

1. Initial Role Assignment



Player 1: Troublemaker



Player 2: Werewolf



Player 3: Seer



Player 4: Robber



Player 5: Villager

Role
Pool



Werewolf



Villager



Insomniac

* Ground Truth Roles (After Night)



Player 1: Robber



Player 2: Werewolf



Player 3: Villager



Player 4: Troublemaker



Player 5: Seer

2. Night Phase



Werewolf checks its
teammates



Seer checks Player 4
(Robber)

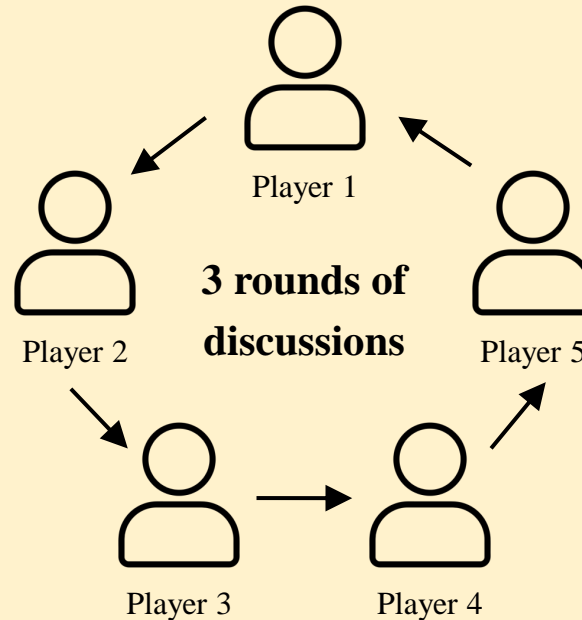


Robber switches with
Player 1



Troublemaker swaps
Player 3 and Player 5

3. Day Phase



Team Village wins

- (1) At least one Werewolf dies. Even if one or more players who are not Werewolves die in addition to a Werewolf dying.
- (2) If no one is a Werewolf and no one dies.



Team Werewolf wins

At least one player is a Werewolf and no Werewolves are voted out.

4. Voting Phase



Players vote for each other
(except themselves)