

- HUNT:** Identify the Vigilante. If it's not the first round, give her the opportunity to kill another player. Pod People don't use shotguns.
- MEDICINE:** Identify the Doctor. If it's not the first round, give her the opportunity to heal a player. Pod People don't administer medicine.
- BODY SNATCHING:** All of the Pod People agree on one player to be their next victim. If the Dumb Kid is playing, she may peek (but can't pretend to be one of them).
- PATROL:** Each member of the Town Watch—Pod Person or not—patrols one player of her choice (including another Town Watch or even herself).
- MIDNIGHT:** If the vigilante's target wasn't patrolled or healed, he is dead. If the Scientist used her cure on a Pod Person, he is cured. If any of those players were the only Pod People, the game ends immediately. If the Pod People's target is the Lunatic or was healed by the Doctor, nothing happens to him. Otherwise, if the Town Watch patrolled him, he is dead (they put him down), but if they didn't patrol him, he becomes a Pod Person.
- MORTAL CRY:** If a Citizen (or Cheerleader) was put down by the Town Watch, he makes one investigation (like the Psychic) and gurgles out a very short, dying phrase.
- INVESTIGATION:** The Psychic chooses three players in a row. Silently tell her the total number of Pod People and Lunatics among them.

CHEERLEADER:	LUNATIC:			DUMB KID:	
WHO'S WHO	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5
1 VIGILANTE:					
2 DOCTOR - SCIENTIST:					
3 POD PEOPLE:					
4 TOWN WATCH:					
7 PSYCHIC:					
LYNCHED					

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