’t you? I’m sure you would. I would if I were you. In fact, I think I’d do just about anything to get it if I were you. (*Winks*)

But it’s dark in the Woods. You’ll have to find it with your ears alone. You will go in pairs into the Woods to fin it. (*The Little Devils choose two Children, ideally two siblings and lead them to their starting position*). Don’t worry the rest of you Children will have your chance.

Now you two (*gesturing at the first pair*), please put on your blindfolds.

The first one to grab it; wins it.

All of you form a stay in this circle, do not let your fellows fall. If they come to the edge, catch them and direct them back in. Let us keep each other safe from the world and let the dangers of the night be simply in the game.

Now, Wolves, which of you wants to carry this bell. The one who lasts the longest, leading the Children deepest into the Woods wins.

Parents, loving Parents, call out to your Children to help them. But when I tell you silent, you must be silent.

When I tell you the forest shrinks, all in the circle take one step inward shrink the boundaries of the game.

#### Play

One Wolf is given a Ring of Bells to hold. Children fumble after the bell, which is being carried by the Wolf. The Wolf cannot leave the circle.

Parents can call out directions to the Children until the Game Master shuts them up.

The Child who tags the Wolf first wins.

Each round is timed. The Wolf who lasts the longest wins. After every 20 seconds, the Game Master tells all players, “take one step forward” shrinking the circle.

Cut each game off at two minutes.

Ideally four games with two players each to cover around 8 Children.

#### Duration

10 minutes

#### Rewards

* Winning Child from each round receives a Villager Token
* Winning Parents receive a Villager Token
* Winning Wolf receives a Wolf Token

### Chapter 3: The Whispering Forest

This game leads one Parent from each family through the Woods.

#### Script

**Mr. Goodfellow:** Children, so impetuous, am I right Parents? Don’t you think one of you ought to go after them? I do.

But first you must return from your day in the fields.

But what’s this I hear? I believe it’s a whispering in the woods you must travel.

Parents you must get home to the Village. (*One parent is pulled aside and told to be the traveler*)

The rest of you are trees. You cannot move, you can only whisper.

Villager trees you must guide the traveler through the Woods to the safety of the Village. Wolves, you must try to guide the traveler to your den, where he will most definitely not be safe. But you may only use your whispers to do so. If you get caught grabbing the Little Devils will fell that tree. I will give the Villagers a word they might use as a Beacon if they like.

(Alternately: Villager trees cannot move or grab the traveler. But Wolves, you can grab. And if you do, why you win and that traveler most certainly does not.)

Villagers, Wolves, I will give each of you a few moments to talk and discuss your strategy about how you want to plant your self around this field. After you are planted, I will place the traveler in your midst.

(*Villagers group together to strategize. They are told the Beacon word. The Wolves group together to strategize. They are told to listen for the Beacon word.*)

Then he must find his way to safety with only your whispers as his guide and ring the Staff of Bells.

The Village (*points to Villager’s Staff of Bells stuck in the ground or held by a Little Devil*).

The Wolf Den (*points to the Wolves’ Staff of Bells stuck in the ground* *or held by a Little Devil*).

(*Trees plant themselves, Game Master guides player to center and spins them around. He whispers the Beacon word to the player. Game begins.*)

#### Play

Players spread out across the space and must whisper to guide the player home. If the player reaches home, they win.

If the player is led to the Wolves den, they become a wolf.

6 games for 6 Parents

#### Duration

Two minutes each for approximately 12 minutes

#### Rewards

* All players that make it to the Village receive a Villager Token
* All players that wind up in the Wolves Den become a Wolf
* Game Master can award tokens to any player they deem contributed the most

### Chapter 4: The Shepherd

A parent must lead the lost Children back to the Village.

#### Script

**Mr. Goodfellow:** A Parents job is never done. Home from a hard days toil in the fields or perhaps hours banging out ploughshares in sweltering heat and now both of your Children are missing. But perhaps they have found a gift for you.

You must find them before it gets any darker.

(*Little Devils pick two children, preferably siblings and bring them forward and blindfolds them*). You my Children are lost and must find your way home.

Take this staff (*find a Parent who did not play the last game holds out a Staff of Bells for out to them*). Guide your Children out of the Woods (*gestures to another Staff of Bells planted in the ground*).

Wolves, will you let this Shepherd take your prizes so easily? I hope not, I wouldn’t think it in your nature.

(*Gathers up three Wolves and gives them each blindfolds*). This is a dark night, even for Wolves. Fortunately you beasts have other senses sharpen like knives, right?

Wolves perhaps you should discuss how you will approach the hunt before I separate you and place you in the Woods? Your goal is to kill the catch and kill the Children before they make it back to the Village. You simply have to tag them. (*Gives the Wolves a few moments to strategize*).

Children, if you want to live you must make it back to the Village.

Parent, do I need to tell you your goal? Lead your Children home.

(*The Little Devils lead the Wolves to three corners or the play area and spin them around.)*

(*Game Master leads each Child to a separate place and spins them around. Then before leaving them whispers in each Child’s ear.*) Do you sometimes ask yourself who your Parent loves best? You or your sister/brother?

(*Game Master starts game*).

#### Play

Shepherd tries to lead the children back to the Village. The Children try to reach the Village. The Wolves try to kill the Children by tagging them.

Children that are killed become Wolves.

Play 4-6 games to cover 8 children and whichever Parents didn’t play the last game.

#### Duration

Each game lasts 2-3 minutes for a total of 10-16 minutes.

#### Rewards

* Wolf that kills a Child receives a Wolf Token
* Child that is killed receives a Wolf Mask
* Child that makes it back to Village receives a Villager Token
* Parent receives one Villager Token for each Child they save

### Chapter 5: The Duel

The climactic battle between Wolf and Villager

#### Script

**Mr. Goodfellow:** It seems things always come to this: Bloodshed. Well, let none of us deny our nature. Let’s this come to its end.

You (*points to a Parent*) race through the Woods to the safety of your Village.

You (*points to a Wolf*) prowl the Woods this evening able to see all that pass.

You (*points to Parent*) are blinded by the dark of the Woods. (Little Devil puts a blindfold on Parent)

You (*points to the Wolf*) carry the bells of your spoils (*Little Devil hands the Wolf a Ring of Bells*).

You (*points to the Villager*) carry four pouches of food to feed your family. (*Little Devil puts the belt with flags on Parent*)

You (*points to the Wolf*) must steal that food. Each pouch you steal gives you one point.

You (*points to the Parent*) must guard your pouches or go on the offensive. Each time you grab the Wolf with two hands you score two points.

In a tie the Villager wins.

You have to minutes to Duel and end this.

(*Game Master place the Villager and spins him, then whispers in his ear*). This food is for your family, for your beautiful children. It is their life.

(*Game Master whispers in the Wolf’s ear*) You know the Villagers will destroy these Woods, your home with their fields and huts. A true king of the woods would never allow that.

(*Game Master begins game*)

(*After two minutes the Little Devil timing the game rings the triangle and ends the game*)

#### Play

The Duel is played.

8 Games pitting 8 villagers against 8 Wolves

#### Duration

20 minutes

#### Rewards

* Winning Villager receives one Villager Token for each point they scored
* Winning Wolf receives one Wolf Token for each pouch they stole

### Chapter 6: The Crowning

The points are counted and the king of the forest is crowned

#### Script

**Mr. Goodfellow:** We have come to the end of our little drama.

Villagers count your marks. Only count the marks for your kind.

Wolves count your marks. Only count the marks for your kind.

The pack with the most marks wins.

(*The winning side is announced*)

Now to crown the king of the forest.

Which Villager has the most marks in his favor? Only count the marks for your kind. Cheer out! (*Little Devil brings this player to the center*)

Which Wolf has the most marks in his favor? Only count the marks for your kind. Howl out! (*Little Devil brings this player to the center*)

(*Game Master lays crown on both of them*).

For tonight you reign. But remember, nothing is permanent in these woods and tomorrow will bring a new night.

A hand for our Little Devils. (*Gestures toward the Little Devils*)

Thank you for playing. (*Bows*)