HERMIT

Choose another player to view one of the hermit's traits of your choice.

GEEZER

Shuffle both traits under the geezer and draw one to look at. Then shuffle the traits again.

CHILD

View both traits. After questioning, the child is exhausted until a refugee has been voted out of the bunker.

ATHLETE

Cannot become exhausted. When questioning, draw and look at one trait. The trait you viewed is now exhausted and may not be viewed. The trait you did not view is now refreshed.

SCIENTIST

Draw and look at the top trait. You may not look at the trait card underneath the top trait.

UNDERGRAD

Look at both traits. Then, draw one trait from any other refugee (do not look at it) and shuffle them all together. Return two traits to the undergrad and one to the refugee you drew from.
GEEZER

View both traits. Shuffle both traits under the geezer and draw one to look at. Then shuffle the traits again.

HERMIT

Choose another player to view one of the hermit’s traits of your choice.

UNDERGRAD

Look at both traits. Then, draw one trait from any other refugee (do not look at it) and shuffle them all together. Return two traits to the undergrad and one to the refugee you drew from.

SCIENTIST

Draw and look at the top trait. You may not look at the trait card underneath the top trait.

ATHLETE

Cannot become exhausted. When questioning, draw and look at one trait. The trait you viewed is now exhausted and may not be viewed. The trait you did not view is now refreshed.
CONMAN
Switch one of the conman's trait cards with any other trait of your choice. Then, view the conman's new trait.

CELEBRITY
Draw and look at the top trait, then show it to another player of your choice. Place the viewed trait on the bottom of the stack.

You win if there are no cultists in the bunker.

Goal: CIVILIAN

Additional player views trait.

You win if there are no cultists in the bunker.

Goal: CIVILIAN

Additional player views trait.

You win if there are no cultists in the bunker.

Goal: CIVILIAN

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You win if there are no cultists in the bunker.

Goal: CIVILIAN
**CONMAN**
Switch one of the conman's trait cards with any other trait of your choice. Then, view the conman's new trait.

**CELEBRITY**
Draw and look at the top trait, then show it to another player of your choice. Place the viewed trait on the bottom of the stack.

**ALLEGIANCE**
On your turn:
1. Question a refuge.
2. Place an exile marker above a refuge.
3. Refresh any exhausted refugees and exhaust the refuge you just questioned.
4. If the clock reads 6 or 12, the refuge with the most exile markers is removed from the bunker.
5. Play continues with the next player, going clockwise.
You win if there are no cultists in the bunker.

**Goal:**

**FANATIC**

You win if there is 1 or more cultist in the bunker.

**Fanatic**

If one or more cultist is in the bunker at the end of the game, the civilians lose.

**Cultist**

If this refugee has no exile markers, you must claim this refugee is a cultist and vote to exile them. Otherwise, you may claim this refugee is not a cultist.

**Jerk**

If one or more cultist is in the bunker at the end of the game, the civilians lose.

**Cultist**

You win if there is 1 or more cultist in the bunker.

**CIVILIAN**

You win if there is 1 or more cultist in the bunker.

**CIVILIAN**
On your turn:
1. Question a refuge
2. Place an exile marker above a refuge
3. Refresh any exhausted refugees and exhaust the refugee you just questioned.
4. If the clock reads 6 or 12, the refuge with the most exile markers is removed from the bunker.
5. Play continues with the next player, going clockwise.
PET DOG

Effect:
One “CULTIST” card on this refugee is negated. This does not negate the “DOOMSAYER.”

DOOMSAYER

Effect:
If this refugee is located at 6 or 12 on the doomsday clock they are a cultist.

PET CAT

Effect:
If the pet cat is directly adjacent to the pet dog at the end of the game, remove both cards from the bunker.

MUSICIAN

Effect:
If this refugee is located at 6 or 12 on the doomsday clock, they negate one “CULTIST” card on one directly adjacent refugee at the end of the game.
POLICE OFFICER

May not be used on the child.
Ignore a refugee’s effect.
Reveal on your turn:

ANTHROPOLOGIST

Reveal before an exile marker is placed:

HYPNOTIST

Reveal before any other player’s turn:

GENIUS

Question them. Follow their text effects as usual. They will not become exhausted after you.

CLEANFREAK

No exile marker will be placed this round (this round).
You may rotate the doomsday clock one space clockwise or counter-clockwise, as long as at least one refugee is at 6 or 12.

**REPAIRMAN**

Reveal after an exile marker is placed:

You may remove an exile marker from a refugee.

Reveal after an exile marker is placed:

**PSYCHIC (4+)**

You may look at all trait cards belonging to the refugee who was removed from the bunker.

Reveal after a refugee is removed:

**DRIFTER**

You may exhaust an any refugee.

Reveal on your turn after questioning:

**PERSONAL TRAINER**

Reveal at any point:

**SALESMAN**

You may question two refugees this round.

Reveal on your turn after questioning:

**LAWYER**

Look through the discarded identities and choose one to keep for yourself.

Reveal after any point after round 6:

Reveal after any point:
You may question an exhausted refugee.

Reveal at any point after Round 6:

INFORMANT (4+)

You may look at the allegiance card that none of the players received at the beginning of the game.

Reveal at any point after Round 6:

You may look at the allegiance card that none of the players received at the beginning of the game.

Reveal after a refugee is removed:

MASSEUSE

Take 1 exile marker from the refugee who was just voted out and place it on any other refugee.

Reveal after a refugee is removed:

INFORMANT (4+)

Take 1 exile marker from the refugee who was just voted out and place it on any other refugee.

Reveal after a refugee is removed:

BROKER

Take 1 exile marker from the refugee who was just voted out and place it on any other refugee.