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Werewolf game roles telegram

In the regular game, available roles are chosen to be assigned on the basis of the number of players, to keep things as balanced as possible. In the chaos game however, these rules are ignored, and roles are chosen randomly. However, there are a few checks in place to keep the game fairly balanced (player 5 game will not start with 4 wolves) in Wowolf, basic preparation includes werewolves, villagers, jugs, doctor, and manager. Our deck also includes secondary roles such as Alpha Werewolf, Witch, Drunk Villager and a few wild cards for additional roles you might want to add. Below, you'll find more commentary for each role. The game flows live and dies by the hand admin. They are the only player who knows the role of each player, and the rest of the players walk through the day, night and die the next morning. It's their job to keep the game moving, so some moderators choose for 5 minutes during the day for everyone to decide who to kill off. They are also the ones who call for a vote when the candidate who will be killed has emerged. The broker may find it useful to use the pen and paper to track each role that was killed that night if there are a large number of players. The most common role, a simple villager, spends the game trying to root out those who think that werewolves (and other villagers) are. While they don't need to lie, the role requires players to feel carefully and point to the flaws or mistakes of their fellow players. Someone talks a lot? Might it mean they werewolf, someone who doesn't talk enough? It could mean the same thing. It all depends on the people you play with, and how well you know them. The number of werewolves is usually exceeded by villagers 2 to 1. Even a game of 6 players will have 2 werewolves. The goal of the werewolves is to decide together on a villager to kill secretly during the night, while the villagers pretend during the day so as not to kill themselves. One by one, they will kill the villagers and win when there are the same number of villagers and werewolves left or all the villagers have died this role is the hardest of all to keep, because these players lie for the duration of the game. When called awake by a manager, the pitcher can point out to any of their fellow players and the manager must nod yes or no on whether or not they are actually wowolf. during the night in their defense or in their favor during the day. The strategy here is up to you. Also the villager, the doctor has the ability to heal themselves or another villager when called awake by During the night. If they heal themselves, then they will be safe from being killed by werewolves, or if they want to prove themselves a doctor or fear the death of a fellow villager, they can choose to heal them instead. Again, the strategy here is up to you. Include in our collection are wild cards that can be used for additional roles of your choice (or to replace a missing card in your deck). Use this card to add an additional werewolf or personality with special ability or disability. Here are some examples of additional roles that we recommend. In the drunk villager role, while first and foremost take on all the regular villager elements throughout the game, also has the added burden of being only able to communicate with gestures or noise. They may not talk during the day at all, and if they do, die automatically during that night. The strategy of others (werewolves, for example) may be to pretend to be drunk, since the role is very unique and easy to recognize. The WitchThis role, while first and foremost take on all the elements of the regular villager throughout the game, also has additional powers of one dose and single marking, which may be used at any point throughout the game. When the witch is added, the manager will wake them separately during the night with, the witch comes awake... This follows with the witch brings someone back to life and the witch poisons someone and then points the witch to the person they want to poison or bring back to life. While the witch can only use a potion and poison once, every work must be told every night to keep his anonymity on what has been done. They can use only one in the evening until both are gone and have the ability to save them even a point in the game they see fit. The role of AlphaWolfThis, while first and foremost take on all regular werewolf elements throughout the game, also has the added burden of saying the word wolf at least once during the day. This is a challenge, because anyone who plays will need to actively avoid saying the word werewolf in an attempt to root out the alpha werewolf, who must say so at least once. In order for the mediator to know which werewolf is alpha, we recommend that this person raise his hand the first time the werewolves wake up at night and make a note. If Alpha and Wowolf fail to tell werewolves during the day, they die automatically the next night. The game alternates between night and day tours, starting at night. At the beginning of the night, the supervisor tells all the players: Close your eyes. Everyone starts slapping their knees (or table) to cover any noise of the night. The coordinator then prompts the following characters to alert one by one.... Everyone opens your eyes; everyone opens your eyes, says the moderator. It's now daylight and then announcing from Killed (or saved) last night. If someone is killed, that person is immediately out of the game and they do not reveal their personality. Wolf is a strategy game in which bot is available on Telegram. The goal of the game is to deceive other players, try to discover the roles of other participants in the game and defeat the werewolves. How do I add a Wifonf bot to my collection? To add botWolf to the group we have to add it as a member of the group, to do this we click on the profile of our group, then click on the option to add a member and finally type her name / alias @werewolfbot click on it, we already have it within our group almost ready to play. How do I set up WaveWave in my collection? Simple! First,** you must be the official or creator of the group**. If yes, all you have to do in your group is simply write the command/config in the chat. When you do this bot sends you a special message (Δ important: you have to start a conversation with the bot beforehand) and will show you a list that using the buttons that show you all the settings. Note: By

default the bot comes in English but you can change the language to Spanish in the bot settings. What options can Be configured? Change the language of the playbot roles (game characters) or turn off the game timer adjustment. That is, you can change the time that lasts day or night in the game. Change gameplay mechanisms (roles do not appear at the end of the game, activate extrajudicial executions, activate full thief mode, ...). Change the maximum number of players ... How many players can play? The minimum number of players required to play the game is 5 people and the maximum in the bot game allows is 35 players at a time. The blessing of the game is that the more players we have the more fun it becomes because there are more roles in the game. Play Werewolf with us from this post and we encourage you to join our werewolf group on Telegram, the more people we better will spend together: 🐾 telegram group werewolf [joining the game] how to play? It takes at least 5 players, then to start the game send command/startgame (normal game) or / startchaos (chaos mode) for the group that you intend to play, then players join with /join the command, if they have never played before, bot sends a message to talk to you in private and start it, after you send/join the command again. You can wait until time runs out or force the beginning of the game using command/forcerstart, if there must be a minimum of 5 players. At the beginning of the game bot sends you a special message saying When there are sounds you will see a few buttons in the bot to choose the person you want to kill/Lynch. The goal of the game is to be the only survivor, you can charge or reveal your role by the group, the important thing is to confuse players to win. The differences between the game mode and the chaos in the game (/the beginning of the game), the bot will try to balance the game for both teams, so there is a fair chance that both the people and their enemies will win the game. However, when you start chaotic mode roles are treated unexpectedly, so there are likely to be more bad roles than when you start in game mode. That is, the bot will set the roles completely randomly: there can be a wolf and a serial killer in the 5 player game! Note: Even in chaotic mode, the number of wolves is limited to one fifth of the number of players. What roles are there? drunk 🍷: a drunk bastard! Like drunks, you're just a villager, but! If the wolves are killed, the wolf will be neutralized next time. 🍷 Ramira: Since the prostitute will be given the opportunity to visit another player every night. If they are not the wolf, you do not die knowing that the user is not the wolf. In case you visit a wolf they will kill you, but if you visit a player and the wolves decide to kill you you will survive because you are not at home. 🍷 You're Lori. Your role allows you to choose a player and know their role every night. Admit your part wisely: if it is revealed that you are a rave, the wolves will show the warr. Every night, you can choose a player and their role will be revealed to you. Admit your part wisely: if you reveal that you are the raffer, the wolves will try to kill you! 🍷 traitor: You are a traitor bastard. If you survive long enough for all wolves to die, you will become a werewolf, ready to kill your ex-partner at night! 🍷 Guardian Angel: You're the Guardian Angel! Every night you can choose a player to keep an eye on it. Be very careful, however, if the player you choose to protect is a wolf, there is a 50% chance of being killed. 🍷 Detective: Every day you have the opportunity to investigate another player. Use this carefully because there is a 40% chance that werewolves will discover you. damned 🍷: Like, you're a normal villager... Until the wolves kill you as soon as they do, you will become a wolf! So you are free to hunt at night... 🍷 Nightwatch: As justified you are set 2 silver bullets at the beginning of the game. Every day, you will have a chance to shoot another player. Once you do, everyone will know you're the vigilante! But be careful, you only have 2 bullets! 🍷 veteran: You're a veteran. If you manage to be executed. People, you can win right away! 🍷 fool: As a fool says you vein.... When they choose to see someone's role at night, they are told a random role. Wild Baby 🍷: At the beginning of the game, you can choose someone to be a model. If that person dies, you become a werewolf. 🍷 Observer: As an observer you can tell who is the real prolific, this is your only job. 🍷 The Apprentice of The Veiner: By the time you start the game you are a normal villager. However, if the warrior dies, you will become the new anoint. 🍷 bodybuilder: K cultist, your goal is to turn all other players (except wolves) into your cult. If at the end of the game, all the living players are cult advocates, and the cult wins. cultist hunter 🍷: Your job is to hunt down bodybuilders. If a bodybuilder attacks you, his new limbs will die. Every night you can choose a chasing player and if they are cults they will die. 🍷 (Mason): A simple brick work: they automatically know from other Freemasons. Otherwise you are just a villager 🍷 and Doppelg'nger (double): your ancestors had the ability to switch to others... While you don't have your full skills, you can choose a player at the beginning of the game. If this player dies, you'll be the same. Note: If you are a wild child and his character dies, he will turn you into a wolf. Otherwise, it will inherit your form to follow. Cult can convert Doppelganger (but after doppelganger may change roles). The (Dopbel Inger) can not win unless it is converted if it is at the end of the game, and Doppelg'nger is still the same, they lose (exception: beloved). 🍷 Cupid: Love in the Air. As Cupid, you have to choose two players at the beginning of the game. These two players are going crazy in love! If one of them dies, the other will die of pain 🍷 note: lovers will know who they are, but cannot be told their roles. Possible situations that can occur during the game: if the two lovers are the last two alive, they win, regardless of the difference. If lovers in different teams (Villager + Wolf), the team wins (wolf), and lover (villager) wins as well. If at least one of the lovers in the winning team, they both win together. 🍷 hunter: Like a hunter, trying to take care of yourself. You don't sleep well and you shouldn't go to bed without your gun if you die, you can choose someone to kill him. If you eat, you have a chance to kill a werewolf, but you won't be able to choose who. Note: For wolf attacks, the probability starts at 30%. If there is a wolf, the hunter will have a 30% chance of killing the wolf (and surviving). For every additional wolf. In the game the probability is increased by 20% (2 wolves x 50%, 3 x 70%, etc.). However, if there are many wolves, while you can kill one of them, the number will still be. 🍷 Ripper: You have recently escaped from local asylum, your goal is for everyone to die. Every night, you can add a body to your collection. Note: They can only win if they are the last live player (exception: lovers). As a serial killer, you can kill any wolf, hunters, gunners, angels ranger, ... If the wolves try to attack you, you will kill one of them (randomly) and live. 🍷 Soris: As a sorcerer you are on a wolf team, you can only see if someone is a wolf or a bear. If the wolves win, so do you. 🍷 Alpha Wolf: You're Alpha Wolf. You're the source of the curse. Every night, you can choose a villager to attack him and kill him, but while you are alive, there is a 20% chance that he will become a werewolf. 🍷 Lubsino: You are the Technicians. Your herd loves you! Like all other werewolves, you will choose to attack and kill a villager every night. If you die, your herd will go to anger and attack two villagers next night. Unfortunately, you will remain dead 🍷 mourning: you are the blacksmith. The metal worker in the city has a small amount of silver dust, enough to prevent werewolves from attacking for one night. During the day, you can choose whether you want to spread it throughout the village. Other than that, you're just a villager. 🍷 clumsy: You are the clumsy one. When you vote, you have a 50% chance of voting for someone other than the person you have chosen. You are still a villager. 🍷 mayor: you are a mayor, you are a humble villager, until you reveal your village. It is then given to change the number of votes for extrajudicial execution (meaning that your voice charges x2). Use that power wisely to help the villagers. You can also reveal to people that you are the mayor by showing your badge. 🍷 Princess: The Princess plays a key role in the village team strategy. Once the princess is executed, she reveals her role as a princess and survives. However, this can only happen once: if the village insists on its mob execution, it will die. 🍷🍷 and lycanthrope: As lycanthrope you are a wolf, but you will be confused with the lorisor and you are seen as a czar. peaceful 🍷: As a peaceful person you have the power to convince your neighbors so that no one will be executed. You can only do it once. 🍷 wise old lady: You can survive the werewolf attack once; Oracle 🍷: As You know what role the player does not have, and choose from the roles that are still alive in the game. zz sandbox: You're sand. Once the game will be able to sleep properly with everyone, making no one able to use their business that night. 🍷🍷 Ranger: You're the guardian; 🍷 Thief: By default, the thief can steal the role of a player on the first night and turn this player into a villager. Note: If full thief mode is enabled, you have a 50% chance of stealing the role of a player every night, if you succeed, this player will become the new thief and continue to steal naughty 🍷: You are an angry teenager in the city. When you start screaming, the whole town gets out of control. To win silence, they will be executed twice that day! 🍷 chemistry: You love poisonous potions, and you also like to be in your life with them... Even if it's a little! You will be equipped with two doses: one is toxic and the other has no effect, but it looks the same. Every night, you can choose a player and force them to drink with you. You may be lucky and survive if your partner chooses to drink without side effects, you will be poisoned and die. 🍷🍷 snowwolf: You are an indigenous wolf from the snow-capped mountains near the village. As such, you have mastered the art of controlling ice and ice. Having lived alone for a long time, the snow wolf prefers to work alone. Instead of hunting with their herd at night, they can choose a separate victim to freeze, making them unable to use their night work. However, they will have some remnants of the magic of the snow wolf the following night, which will make them immune to the snow wolf for one night. 🍷 gravedigger: Every night, the graves of all the people who have died since the last year (yes, even werewolves deserve proper burial). Since you're out all night, wolves and bodybuilders can't find you, unless you don't really have anything to do (ie no one died in the game), in which case you just stay at home. Everyone who visits you has the possibility of falling into your newly excavated graves, depending on the number of graves you have dug. In addition, the probability is two halves for everyone on the village team with you. But since you're out at night, wolves or serial killers can detect and kill you, and the more graves you have to dig, the more likely it is. Also, apparently the serial killer can find you whether you are at home or not, but at least they can stumble into Your graves are hurting your leg, which can cause them to lose control of who the victim is the next night. 🍷🍷 Prophet: Every morning bird watching and concluded a role certainly not in the game now of its journey. They won't tell you a piece of paper twice either, so make sure you use that information! 🍷 Burn: Every night, you can either wet a house with kerosene or ignite a spark and burn all the previously sunken houses. You only win if you are the only survivor to note on wolves if you attack cursed, they will become a wolf if you attack drunk, you will suffer a drunken state and be unable to make the next attack. Attack.

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