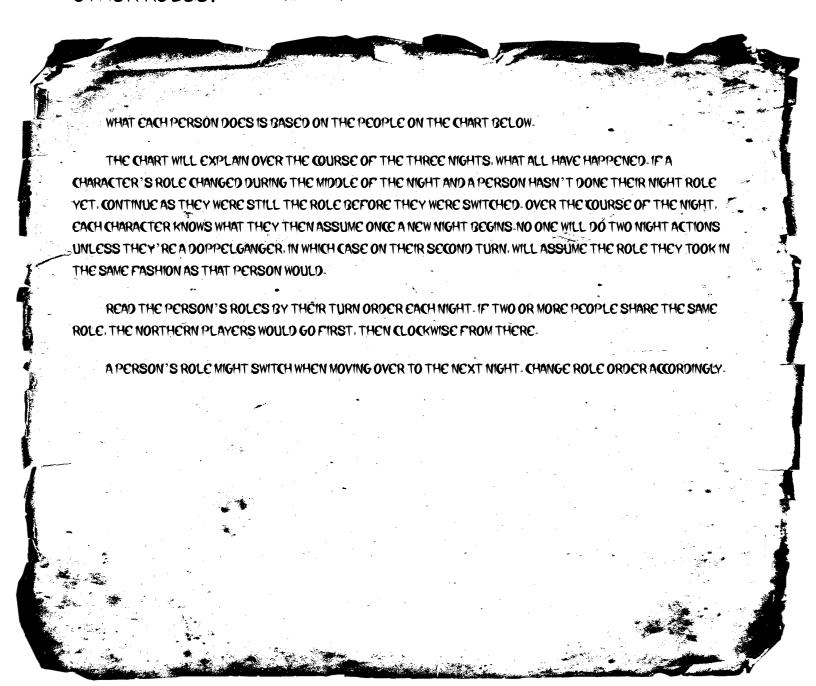
On the Subject of Werewolf

This manual is from a flier from 1966, found in a small town of Wolf Summit, WV.

- This module has four names of people sitting around in a circle with two buttons, green and red, on the bottom right and left, labelled "E" and "C". Your objective is to find the Werewolf and eradicate that player after three nights. To figure out what happened the week when this first began, use the chart below and pinpoint a Werewolf.
- · If there is more than one Werewolf, eliminating one will suffice for this town.

TURN ORDER: DOPPELGANGER, WEREWOLF, SEER, ROBBER, TROUBLEMAKER, INSOMNIAC, DRUNK

OTHER ROLES: VILLAGER, HUNTER, TANNER



FORULATION: 35	BEFORETHEEVENTS	Margy 21, 1966	Margy 22, 1966	MARGY 23, 1966 4
	LIKES PLAYING AROUND	1F SHE IS A	IF SHE IS A	IF SHE IS A DRUNK, SH
	A LITTLE TOO MUCH, IF	TROUBLEMAKER, SHE	TROUBLEMAKER, SHE	TURNS INTO A
	SHE IS ON THE LEFT	SWITCHES THE ROLE OF	SWITCHES THE ROLE OF	* WEREWOLF
•	SIDE OF THE GROUP OR	THE CHARACTER TO HER	THE PERSON TO THE	IF SHE IS A SEER, SHE
	THE TOP SIDE OF THE	LEFT WITH THE ROLE	RIGHT WITH THE ROLE	TURNS THE PERSON
•	GROUP, SHE STARTS	OF THE CHARACTER TO	OF THE PERSON TO	ACROSS FROM HER INT
	OUTASA	THAT PERSON'S LEFT.	THAT PERSON'S RIGHT.	A VILLAGER
CASSIDY	TROUBLEMAKER.	IF SHE IS A SEER AND		
	IF SHE IS ON THE	THE PERSON TO HER		
	SOUTHERN SIDE, SHE	LEFT IS A WEREWOLF,	,	
	STARTS OFF AS A	THE WEREWOLF IS NOW A	, v	
-	VILLAGER,	VILLAGER.	'	
	OTHERWISE, SHE IS A	VILLAUEN.	200	·
•	SÉER		and the same	+ -
	SEER			·
•	SIMON IS ALWAYS THE	IF SIMON IS A LONE	IF SIMON IS A WEREWOLF	IF SIMON IS A SEER.
•	WEREWOLF, UNLESS	WOLF, HEACTS AND	WITHAT LEAST ONE	HETURNS THE PERSO
	THERE ARE AN EVEN	TURNS THE PLAYER TO	OTHER PERSON, HE	TO HIS RIGHT INTO A.
	NUMBER OF BATTERIES,	HIS RIGHT INTO A	TURNS THE FIRST	VILLAGER.
SIMON	WHICH MEANS HE IS A	WEREWOLF	PERSON, COUNTER-	1F SIMON IS A
	VILLAGER.	•	CLOCKWISE THAT ISN'T	TROUBLEMAKER, HE
	-		A WEREWOLF INTO A	SWITCHES THE ROLES
,			WEREWOLF.	OF THE TWO PEOPLE T
			<u>.</u>	HISLEFT
	10 At WAVE DOCAL WITCH	10 TUCOC 40C 444 000	12 1461(1/C) 10 4 001/4#/	
	1S ALWAYS SEEN WITH A	1F THERE ARE AN ODD	1F MANUEL IS A DRUNK,	1F MANUEL 1S A SEER; 1
	DRINK AT HAND STARTS	NUMBER OF MODULES	THEN HE TURNS INTO A	TURNS THE FIRST
	OUT AS A DRUNK.	ON THE BOMB, THEN HE	TANNER.	VILLAGER CLOCKWISE
4404413		1SAVILLAGER,	IF MANUEL IS A	INTO A DRUNK
MANUEL		OTHERWISE, HE'IS AN	WEREWOLF, THEN HE	IF MANUEL IS A DRUNK
-	•	INSOMNIAC IF THERE	TURNS THE FIRST	HE TURNS INTO A
•		ARE NO BATTERIES	PERSON CLOCKWISE	TANNER.
•		OTHERWISE, HE IS A	THAT ISN'T A	
•	.•	WEREWOLF.	WEREWOLF INTO ONE	,
·	BATTERIES ROLES	IF HE IS A SEER AND THE	IF PSY IS A ROBBER, HE	1F PSY ISA
	Q=VILLAGER	* PERSON TO HIS RIGHT IS	SWITCHES HIS ROLE	DOPPELGANGER AND
•	1 = WCREWOLF	A TROUBLEMAKER, THAT	WITH THE PERSON TO	THERE IS STILL A
	2 SECR	PERSON IS NOW AN	HISLEFT.	WEREWOLF IN TOWN, HE
	3=DOPPELGANGER	INSOMNIAC.	1F PSY 1S AN INSOMNIAC	1S TURNED INTO A
PSY	OTHERWISE THE TOWN	1FHE1SA	THEN HIS ROLE IS	WEREWOLF.
_	ISN'T SURE HE IS	DOPPELGANGER, HE	TURNED INTO A HUNTER	HENCHULF .
		_	TURNED IN TURNUM TER	
	PROBABLY A TANNER	ASSUMES THE ROLE OF	_	
****		THE PERSON ACROSS		
***************************************		FROM HIM.		
	^ SUCH A NICE GIRL, SHE IS	IF EDEN IS A ROBBER,	1F EDEN 1S A SEER, SHE	IF EDEN IS AN
	ALWAYS A KIND-HEARTED	SHE SWAPS HER ROLE	TURNS THE ROLE OF	INSOMNIAC SHE TURNS
EDEN .	VILLAGER.	WITH THE PERSON TO	THE PERSON TO THE	INTO A VILLAGER
CDCIT		HERLEFT.	RIGHT OF HER INTO A	
~5. ·	· ·		HUNTER.	

	AL OUC IO DITTING ON	12 OUC 10 A WCOCWOL 2	12 DUC 10 MI WOOMMAC	IF SHE IS A WEREWOLF
	, IF SHE IS SITTING ON THE LEFT SIDE, SHE	IF SHE IS A WEREWOLF, SHE TURNS THE	IF SHE IS AN INSOMNIAC SHE TURNS HERSELF	SHE DOESN'T KNOWA
	STARTS OFF ASA	PERSON ACROSS FROM	INTO A VILLAGER:	BETTER AND CHANGES
		HER INTO ONE OF HER	1F SHE 1S A SEER, SHE	THE PERSON ACROSS
	WEREWOLF			•
•	IF SHE IS STARTING ON THE SOUTHERN OR	OWN KIND. IF SHE IS AN INSOMNIAC.	TURNS EVERYONE ELSE INTO AN INSOMNIAC	FROM HER INTO A WEREWOLF IF THIS
	EASTERN SIDE, SHE	SHE TURNS INTO A	IN TO AN INSUMINIAC.	PERSON IS NOT ALREA
WENDY	STARTS OUT AS AN	WEREWOLF AT THE END		ONE.
	INSOMNIAC.	OF THE NIGHT		IF SHE IS A
,	OTHERWISE, IF WENDY	or the Monto		TROUBLEMAKER, SHE
	STARTS ON THE.			SWITCHES THE ROLES
9 .	NORTHERN SIDE, SHE IS			- OF THE TWO PEOPLE
*	A VILLAGER		y	IMMEDIATELY TO HER
•	AVILLAGER		***	
	- 27		7	RIGHT.
	1F-THERE ARE MORE	IF HE IS AN INSOMNIAC,	1FHE1SAWERÊWÔLF	IF HE IS DRUNK, HE
	FEMALE PERSONS THAN	BY THE END OF THE	AND THERE ARE MORE	TURNS HIMSELF INTO
· ,	MALE, HE IS A	NIGHT HE TURNS INTO A	MALE THAN FEMALE	VILLAGER.
· dn	WEREWOLF.	WEREWOLF	PEOPLE AROUND, HE .	1FHEISA >
CHANNIC	OTHERWISE, HE IS A	1F HE 1S A ROBBER, HE	TURNS THE PERSON	TROUBLEMAKER, HE
EMANUEL	VILLAGER-	SWITCHES HIS ROLE	ACROSS FROM HIM INTO A	SWITCHES THE ROLES
_		WITH THE PERSON	WEREWOLF.	OF THE PERSON
		ACROSS FROM HIM.	·	ACROSS FROM HIM AND
	•			. THE PERSON ON HIS
				LEFT
	HE 1S A VILLAGER	IF SCAN IS A	IF SEAN IS A SEER AND	IF SEAN IS A SEER, AND
•	UNLESS THERE IS	TROUBLEMAKER, THEN	THERE ARE NO	AT LEAST ONE PERSON
•	ANOTHER PERSON WHO	HE SWITCHES THE ROLE	WEREWOLVES IN TOWN,	TO THE LEFT OR TO TH
	STARTS WITHAN "S" TO	OF THE PERSON TO HIS	HE ACCIDENTALLY	RIGHT OF HIM IS A
*	HIS LEFT OR RIGHT IF	LEFT WITH THE ROLE	TURNS THE PLAYER	WEREWOLF, HE TURNS
	THAT'S THE CASE, THEN	OF THE PERSON TO HIS	ACROSS FROM HIM INTO A	THOSE WEREWOLVES
SEAN	HE IS A TROUBLEMAKER	RIGHT.	WEREWOLF	INTO VILLAGERS
• ·	•		IF SEAN IS A ROBBER, HE	1F SEAN IS A WEREWOL
			SWITCHES THE ROLE OF	HE TURNS THE PERSO
•	.•		THE PERSON ACROSS	TO HISLEFT INTO A
·			FROM HIM WITHTHE	WEREWOLF-
		•	PERSON TO HIS LEFT.	* *
,	IT & CONTROL OF	(P. DAL(ALIT) IA 4D A		17 DAMANTUA 10 A
	IF A PERSON WITHAN	1F SAMANTHA 1S A	1F SAMANTHA 1S A	1F SAMANTHA 1S A
	ODD NUMBER OF	ROBBER, SHE SWITCHES	ROBBER, SHE SWITCHES	TROUBLEMAKER AND
	LETTERS IS NEXT TO	HER ROLE WITH THE	THE PERSON TO THE	DIRECTLY CLOCKWISE
	HER, SHE IS A TANNER.	PERSON TO HER	RIGHT'S ROLE WITH	MALE, SHE SWITCHES
«	OTHERWISE, IF THERE IS	RIGHT'S	HERS.	THE OTHER TWO
: * *	AN ODD NUMBER OF		OTHERWISE, IF	PERSON'S ROLES
SAMANTHA	PORTS, SHE IS A		SAMANTHA'S A	OTHERWISE, IF
	ROBBER.	••	WEREWOLF, SHE TURNS	SAMANTHA IS A
	OTHERWISE SHE IS A		THE FIRST VILLAGER	TROUBLEMAKER AND
	VILLAGER-	, ,	PLAYER CLOCKWISE	DIRECTLY
· · · · · · · · · · · · · · · · · · ·			INTO A TANNER	COUNTERCLO KWISE
- 		ĺ	Î.	AFEMA SHE SWITCH

	*****			213
	HAS BEEN SEEN	1F L-STEWART 1S A	1F L-STEWART 1S A	1F HE IS A ROBBER HE
	STEALING FREQUENTLY	ROBBER, HE SWITCHES	SEER, HE ACTUALLY.	SWITCHES THE ROLE OF
	FROM NEARBY PAWN	HIS ROLE WITH THE	DOESN'T KNOW HOW TO	THE PERSON ACROSS
	SHOPS TO IMPRESS HIS	FIRST MALE GOING	DO HIS JOB AND TURNS	FROM HIM WITH HIS OWN
•	LADY LOVE ISA	CLOCKWISE FROM HIM.	THE FIRST PERSON	IFHEISA
4 6000	ROBBER UNLESS		CLOCKWISE HIM INTO A	TROUBLEMAKER, HE
L.STEWART	THERE IS A MALE		WEREWOLF	SWITCHES THE ROLE O
	ACROSS FROM HIM. IN	,	IF HE ISA	THE PERSON TO HIS
<i>y</i>	WHICH HE IS A		TROUBLEMAKER, HE	LEFT WITH THE ROLE
*	VILLAGER.		SWITCHES THE ROLES	OF THE PERSON
			OF THE TWO PEOPLE	, ACROSS FROM HIM:
	•		COUNTER-CLOCKWISE	
	P		HIM	
•	DOESN'T LIKE BEING	IF HE IS AN INSOMNIAC,	1FHEISA	IF HE IS AN INSOMNIAC,
. *	AROUND OTHER GUYS.	HE TURNS INTO A	TROUBLEMAKER, HE	HE TURNS INTO A
•	IF EVERYONE ELSE IS A	TROUBLEMAKER AT THE	SWITCHES THE ROLE OF	WEREWOLF
, da	FEMALE, HE IS AN	END OF THE NIGHT.	THE PERSON TO THE .	IFHEISA ==
-*	INSOMNIAC,		LEFT OF HIM WITH THE	TROUBLEMAKER, HË
044104	OTHERWISE HE IS A		PERSON ACROSS FROM	SWITCHES THE ROLES
SAMUEL	TANNER.	• .	THAT PERSON.	OF THE TWO PEOPLE
,			IF HE IS A SEER, HE	BESIDE HIM IF HE IS A
	•		TURNS THE PLAYER TO	ROBBER, HE SWITCHES
		• .	THE RIGHT OF HIM INTO	HIS ROLE WITH THE
•			AN INSOMNIAC.	FIRST FEMALE
				CLOCKWISE OF HIM.
	LOVES GWEN. 1F SHE 1S	IF EMMITT IS AN	IF EMMITT IS A SEER	IF EMMITT IS AN
• [AROUND THEN EMMITT	INSOMNIAC, HE TURNS	AND GWEN IS NEARBY,	INSOMNIAC, HE TURNS
	IS A HUNTER AND WILL	INTO A VILLAGER BY	HE TURNS HER ROLE	INTO A SEER IF HE IS A
	DO ANYTHING TO	THE END OF THE NIGHT.	INTO A SEER AS WELL	SEER, AND GWEN 1S
	PROTECT HER.		IF EMMITTISA	PRESENT HE TURNS
EMMITT	IF GWEN IS NOT AROUND,		WEREWOLF AND GWEN IS	THE ROLE OF HER INTO
•	HE IS AN INSOMNIAC.		NEARBY, HE TURNS HER	A VILLAGER.
•	ALWAYS THINKING OF		ROLE INTO A	OTHERWISE, THE
	HER-	•	WEREWOLF THEIR	PERSON TO HIS RIGHT
			LOVE 1S TOO STRONG.	INTO A VILLAGER
	10 AMA WOODING TO	(P.OCMID & DODOGO UG		,
	1S ONLY A WEREWOLF IF	1F BEN IS A ROBBER, HE	(OCAL) D'ENDOCAT	1F BEN 1S A WEREWOLF
	NO ONE ELSE IS IF	SWITCHES HIS ROLE	(BEN'S CURRENT	HE TURNS EVERYONE
	THERE IS AT LEAST ONE	WITH THE PERSON TO	LOCATION WAS A	ELSE INTO A WEREWOL
*	OTHER PERSON IS A	THE LEFT OF HIM	MYSTERY WHO KNOWS	AS WELL
** OOM *	WEREWOLF THEN HE IS	IF BEN IS A	WHAT COULD'VE	IF BEN IS A DRUNK, HE
& BEN	A VILLAGER. KEEPA	TROUBLEMAKER, HE	HAPPENED TO HIM AT	TURNS INTO A
	. CLOSE EYE ON THIS	SWITCHES THE ROLE OF	THIS TIME.)	WEREWOLF.
	GUY-	THE TWO PEOPLE TO		IF BEN IS A SCER, HE
A second second		THE LEFT AND RIGHT		TURNS THE ERSON TO
* * * * * * * * * * * * * * * * * * * *	•	OF HIM.		HISRICATIVESA

			494 979	
	DOESN'T LIKE SIMON-IF HE IS IN THE AREA, THEN		1F L. STEWARD IS A SEER	IF HE IS A
•			AND SIMON IS NEAR, SIMON	TROUBLEMAKER HE
	HE 1S THE HUNTER.		1S TURNED INTO A	TURNS THE ROLE OF THE
	OTHERWISE, HE IS A		TROUBLEMAKER.	PERSON TO HIS LEFT
•	WEREWOLF IF THERE ARE		OTHERWISE IF HE IS A	WITH THE ROLE OF THE
	AT LEAST TWO PORT		SEER AND SIMON ISN'T	PERSON TO HIS RIGHT.
L.STEWARD	PLATES IF THERE ARE	•	PRESENT, HE TURNS THE	1F HE IS A DRUNK, HE
	LESS THAN TWO PORT		PERSON TO HIS LEFT	TURNS INTO A SEER.
	PLATES, THEN HE IS A	,	INTO A VILLAGER.	1F HC IS A ROBBER, HE
	VILLAGÈR.		OTHERWISE, IF HE IS A	SWITCHES HIS ROLE WITH
* · · •			WEREWOLF, HE TURNS	THE ROLE OF THE
	ŕ		THE FIRST PERSON TO	PERSON ACROSS FROM
			HIS RIGHT THAT'S NOT A	HIM.
	· .		WEREWOLF INTO ONE	
_	EVERYTHING'S A-OK WITH	1F GABE IS AN INSOMNIAC,	1F GABE IS A	1F HE IS A SEER, HE
	GABE THIS FELLOW	HE TURNS INTO A	TROUBLEMAKER, HE	TURNS THE PERSON
·	ALWAYS STARTS OUT AS A	VILLAGER BY THE END	SWITCHES THE	ACROSS FROM HIM INTO A
GABE	VILLAGER.	OF THE NIGHT.	PERSON'S ROLE TO HIS	VILLAGER.
			RIGHT WITH THE .	*
## ·	•	,	PERSON'S ROLE TO HIS	· és
	•	•	LEFT	·
*	IF A MALE IS BESIDE HIM,	IF HE IS A WEREWOLF AND	1F HE IS A ROBBER, HE	IF HE IS A DRUNK, HE IS
			-	
	HE IS A WEREWOLF AND	THE PERSON ACROSS	SWITCHES HIS ROLE WITH	TURNED INTO A
•	ALWAYS BELIEVES THAT	FROM HIM IS A HUNTER,	THE PERSON TO THE	TROUBLEMAKER.
	THEY ARE A PART OF HIS	THEY GET TURNED INTO A	RIGHT OF HIM.	. IF HE IS A ROBBER, HE
	PACK.	WEREWOLF		SWITCHES HIS ROLE WITH
CHANE	OTHERWISE, HE IS A			THE ROLE THE PERSON
·	TANNER-			TO THE RIGHT OF HIM HAS
		•		1F HE 1S A WEREWOLF, HE
•			,	TURNS THE PERSON
		٠		THAT'S ACROSS FROM HI
	· ·		. •	INTO A WEREWOLF.
•	15 ALWAYS A SEER AS	IF SHE IS A SEER, SHE	1F SHC 1S A SEER SHC	IF SHE IS AN INSOMNIAC,
	LONG AS EVE ISN'T	TURNS THE FIRST	TURNS THE FIRST	SHE TURNS INTO AN
	NEARBY IF EVE IS	WEREWOLF IN COUNTER-	WEREWOLF IN CLOCKWISE	INSOMNIAC BY THE END.
	NEARBY, THEN SHE IS A	CLOCKWISE ORDER INTO	ORDER INTO AN .	OF THE NIGHT.
0444040	VILLAGER DIAMOND IS	AN INSOMNIAC.	INSOMNIAC.	IF SHE IS A ROBBER, SHE
DIAMOND	USUALLY AFRAID THAT			SWITCHES HER ROLE WIT
·	SHE L STEAL EVE'S			THE ROLE OF THE FIRST
	REPUTATION IF EVE SEES			FEMALE COUNTER-
	HER CONSULTING HER			CLOCKWISE HERSELF.
·	MAGIC 8-BALL.			
	IS ALWAYS AN INSOMNIAC	IF GWEN IS A WEREWOLF.	IF GWEN IS A SEER, SHE	1F SHC 1S AN INSOMNIAC
ě,	UNLESS EMMITT IS	SHE TURNS EMMITT INTO	TURNS THE FIRST MALE	SHE IS TURNED INTO A.
	AROUND-1F EMMITT IS	ONE AS WELL.	CLOCKWISE HER, THAT IS	VILLAGER
	AROUND, THEN SHE IS A	OTHERWISE, SHE JUST.	NOT EMMITT, INTO A	IF SHE'S A WEREWOLF,
			· ·	
"EWFN.	· VILLAGER, SHE IS ALWAYS	WAITS IT OUT	WEREWOLF.	SHE TURNS ONLY EMMITT
	THINKING OF HIM.		1F GWEN IS A	INTO A WEREWOLF TO
), s			TROUBLEMAKER, SHE	MAKE SURE HE
			SWITCHES THE ROLES OF	RELATIONS AT A THHIM WON'T END ON SOUR
			THE FIRST TWO PEOPLE	

SY IF THE RI AN THE THE THE THE THE THE THE TH	STHE SOLE GUARDIAN OF THE TOWN IS ALWAYS I HUNTER. F SIMON IS AROUND OR THERE IS A SIMON RELATED MODULE ON THE BOMB. THEN EVE IS IN INSOMNIAC. INTHERWISE IF THERE INE LESS THAN TEN IODULES ON THE BOMB. THEN SHE IS A SEER. ISHE IS A WEREWOLF INTHERWISE.	IF THERE ARE TWO WEREWOLVES IN TOWN. THEN HE TURNS THE FIRST WEREWOLF IN COUNTER-CLOCKWISE ORDER INTO AN INSOMNIAC (EXCLUDING HIMSELF) IF EVE IS A SEER AND THE PERSON TO HER LEFT IS A WEREWOLF, THEN THAT PERSON IS TURNED INTO A VILLAGER. IF THIS PERSON IS NOT. BUT THE PERSON ACROSS FROM HER IS, THEN THAT PERSON IS TURNED INTO AN	IF THERE ARE THREE WEREWOLVES IN TOWN. HE TURNS THE FIRST WEREWOLF IN CLOCKWISE ORDER INTO A WEREWOLF. (EXCLUDING HIMSELF) IF EVE IS A SEER. SHE TURNS THE FIRST PERSON IN COUNTER- CLOCKWISE ORDER THAT: IS A WEREWOLF INTO A VILLAGER. IF EVE'S A DRÜNK, SHE TREATS HERSELF TO SOME TEA TO AID HER. THIS REMEDY TURNS HER BACK INTO A SEER.	IF SY IS A SEER. AS A SWORN PROTECTOR OF THE TOWN. HE TURNS EVERYONE ELSE INTO A VILLAGER. (EVEN THE BEST SEERS DESERVE A BREAK, WEREWOLF OR NO WEREWOLF)
SY IF TH RI AN TH AN TH AN TH ST OF WH TH TH TH TH TH TH TH TH TH	F THE TOWN IS ALWAYS I HUNTER. F SIMON IS AROUND OR THERE IS A SIMON RELATED MODULE ON THE BOMB, THEN EVE IS IN INSOMNIAC. OTHERWISE IF THERE IRE LESS THAN TEN HODULES ON THE BOMB. THEN SHE IS A SEER. BHE IS A WEREWOLF OTHERWISE.	WEREWOLVES IN TOWN. THEN HE TURNS THE FIRST WEREWOLF IN COUNTER-CLOCKWISE ORDER INTO AN INSOMNIAC (EXCLUDING HIMSELF) IF EVE IS A SEER AND THE PERSON TO HER LEFT IS A WEREWOLF. THEN THAT PERSON IS TURNED INTO A VILLAGER. IF THIS PERSON IS NOT. BUT THE PERSON ACROSS FROM HER IS. THEN THAT PERSON IS TURNED INTO AN	WEREWOLVES IN TOWN, HE TURNS THE FIRST WEREWOLF IN CLOCKWISE ORDER INTO A WEREWOLF. (EXCLUDING HIMSELF) IF EVE IS A SEER. SHE TURNS THE FIRST PERSON IN COUNTER- CLOCKWISE ORDER THAT: IS A WEREWOLF INTO A VILLAGER. IF EVE'S A DRÜNK, SHE TREATS HERSELF TO SOME TEA TO AID HER. THIS REMEDY TURNS	SWORN PROTECTOR OF THE TOWN, HE TURNS EVERYONE ELSE INTO A VILLAGER. (EVEN THE BEST SEERS DESERVE A BREAK, WEREWOLF OR NO
EVE AN ON SERVICE AND SERVICE	THERE IS A SIMON RELATED MODULE ON THE BOMB. THEN EVE IS IN INSOMNIAC. OTHERWISE IF THERE IRE LESS THAN TEN HODULES ON THE BOMB. THEN SHE IS A SEER- SHE IS A WEREWOLF OTHERWISE.	THE PERSON TO HER LEFT IS A WEREWOLF, THEN THAT PERSON IS TURNED INTO A VILLAGER. IF THIS PERSON IS NOT, BUT THE PERSON ACROSS FROM HER IS, THEN THAT PERSON IS TURNED INTO AN	TURNS THE FIRST PERSON IN COUNTER- CLOCKWISE ORDER THAT: IS A WEREWOLF INTO A VILLAGER. IF EVE'S A DRÜNK, SHE TREATS HERSELF TO SOME TEA TO AID HER. THIS REMEDY TURNS	DESERVE A BREAK. WEREWOLF OR NO
O' IS AF	OTHERWISE.	TURNED INTO AN		3
AF RO O	S A MILITER WILL IN THE WAY	INSOMNIAC IF SHE IS A ROBBER	F SHE IS A WEREWOLF.	1F SHC IS AN INSOMNIAC.
SAMMY "	SA ROBBER IF THERE IRE NO OTHER ROBBERS IN THE AREA. INTHERWISE, SHE IS A IEREWOLF.	SHE SWITCHES ROLES WITH THE PERSON ACROSS FROM HER	SHE TURNS THE FIRST PERSON TO HER LEFT INTO ONE OF HER KIND.	SHE TURNS INTO A TANNER BY THE END OF THE NIGHT. IF SHE IS A
	erenour.	•	IF SHE IS A DRUNK, SHE TURNS INTO A ROBBER.	TROUBLEMAKER. SHE SWITCHES THE ROLE OF THE PERSON ACROSS FROM HER. AND THE PERSON TO HER RIGHT.
Di Wi Af	IL CAN'T READ HE DOESN'T LIKE PEOPLE VHO HAVE NAMES THAT RE LONGER THAN	IF AL IS A DRUNK, HE IS TURNED INTO A VILLAGER BY THE END OF THIS ROUND.	(AL HAS NOT BEEN SEEN DOING ANYTHING PROLIFIC TODAY-)	IF AL IS A DRUNK, HE IS TURNED INTO A WEREWOLF BY THE END OF THIS ROUND.
AL A	SEVEN CHARACTERS. IF WO OF THOSE HARACTERS EXIST ROUND HIM, THEN HE IS JANNER.	•		* * *
O' VI	THERWISE HE IS A TILLAGER UNLESS SY IS ROUND. IN WHICH CASE HE IS A DRUNK. HE LIKES BEING UNIQUE WITH THE			
CHASE A	SHORTEST NAME. WITH A QUICK NAME LIKE THIS ONE, HE IS ALWAYS WEREWOLF.	TURNS ALL THREE OF THE OTHER MEMBERS OF THE TOWN INTO WEREWOLVES	(CHASE HAS BEEN RESTRAINED DUE TO HIS ACTIONS.)	NO MATTERWENT ROLE HE IS HE TENES THE OTHER ARE PEOPLE INTO WEREWOOVES

KATIE	"IS CHASE'S RIGHT HAND LADY. SHE IS ALWAYS A WEREWOLF IF CHASE IS AROUND. OTHERWISE, SHE'S A DOPPELGANGER, AS SHE BELIEVES THAT SHE ALWAYS MUST FOLLOW SOMEONE'S LEAD.	IF KATIE IS A DOPPELGANGER, THEN SHE PERFORMS THE SAME ROLE AS THE FIRST PERSON CLOCKWISE TO HAVE A LONGER NAME THAN HER. IF NO ONE DOES, THEN SHE ISSUMES THE ROLE USE PERSON ACROSS FREE ER.	IF KATIE IS A WEREWOLF AND CHASE IS NOT. SHE TURNS HIM INTO ONE. IF KATIE IS A DOPPELGANGER. THEN SHE PERFORMS THE SAME RÖLE AS THE FIRST PERSON CLOCKWISE THAT HAS A SHORTER NAME THAN HE IF NOTE DOES, THEN SHE ASSETS THE	IF KATIC IS A TROUBLEMAKER SHE SWITCHES THE ROLE OF THE TWO PEOPLE BESIDE HER. IF KATIC IS A ROBBER, SHE SWITCHES HER ROLE WITH THE PERSITO THE LEFT OF HER.
•			ROLE OF THE SESON. TO THE LEFT 6	
JANE "	IS ALWAYS THE DOPPELGANGER SHE HATES BEING HERSELF SHE ALWAYS HAS IDOLS.	ASS STHE ROLE OF THE FIRS CMALE COUNTER-CLY, WISE THER.	TIS A ROBBEN SHE THES HER ROLE PERSON TO THE LE THER	IF SHE IS A DRUNK, SHE TURNS INTO A REWOLF. HE IS A SEER, SHE THE FIRST FEMALE CLOCKWISE IN A WERE OLF.
KEN	WITHOUT BARBIE, WHO IS HE? KEN ALWAYS WAS A TANNER BEFORE NOW			T
wend1	WENDI HATES WEREWOLVES. SHE WILL HELP ANY SEER AROUND IF THERE ARE ANY. OTHERWISE, SHE IS A VILLAGER.	IF WENDI IS A SEER. SHE WILL TURN THE PERSON TO HER RIGHT INTO A VILLAGER, REGARDLESS OF WHAT ROLE THEY HAVE. CLUELESS WENDI!	IF WENDING A ROBBE SHE SWITCHES HER ROLE WITH THE PERSON TO THE RIGHT OF JER.	IF CNDI IS A TRO BLEMAKER, SHE SWITCHES THE ROLE THE PLAYER TO THE LEFT WITH THE ROLE THE PLAYER ACROSS FROM HER. IF SHE IS A ROBBER, SHE SWITCHES THE
· · · .				ROLE OF THE PERSON TO THE RIGHT WITH THE
DARREN	19 A VILLAGER UNLESS THERE IS ANOTHER PERSON WHO HAS TWO OF THE SAME LETTER IN THEIR NAME. THEN HE IS A TROUBLEMAKER.	IF HE IS A TROUBLEMAKER, THEN HE SWITCHES THE PERSON'S ROLE TO HIS RIGHT, TO THE PERSON'S ROLE ACROSS FROM HIMSELF.	IF HE IS A TROUBLEMAKER, HE SWITCHES THE ROLES OF THE PERSON TO HIS LEFT AND THE PERSON ACROSS FROM HIM.	IF HE IS A ROBBER. HE SWITCHES HIS ROLE WITH THE PERSON TO THE LEFT OF HIM. IF HE IS AN INSOMNIACHE BECOMES A VILLAGER.
GABRIEL	"IS A ROBBER. A THIEF. A STEALER. A GAMBLER. IS ALWAYS TAKING MY LUNCH MONEY."SIMON	1F SIMON IS AROUND. THEN HE SWITCHES HIS ROLE WITH SIMON'S.	IF GABRICL IS STILL A ROBBER, HE SWAPS HIS ROLE WITH SIMON'S AGAIN. IF SIMON'S NOT AROUND, HE SWITCHES ROLES WITH THE PERSONATO	IF GABRIEL ISSTILL A ROBBER, HESWAPS H ROLE WITH SE DN'S AGAIN IF SIMON'S NOT AROU THEN GABRIEL SA PRETEX COOL

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PIEMOND	1S A NORMAL VILLAGER IF SIMON IS AROUND OTHERWISE, HE IS A TROUBLEMAKER.	IF HE IS A SEER FOR SOME STRANGE REASON, HE SWITCHES THE ROLE OF THE PERSON ACROSS FROM HIM INTO A WEREWOLF.	IF HE IS A DRUNK, HE TURNS INTO A VILLAGER.	IF PIEMOND IS A TROUBLEMAKER. THEN HE SWITCHES THE ROLES OF THE PERSON ACROSS FROM HIM. WITH THE ROLE OF THE PERSON TO THE LEFT OF HIM. IF PIEMOND IS A ROBBER. HE SWITCHES THE LEFT PERSON'S ROLE WITH HIS OWN.
CHANCE	IS ALWAYS A VILLAGER. CHANCE ALWAYS DELIVERS PIES TO JANE ON WEEKENDS. LUCK SEEMS TO ALWAYS BE ON HIS SIDE.		IF HE IS A DRUNK, THEN HE IS TURNED INTO A VILLAGER	IF CHANCE IS A DRUNK. THEN, HE IS TURNED INTO A - VILLAGER.
SHANE	1F THERE ARE NO OTHER TROUBLEMAKERS IN TOWN THEN THIS IS YOUR GUY. HE IS A VILLAGER OTHERWISE.	IF HE IS A TROUBLEMAKER. THEN HE SWITCHES THE ROLE OF THE PERSON TO HIS LEFT WITH THE ROLE OF THE PERSON TO HIS RIGHT.	IF SHANE IS A DRUNK, HE IS TURNED INTO A WEREWOLF.	IF SHANE IS A TROUBLEMAKER. THEN HE SWITCHES THE ROLE WITH THE PERSON ACROSS FROM, HIM. WITH THE ROLE OF THE PERSON TO THE RIGHT, OF SHANE.
KATY	IS A SEER IF THERE ARE AN ODD NUMBER OF PORTS. OTHERWISE SHE IS A VILLAGER.	IF DARREN IS AROUND THEN SHE CHANGES DARREN'S ROLE TO A VILLAGER, REGARDLESS OF WHATEVER ROLE HE IS.	IF KATY IS A WEREWOLF, SHE SWITCHES THE FIRST PERSON COUNTER- CLOCKWISE HERSELF THAT IS NOT DARREN INTO ONE AS WELL.	IF KATY IS A ROBBER. SHE SWITCHES HER ROLE WITH THE ROLE THE PERSON ACROSS FROM HER HAS. IF KATY IS A TROUBLEMAKER. SHE SWITCHES THE OTHER TWO ROLES. IF KATY IS AN INSOMNIAC. SHE TURNS INTO A DRUNK.
SHANNON	1S ALWAYS A VILLAGER. ALTHOUGH. SHE IS NEVER SEEN LEAVING HER HOUSE OFTEN.		IF SHANNON IS AN INSOMNIAC. THEN SHE IS TURNED INTO A WEREWOLF BY THE END OF THE ROUND. IF SHANNON IS A DRUNK. THEN SHE IS TURNED INTO A VILLAGER.	IF SHANNON IS AN INSOMNIAC. 'SHE TURNS INTO A VILLAGER BY THE END OF THE ROUND.

IF ALL FOUR TOWNSPEOPLE ARE VILLAGERS BY THE END OF MARXH23RD, PRESS THE GREEN "ERADICATED" (ε) BUTTON ON THE BOTTOM RIGHT OF THE MODULE TO INDICATE THAT THIS TOWN IS A WEREWOLF-FREE ZONE.

IF ALL FOUR TOWNSPEOPLE ARE WEREWOLVES BY THE END OF THE THIRD NIGHT, PRESS THE RED "CONTAMINATED" ... (C) BUTTON ON THE BOTTOM LEFT OF THE MODULE TO INDICATE THAT THIS TOWN IS NOT SAVABLE, AND THAT ALL HOPE IS LOST.

