txwerewolves Documentation
Release

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Contents:

Werewolves!

Werewolves! is a party game sometimes called "Mafia". There are many variations. This game is a computer network based game based in part on a card game adaption of the game.

The players are randomly assigned roles of either villagers or werewolves. 3 additional roles are dealt to the table. At night, some of the villagers with special roles and all the werewolves wake up at different times and perform certain actions. After all the night phases are done, the players may discuss what happend during the night, though they may not actually show each other their cards. A player may say the role she received, but she may also claim that she were dealt a role that she did not receive.

After the discussion, each of the players casts a vote to eliminate a player. If there is a player or players who received more than 1 vote, the players with the most votes are eliminated and the actual roles the players now posess are revealed. If a werewolf was killed, the village team wins, even if an innocent villager was eliminated, too. The villagers may also win if no one is eliminated and all the werewolves are in the middle of the table.

Some roles have specialized winning conditions (e.g. the tanner).

In this adaption, players interact with each other via terminal or web clients. The game shows players only partial information and allows them to take actions based on the roles they were dealt during the night phase.

1.1 Deployment Considerations

A basic deployment scenario for this game is on a home network, and players can connect to the service via their smart phones, tablets, laptops, etc. The game is lightweight enough that it can be run on a laptop computer that has its network adapter in "hotspot" mode, and clients can connect directly to it via wifi.

The game does feature a simple in-game chat so that it can be played over a wider area where players are not in each other's physical presence, but the networking concepts involved in more complex setups are not covered in these instructions. The game could also be hosted on a cloud platform that players connect to, but again, such advanced deployments are not covered here.

Install, Configure, and Run the Game

The service supports both authenticated SSH terminal clients as well as unauthenticated browser-based web clients. A single service supports both types of clients.

2.1 Installing the Software

Eventually, I plan to package the software to be distributed via the Python Package Index (PyPi). Until then, clone the source repository and install the dependencies via *pip* into a Python virtualenv.

E.g.

```
$ git clone https://github.com/cwaldbieser/txwerewolves.git
$ cd txwerewolves
$ mkvirtualenv wolfenv
(wolfenv)$ pip install -r requirements.txt
```

The last command may fail if certain operating system dependencies are not satisfied. Satisfying those dependencies isn't covered here. Once the software is packaged on PyPi, the situation could improve a bit if *wheels* are made avilable for various platforms.

2.2 SSH Service Configuration

To set up the SSH service you need to create a randomly generated SSH key pair:

```
$ mkdir ssh-keys
$ ckeygen -t rsa -f ssh-keys/ssh_host_rsa_key
```

To configure authentication for the SSH service, edit *users/user_keys.json*.

```
{
    "user1": [
```

```
        "pubkey ...",
        "another pubkey ..."
    ],
    "user2": [ "only one pubkey ..." ],
    "user3": [ "etc ..." ]
}
```

2.3 Web Service Configuration

The web service doesn't support any advance configuration options at this time.

2.4 Starting the Service

To start the service:

```
$ cd /path/to/project
$ export PYTHONPATH=.
$ twistd -n werewolves
```

To connect an SSH client to the service (assuming a typical OpenSSH command-line client):

```
$ ssh user1@localhost -p 2022
```

To connect a web client to the service, simply browse to the IP address of the interface and the port on which the web service runs. E.g. http://192.168.0.100:8080/

CHAPTER 3

Playing the Game

3.1 Client Behavior

The game can be played using a terminal client or a web client. A player may switch freely between clients, but only one will remain open for a given user ID at any one time. If a player logs into the service with another client (web or terminal), the previous client is automatically disconnected from the service.

It is possible to disconnect from the service without quitting the game. The CTRL-D key combination in the terminal client will do this. There is no such explicit command for the web client, but the player can simply close her browser and later log in with a new client to resume where she left off.

3.2 The Lobby

When you first log into the service, you will be in the lobby. The menus will allow you to start a session or join a session that another player has started.

A player who creates a session may choose to start a session. Once a session starts, all players who accepted invitations to the session are placed into a game while any pending invitations are revoked.

3.3 The Werewolves! Game

During gameplay, the menus and status areas will guide you through the game. The player information area shows your player name and the role you were randomly assigned. This information is only available to you.

The game information area shows all the roles that will be used in this game. The session owner can adjust these settings and restart the game with the new settings.

Warning: Changing settings will restart a game in progress!

General game information is available to all players throughout the game. Note that there are always 3 more roles than there are players. These roles are assigned to the "table". Players will not know for certain which roles are actually held by the other players in the game and which are "on the table."

The phase information area tells you information about the current phase of the game. It will provide a brief overview of the phase and prompt you advance to the next phase. All players must indicate they are ready to advance before the game will advance to the next phase. Until then, a status indicator will note that the game is waiting on other players. The information in this area is mostly the same for all players, though additional information may be provided to specific roles.

The role power area allows specific roles to exercise their powers during the appropriate night phases. During the Daybreak phase, all players will be allowed to vote for a single player to eliminate. If any player receives more than a single vote, then the player or players with the most votes is eliminated.

At the end of the game, post game results are displayed. Who voted to eliminate whom, who was eliminated, who was dealt what role, and what role each player actually ended up with are revealed to all players. The winning team is also announced.

3.4 The Chat Feature

Players may chat with each other in the lobby and during the *Werewolves!* game using a community chat window.

It is against the spirit of the rules to discuss your actual role until the Daybreak phase. Once the Daybreak phase has been reached, the chat feature is an important way to try to figure out what happened during the night phases, unless all players are able to communicate freely by other means (e.g. they may all be playing together in the same room).

Players may adopt strategies of telling half-truths or outright fibs in order to ferret out the truth of what really happened.

3.5 Victory Conditions

The werewolf team wins if at least one player is a werewolf AND no werewolves were eliminated.

The village team wins if at least 1 werewolf was eliminated OR no one was eliminated and no player was a werewolf.

The tanner wins only if the player who holds this role at the end of the game is eliminated. The village team can win a joint victory with the tanner if a werewolf is eliminated in addition to the tanner.

The minion wins with the werewolf team, even if the minion is eliminated. If no players are werewolves but 1 player is the minion, the werewolf team can still win if a member of the village other than the tanner or the minion is eliminated.

3.6 Roles

- Villager - no special powers, wins with the Village team.
- Seer - Can use her mystic powers to either view 2 of the 3 roles on the table or 1 player's role. Wins with the Village team.
- Robber - May steal a role from another player. That player gets robber role. The robber gets to see his new role. The player with the robber role at the end of the game wins with the Village team.
- Troublemaker - The troublemaker may choose to swap the roles of 2 other players *without* looking at them. The troublemaker wins with the Village team.
- Insomniac - The insomniac wakes up at the end of the night and checks to see if her role changed. The player with the insomniac role at the end of the game wins with the Village team.

- Werewolf - All the werewolf players wake up together at night and can see each other. A player holding a werewolf role at the end of the game wins with the Werewolf team.

- Minion - The minion wakes up after the werewolves and can see who they are. The werewolves *cannot* see who the minion is. The player holding the minion role at the end of the game wins with the Werewolf team. Note that the Werewolf team wins even if the minion is eliminated, such is his fanaticism.

- Tanner - The tanner has a profession that has left him longing for the sweet embrace of death. The tanner only wins if he is eliminated. The Werewolf team does *not* win if the tanner is eliminated, because a good deed will have been done for this poor soul. The Village team does not win if the tanner is eliminated alone (his blood is on the villager's hands, after all), but the village can win a joint victory with the tanner if a werewolf is eliminated with him– the vanquishing of a cursed one allows for some collateral casulties.

Glossary

werewolf: A cursed individual who assumes the form of wolf-like creature at night, especially during the full moon. Werewolves prey on the living, and they possess great ferocity and strength in their cursed forms. They are vulnerable in their human forms during the daylight hours.

CHAPTER 5

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