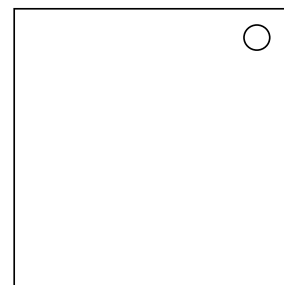


On the Subject of Werewolf

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

WHAT EACH PERSON DOES IS BASED ON THE PEOPLE ON THE CHART BELOW.

THE CHART WILL EXPLAIN OVER THE COURSE OF THE THREE NIGHTS, WHAT ALL HAVE HAPPENED. IF A CHARACTER'S ROLE CHANGED DURING THE MIDDLE OF THE NIGHT AND A PERSON HASN'T DONE THEIR NIGHT ROLE YET, CONTINUE AS THEY WERE STILL THE ROLE BEFORE THEY WERE SWITCHED. OVER THE COURSE OF THE NIGHT, EACH CHARACTER KNOWS WHAT THEY THEN ASSUME ONCE A NEW NIGHT BEGINS. NO ONE WILL DO TWO NIGHT ACTIONS UNLESS THEY'RE A DOPPELGANGER. IN WHICH CASE ON THEIR SECOND TURN, WILL ASSUME THE ROLE THEY TOOK IN THE SAME FASHION AS THAT PERSON WOULD.

READ THE PERSON'S ROLES BY THEIR TURN ORDER EACH NIGHT. IF TWO OR MORE PEOPLE SHARE THE SAME ROLE, THE NORTHERN PLAYERS WOULD GO FIRST, THEN CLOCKWISE FROM THERE.

A PERSON'S ROLE MIGHT SWITCH WHEN MOVING OVER TO THE NEXT NIGHT. CHANGE ROLE ORDER ACCORDINGLY.

POPULATION: 35	BEFORE THE EVENTS	MARCH 21, 1966	MARCH 22, 1966	MARCH 23, 1966
CASSIDY	LIKES PLAYING AROUND A LITTLE TOO MUCH. IF SHE IS ON THE LEFT SIDE OF THE GROUP OR THE TOP SIDE OF THE GROUP, SHE STARTS OUT AS A TROUBLEMAKER. IF SHE IS ON THE SOUTHERN SIDE, SHE STARTS OFF AS A VILLAGER. OTHERWISE, SHE IS A SEER.	IF SHE IS A TROUBLEMAKER, SHE SWITCHES THE ROLE OF THE CHARACTER TO HER LEFT WITH THE ROLE OF THE CHARACTER TO THAT PERSON'S LEFT. IF SHE IS A SEER AND THE PERSON TO HER LEFT IS A WEREWOLF, THE WEREWOLF IS NOW A VILLAGER.	IF SHE IS A TROUBLEMAKER, SHE SWITCHES THE ROLE OF THE PERSON TO THE RIGHT WITH THE ROLE OF THE PERSON TO THAT PERSON'S RIGHT.	IF SHE IS A DRUNK, SHE TURNS INTO A WEREWOLF. IF SHE IS A SEER, SHE TURNS THE PERSON ACROSS FROM HER INTO A VILLAGER.
SIMON	SIMON IS ALWAYS THE WEREWOLF, UNLESS THERE ARE AN EVEN NUMBER OF BATTERIES, WHICH MEANS HE IS A VILLAGER.	IF SIMON IS A LONE WOLF, HE ACTS AND TURNS THE PLAYER TO HIS RIGHT INTO A WEREWOLF.	IF SIMON IS A WEREWOLF WITH AT LEAST ONE OTHER PERSON, HE TURNS THE FIRST PERSON, COUNTER-CLOCKWISE THAT ISN'T A WEREWOLF INTO A WEREWOLF.	IF SIMON IS A SEER, HE TURNS THE PERSON TO HIS RIGHT INTO A VILLAGER. IF SIMON IS A TROUBLEMAKER, HE SWITCHES THE ROLES OF THE TWO PEOPLE TO HIS LEFT.
MANUEL	IS ALWAYS SEEN WITH A DRINK AT HAND. STARTS OUT AS A DRUNK.	IF THERE ARE AN ODD NUMBER OF MODULES ON THE BOMB, THEN HE IS A VILLAGER. OTHERWISE, HE IS AN INSOMNIAC. IF THERE ARE NO BATTERIES, OTHERWISE, HE IS A WEREWOLF.	IF MANUEL IS A DRUNK, THEN HE TURNS INTO A TANNER. IF MANUEL IS A WEREWOLF, THEN HE TURNS THE FIRST PERSON CLOCKWISE THAT ISN'T A WEREWOLF INTO ONE.	IF MANUEL IS A SEER, HE TURNS THE FIRST VILLAGER CLOCKWISE INTO A DRUNK. IF MANUEL IS A DRUNK, HE TURNS INTO A TANNER.
PSY	BATTERIES ROLES 0 = VILLAGER 1 = WEREWOLF 2 = SEER 3 = DOPPELGANGER OTHERWISE THE TOWN ISN'T SURE. HE IS PROBABLY A TANNER.	IF HE IS A SEER AND THE PERSON TO HIS RIGHT IS A TROUBLEMAKER, THAT PERSON IS NOW AN INSOMNIAC. IF HE IS A DOPPELGANGER, HE ASSUMES THE ROLE OF THE PERSON ACROSS FROM HIM.	IF PSY IS A ROBBER, HE SWITCHES HIS ROLE WITH THE PERSON TO HIS LEFT. IF PSY IS AN INSOMNIAC, THEN HIS ROLE IS TURNED INTO A HUNTER.	IF PSY IS A DOPPELGANGER AND THERE IS STILL A WEREWOLF IN TOWN, HE IS TURNED INTO A WEREWOLF.
EDEN	SUCH A NICE GIRL. SHE IS ALWAYS A KIND-HEARTED VILLAGER.	IF EDEN IS A ROBBER, SHE SWAPS HER ROLE WITH THE PERSON TO HER LEFT.	IF EDEN IS A SEER, SHE TURNS THE ROLE OF THE PERSON TO THE RIGHT OF HER INTO A HUNTER.	IF EDEN IS AN INSOMNIAC, SHE TURNS INTO A VILLAGER.

<p>WENDY</p>	<p>IF SHE IS SITTING ON THE LEFT SIDE, SHE STARTS OFF AS A WEREWOLF. IF SHE IS STARTING ON THE SOUTHERN OR EASTERN SIDE, SHE STARTS OUT AS AN INSOMNIAC. OTHERWISE, IF WENDY STARTS ON THE NORTHERN SIDE, SHE IS A VILLAGER.</p>	<p>IF SHE IS A WEREWOLF, SHE TURNS THE PERSON ACROSS FROM HER INTO ONE OF HER OWN KIND. IF SHE IS AN INSOMNIAC, SHE TURNS INTO A WEREWOLF AT THE END OF THE NIGHT.</p>	<p>IF SHE IS AN INSOMNIAC SHE TURNS HERSELF INTO A VILLAGER. IF SHE IS A SEER, SHE TURNS EVERYONE ELSE INTO AN INSOMNIAC.</p>	<p>IF SHE IS A WEREWOLF SHE DOESN'T KNOW ANY BETTER AND CHANGES THE PERSON ACROSS FROM HER INTO A WEREWOLF IF THIS PERSON IS NOT ALREADY ONE. IF SHE IS A TROUBLEMAKER, SHE SWITCHES THE ROLES OF THE TWO PEOPLE IMMEDIATELY TO HER RIGHT.</p>
<p>EMANUEL</p>	<p>IF THERE ARE MORE FEMALE PERSONS THAN MALE, HE IS A WEREWOLF. OTHERWISE, HE IS A VILLAGER.</p>	<p>IF HE IS AN INSOMNIAC, BY THE END OF THE NIGHT HE TURNS INTO A WEREWOLF. IF HE IS A ROBBER, HE SWITCHES HIS ROLE WITH THE PERSON ACROSS FROM HIM.</p>	<p>IF HE IS A WEREWOLF AND THERE ARE MORE MALE THAN FEMALE PEOPLE AROUND, HE TURNS THE PERSON ACROSS FROM HIM INTO A WEREWOLF.</p>	<p>IF HE IS DRUNK, HE TURNS HIMSELF INTO A VILLAGER. IF HE IS A TROUBLEMAKER, HE SWITCHES THE ROLES OF THE PERSON ACROSS FROM HIM AND THE PERSON ON HIS LEFT.</p>
<p>SCAN</p>	<p>HE IS A VILLAGER UNLESS THERE IS ANOTHER PERSON WHO STARTS WITH AN "S" TO HIS LEFT OR RIGHT. IF THAT'S THE CASE, THEN HE IS A TROUBLEMAKER.</p>	<p>IF SCAN IS A TROUBLEMAKER, THEN HE SWITCHES THE ROLE OF THE PERSON TO HIS LEFT WITH THE ROLE OF THE PERSON TO HIS RIGHT.</p>	<p>IF SCAN IS A SEER AND THERE ARE NO WEREWOLVES IN TOWN, HE ACCIDENTALLY TURNS THE PLAYER ACROSS FROM HIM INTO A WEREWOLF. IF SCAN IS A ROBBER, HE SWITCHES THE ROLE OF THE PERSON ACROSS FROM HIM WITH THE PERSON TO HIS LEFT.</p>	<p>IF SCAN IS A SEER, AND AT LEAST ONE PERSON TO THE LEFT OR TO THE RIGHT OF HIM IS A WEREWOLF, HE TURNS THOSE WEREWOLVES INTO VILLAGERS. IF SCAN IS A WEREWOLF, HE TURNS THE PERSON TO HIS LEFT INTO A WEREWOLF.</p>
<p>SAMANTHA</p>	<p>IF A PERSON WITH AN ODD NUMBER OF LETTERS IS NEXT TO HER, SHE IS A TANNER. OTHERWISE, IF THERE IS AN ODD NUMBER OF PORTS, SHE IS A ROBBER. OTHERWISE SHE IS A VILLAGER.</p>	<p>IF SAMANTHA IS A ROBBER, SHE SWITCHES HER ROLE WITH THE PERSON TO HER RIGHT'S.</p>	<p>IF SAMANTHA IS A ROBBER, SHE SWITCHES THE PERSON TO THE RIGHT'S ROLE WITH HERS. OTHERWISE, IF SAMANTHA IS A WEREWOLF, SHE TURNS THE FIRST VILLAGER PLAYER CLOCKWISE INTO A TANNER.</p>	<p>IF SAMANTHA IS A TROUBLEMAKER AND DIRECTLY CLOCKWISE A MALE, SHE SWITCHES THE OTHER TWO PERSON'S ROLES. OTHERWISE, IF SAMANTHA IS A TROUBLEMAKER AND DIRECTLY COUNTERCLOCKWISE A FEMALE, SHE SWITCHES THE ROLES OF THE OTHER TWO PERSONS.</p>

L. STEWART	HAS BEEN SEEN STEALING FREQUENTLY FROM NEARBY PAWN SHOPS TO IMPRESS HIS LADY LOVE. IS A ROBBER UNLESS THERE IS A MALE ACROSS FROM HIM. IN WHICH HE IS A VILLAGER.	IF L. STEWART IS A ROBBER, HE SWITCHES HIS ROLE WITH THE FIRST MALE GOING CLOCKWISE FROM HIM.	IF L. STEWART IS A SEER, HE ACTUALLY DOESN'T KNOW HOW TO DO HIS JOB AND TURNS THE FIRST PERSON CLOCKWISE HIM INTO A WEREWOLF. IF HE IS A TROUBLEMAKER, HE SWITCHES THE ROLES OF THE TWO PEOPLE COUNTER-CLOCKWISE HIM.	IF HE IS A ROBBER, HE SWITCHES THE ROLE OF THE PERSON ACROSS FROM HIM WITH HIS OWN. IF HE IS A TROUBLEMAKER, HE SWITCHES THE ROLE OF THE PERSON TO HIS LEFT WITH THE ROLE OF THE PERSON ACROSS FROM HIM.
SAMUEL	DOESN'T LIKE BEING AROUND OTHER GUYS. IF EVERYONE ELSE IS A FEMALE, HE IS AN INSOMNIAC. OTHERWISE HE IS A TANNER.	IF HE IS AN INSOMNIAC, HE TURNS INTO A TROUBLEMAKER AT THE END OF THE NIGHT.	IF HE IS A TROUBLEMAKER, HE SWITCHES THE ROLE OF THE PERSON TO THE LEFT OF HIM WITH THE PERSON ACROSS FROM THAT PERSON. IF HE IS A SEER, HE TURNS THE PLAYER TO THE RIGHT OF HIM INTO AN INSOMNIAC.	IF HE IS AN INSOMNIAC, HE TURNS INTO A WEREWOLF. IF HE IS A TROUBLEMAKER, HE SWITCHES THE ROLES OF THE TWO PEOPLE BESIDE HIM. IF HE IS A ROBBER, HE SWITCHES HIS ROLE WITH THE FIRST FEMALE CLOCKWISE OF HIM.
EMMITT	LOVES GWEN. IF SHE IS AROUND THEN EMMITT IS A HUNTER AND WILL DO ANYTHING TO PROTECT HER. IF GWEN IS NOT AROUND, HE IS AN INSOMNIAC, ALWAYS THINKING OF HER.	IF EMMITT IS AN INSOMNIAC, HE TURNS INTO A VILLAGER BY THE END OF THE NIGHT.	IF EMMITT IS A SEER AND GWEN IS NEARBY, HE TURNS HER ROLE INTO A SEER AS WELL. IF EMMITT IS A WEREWOLF AND GWEN IS NEARBY, HE TURNS HER ROLE INTO A WEREWOLF. THEIR LOVE IS TOO STRONG.	IF EMMITT IS AN INSOMNIAC, HE TURNS INTO A SEER. IF HE IS A SEER, AND GWEN IS PRESENT, HE TURNS THE ROLE OF HER INTO A VILLAGER. OTHERWISE, THE PERSON TO HIS RIGHT INTO A VILLAGER.
BEN	IS ONLY A WEREWOLF IF NO ONE ELSE IS. IF THERE IS AT LEAST ONE OTHER PERSON IS A WEREWOLF THEN HE IS A VILLAGER. KEEP A CLOSE EYE ON THIS GUY.	IF BEN IS A ROBBER, HE SWITCHES HIS ROLE WITH THE PERSON TO THE LEFT OF HIM. IF BEN IS A TROUBLEMAKER, HE SWITCHES THE ROLE OF THE TWO PEOPLE TO THE LEFT AND RIGHT OF HIM.	----- (BEN'S CURRENT LOCATION WAS A MYSTERY. WHO KNOWS WHAT COULD'VE HAPPENED TO HIM AT THIS TIME.)	IF BEN IS A WEREWOLF, HE TURNS EVERYONE ELSE INTO A WEREWOLF AS WELL. IF BEN IS A DRUNK, HE TURNS INTO A WEREWOLF. IF BEN IS A SEER, HE TURNS THE PERSON TO HIS RIGHT INTO A VILLAGER.

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

SY	IS THE SOLE GUARDIAN OF THE TOWN. IS ALWAYS A HUNTER.	IF THERE ARE TWO WEREWOLVES IN TOWN. THEN HE TURNS THE FIRST WEREWOLF IN COUNTER-CLOCKWISE ORDER INTO AN INSOMNIAC. (EXCLUDING HIMSELF)	IF THERE ARE THREE WEREWOLVES IN TOWN. HE TURNS THE FIRST WEREWOLF IN CLOCKWISE ORDER INTO A WEREWOLF. (EXCLUDING HIMSELF)	IF SY IS A SEER. AS A SWORN PROTECTOR OF THE TOWN. HE TURNS EVERYONE ELSE INTO A VILLAGER.
EVE	IF SIMON IS AROUND OR THERE IS A SIMON RELATED MODULE ON THE BOMB. THEN EVE IS AN INSOMNIAC. OTHERWISE IF THERE ARE LESS THAN TEN MODULES ON THE BOMB. THEN SHE IS A SEER. SHE IS A WEREWOLF OTHERWISE.	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 INSOMNIAC.	IF EVE IS A SEER. SHE TURNS THE FIRST PERSON IN COUNTER-CLOCKWISE ORDER THAT IS A WEREWOLF INTO A VILLAGER. IF EVE IS A DRUNK. SHE TREATS HERSELF TO SOME TEA TO AID HER. THIS REMEDY TURNS HER BACK INTO A SEER.	----- (EVEN THE BEST SEERS DESERVE A BREAK. WEREWOLF OR NO WEREWOLF)
SAMMY	IS A ROBBER IF THERE ARE NO OTHER ROBBERIES IN THE AREA. OTHERWISE. SHE IS A WEREWOLF.	IF SHE IS A ROBBER. SHE SWITCHES ROLES WITH THE PERSON ACROSS FROM HER.	IF SHE IS A WEREWOLF. SHE TURNS THE FIRST PERSON TO HER LEFT INTO ONE OF HER KIND. IF SHE IS A DRUNK. SHE TURNS INTO A ROBBER.	IF SHE IS AN INSOMNIAC. SHE TURNS INTO A TANNER BY THE END OF THE NIGHT. IF SHE IS A TROUBLEMAKER. SHE SWITCHES THE ROLE OF THE PERSON ACROSS FROM HER. AND THE PERSON TO HER RIGHT.
AL	AL CAN'T READ. HE DOESN'T LIKE PEOPLE WHO HAVE NAMES THAT ARE LONGER THAN SEVEN CHARACTERS. IF TWO OF THOSE CHARACTERS EXIST AROUND HIM. THEN HE IS A TANNER. OTHERWISE HE IS A VILLAGER UNLESS SY IS AROUND. IN WHICH CASE HE IS A DRUNK. HE LIKES BEING UNIQUE WITH THE SHORTEST NAME.	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.
CHASE	WITH A QUICK NAME LIKE THIS ONE. HE IS ALWAYS A WEREWOLF. DON'T TRUST CHASE!	TURNS ALL THREE OF THE OTHER MEMBERS OF THE TOWN INTO WEREWOLVES.	----- (CHASE HAS BEEN RESTRAINED DUE TO HIS ACTIONS.)	NO MATTER WHAT ROLE HE IS. HE TURNS THE OTHER THREE PEOPLE INTO WEREWOLVES. POSSIBLE LEGAL

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 ASSUMES THE ROLE OF THE PERSON ACROSS FROM HER.	IF KATIE IS A WEREWOLF AND CHASE IS NOT, SHE TURNS HIM INTO ONE. IF KATIE IS A DOPPELGANGER, THEN SHE PERFORMS THE SAME ROLE AS THE FIRST PERSON CLOCKWISE THAT HAS A SHORTER NAME THAN HER. IF NO ONE DOES, THEN SHE ASSUMES THE ROLE OF THE PERSON TO THE LEFT OF HER.	IF KATIE IS A TROUBLEMAKER, SHE SWITCHES THE ROLE OF THE TWO PEOPLE BESIDE HER. IF KATIE IS A ROBBER, SHE SWITCHES HER ROLE WITH THE PERSON TO THE LEFT OF HER.
JANE	IS ALWAYS THE DOPPELGANGER. SHE HATES BEING HERSELF. SHE ALWAYS HAS IDOLS.	ASSUMES THE ROLE OF THE FIRST FEMALE COUNTER-CLOCKWISE OF HER.	IF JANE IS A ROBBER, SHE SWITCHES HER ROLE WITH THE PERSON TO THE LEFT OF HER.	IF SHE IS A DRUNK, SHE TURNS INTO A WEREWOLF. IF SHE IS A SEER, SHE TURNS THE FIRST FEMALE CLOCKWISE INTO A WEREWOLF.
KEN	WITHOUT BARBIE, WHO IS HE? KEN ALWAYS WAS A TANNER BEFORE NOW.	-----	-----	-----
WENDI	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 WENDI IS A ROBBER, SHE SWITCHES HER ROLE WITH THE PERSON TO THE RIGHT OF HER.	IF WENDI IS A TROUBLEMAKER, SHE SWITCHES THE ROLE OF THE PLAYER TO THE LEFT WITH THE ROLE OF THE PLAYER ACROSS FROM HER. IF SHE IS A ROBBER, SHE SWITCHES THE ROLE OF THE PERSON TO THE RIGHT WITH HER.
DARREN	IS 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 INSOMNIAC, HE BECOMES A VILLAGER.
GABRIEL	"IS A ROBBER, A THIEF, A STEALER, A GAMBLER. IS ALWAYS TAKING MY LUNCH MONEY."--SIMON	IF SIMON IS AROUND, THEN HE SWITCHES HIS ROLE WITH SIMON'S.	IF GABRIEL IS STILL A ROBBER, HE SWAPS HIS ROLE WITH SIMON'S AGAIN. IF SIMON'S NOT AROUND, HE SWITCHES ROLES WITH THE PERSON TO HIS RIGHT.	IF GABRIEL IS STILL A ROBBER, HE SWAPS HIS ROLE WITH SIMON'S AGAIN. IF SIMON'S NOT AROUND, THEN GABRIEL'S A PRETTY COOL

PIEMOND	IS 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 PIERMOND 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 PIERMOND 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	IF 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	IS 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 MARXH 23RD, PRESS THE GREEN "ERADICATED" (E) 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.

