
















⌚ <i>Statuses</i>	 GENES	DURING THE DAY
 <b>Mutant</b>  <b>Sane</b> → Can <b>change</b> during game → <b>Known</b> to player	↔ NORMAL  HOST  RESISTANT → Is <b>fixed</b> during the game → <b>Unknown</b> to player (until effect)	→ People can walk in the room → Maximum 3 people talking
Status changes → <b>Mutation</b> (by <b>mutants</b> ) makes you Mutant → <b>Heal</b> (by <b>doctors</b> ) makes you Sane	Genes distribution → Base mutant is Host → Doctors are Normal → +1 Host → +1 Resistant	Votes → Votes are <b>private</b> → Can vote blank (ie. kill nobody) → Voting is optional → The most voted is killed and autopsy is done
1/9	2/9	3/9
CHIEF	ROLES DISTRIBUTION	ROLES (1/3)
→ Elected publically before first night → Cuts between ties → New vote when dying	→ 1 BASE MUTANT → 2 DOCTORS → 1 PSYCHOLOGIST → 1 GENETICIST → 1 ACCOUNTANT → 1 HACKER → 1 SPY → 1 TRAITORS → + ASTRONAUTS	<b>1 (BASE) MUTANT</b> → 1 <b>Mutation*</b> together Select 1 person that becomes Status <b>Mutant</b> (unless <b>Gene RESISTANT</b> ) → 1 <b>Paralysis</b> together Select 1 person that won't wake up this night
GOAL OF THE GAME		<b>2 DOCTORS</b> → 1 <b>Heal</b> each* Select 1 person that becomes Status <b>Sane</b> (unless <b>Gene HOST</b> )
Make your <b>current</b> team win ! Your goal changes when mutated or healed		6/9
4/9	5/9	6/9
ROLES (2/3)	ROLES (3/3)	DO NOT WAKE UP
<b>1 PSYCHOLOGIST</b> → 1 <b>Status</b> analysis Select 1 person and knows their current <b>Status</b>	<b>1 HACKER</b> → 1 <b>Copycat</b> Get the <b>same information</b> as a role (either Psy, Genet, Accountant) (same information = <b>with</b> result)	→ <b>Mutant Doctors don't wake up</b> (other roles keep their role when mutated) → Paralysed don't wake up
<b>1 GENETICIST</b> → 1 <b>Gene</b> analysis Select 1 person and knows their fixed <b>Gene</b>	<b>1 SPY</b> → Person <b>Scan</b> Select 1 person and knows if this person was <b>target</b> of {Mutation, Paralysis, Heal, Status Analysis, Gene Analysis} (target = <b>not</b> the result (just yes/no))	<b>KILLING POWER</b> *Instead of Mutation, Mutants can choose to <b>kill</b> *Instead of 1 Heal Each, Doctors can choose to <b>kill</b> Although this action is rare As Sane, better <b>Heal</b> than Kill
<b>1 ACCOUNTANT</b> → 1 Ship <b>counting</b> Knows the <b>number of mutants</b>	<b>1 TRAITOR</b> → Wants that the mutants win	
7/9	8/9	9/9

<p>⊙ <i>Status</i></p> <p><i>Mutant</i></p>  <p>PSYCHOLOGIST</p>	<p>⊙ <i>Status</i></p> <p><i>Sane</i></p>  <p>PSYCHOLOGIST</p>	 GENE <p>NORMAL</p>  <p>GENETICIST</p>
 GENE <p>HOST</p>  <p>GENETICIST</p>	 GENE <p>RESISTANT</p>  <p>GENETICIST</p>	<p>Ψ</p> <p>PSYCHOLOGIST</p> <p>①</p> <p>HACKER</p>
 <p>GENETICIST</p> <p>②</p> <p>HACKER</p>	 <p>ACCOUNTANT</p> <p>③</p> <p>HACKER</p>	<p>TARGET OF MUTATION</p> <p>SPY</p>

<p>TARGET OF PARALYSIS</p> <p>SPY</p>	<p>TARGET OF HEAL</p> <p>SPY</p>	<p>TARGETED BY PSYCHOLOGIST (STATUS ANALYSIS)</p> <p>SPY</p>
<p>TARGETED BY GENETICIST (GENE ANALYSIS)</p> <p>SPY</p>	<p>NOT TARGETED</p> <p>SPY</p>	