

- Fixed
- Known to player

Statuses {
Mutant
Sane

- Fixed
- Unknown to player

GENES

- Fixed
- Known to player

ROLES



DURING THE DAY

- Votes are **private**
- People can walk in the room
- Maximum 3 persons talking
- Can vote blank (ie. kill nobody)
- Voting is optional

CHIEF

- Elected publically before first night
- Cuts between ties
- New vote when dying

Gene **HOST**

1 BASE MUTANT

- 1 **Mutation*** together Select 1 person that becomes Status **Mutant** (unless **Gene RESISTANT**)
- 1 **Paralysis** together Select 1 person that won't wake up this night

Gene **NORMAL**

2 DOCTORS

- 1 **Heal** each* Select 1 person that becomes Status **Sane** (unless **Gene HOST**)

1 PSYCHOLOGIST

- 1 **Status** analysis Select 1 person and knows their current **Status** {
Mutant
Sane
 → **Status** can **change** during the game

1 GENETICIST

- 1 **Gene** analysis Select 1 person and knows their fixed **Gene** {
 NORMAL
 HOST
 RESISTANT
 → **Gene** is **fixed** during the game

Gene **UNKNOWN**
 → 1 **RESISTANT**
 → 1 **HOST**
 → + **NORMAL**

1 COMPUTER GUY

- 1 Ship **counting** Knows the **number of mutants**

1 HACKER

- 1 **Copycat** Get the **same information** as a role : either {
 1) PSYCHOLOGIST
 2) GENETICIST
 3) COMPUTER GUY

 With the result ←

1 SPY

- Person **Scan** Select 1 person and knows if this person was **target** of {
 Mutation (Yes/No)
 Paralysis (Yes/No)
 Heal (Yes/No)
 Status Analysis (Yes/No)
 Gene Analysis (Yes/No)

 Not the result ←

1 TRAITOR

- Wants that the mutants win

+ Astronauts

Important !

Mutant (or Paralysed) Doctors don't wake up !
 Other roles keep their roles when mutated

*Instead of Mutation, Mutants can choose to **kill**
 *Instead of 1 Heal Each, Doctors can choose to **kill**
 Although this action is rare

Goal : make your **current** team win !
 Your goal changes when mutated or healed