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

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

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

See traits, then randomize.

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.

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

Trait cards are exhausted. 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.

Additional player views trait.

You win if there are no cultists in the bunker.

Goal:

CIVILIAN

You win if there are no cultists in the bunker.

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You win if there are no cultists in the bunker.

Goal:
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.

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: CIVILIAN

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

Goal: FANATIC

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

Goal: CULTIST

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

Effect: 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.

Effect: If one or more cultist is in the bunker at the end of the game, the civilians lose.
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.
PET DOG
Effect:
One "CULTIST" card on this refugee is negated. This does not negate the "DOOMSAVER".

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

PROPHET
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.

PACIFIST

MUSICIAN

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.
Reveal on your turn:

- **Police Officer**: Ignore a refugee's effect.

Reveal before an exile marker is placed:

- **Anthropologist**: No exile marker will be placed this round. If this round is over, this card is played.

Reveal before any other player's turn:

- **Hypnotist**: Usual question is allowed. Follow their text effects as usual. They will not become exhausted after you. Question any refugee that is not exhausted.

No exile marker will be placed this round (this round will make the game 13 turns rather than 12).
You may rotate the doomsday clock one space clockwise or counter-clockwise, as long as at least one refugee is at 6 or 12.

Reveal on your turn after questioning:

**REPAIRMAN**

You may remove an exile marker from a refugee.

Reveal after an exile marker is placed:

**LAWYER**

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

Reveal after a refugee is removed:

**PSYCHIC (4+)**

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

Reveal at any point after round 6:

**DRIFTER**

You may exhaust any refugee.

Reveal at any point:

**PERSONAL TRAINER**

You may question two refugees this round.

Reveal on your turn:

**SALESMAN**

You may exhaust any refugee, and you may question two refugees this round.
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You may question an exhausted refugee.

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

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

You may question an exhausted refugee.

Reveal at any point after round 6:

INFORMANT (4+)

Reveal at any point after round 6:

INFORMANT (4+)

Reveal at any point after round 6:

INFORMANT (4+)

Reveal after a refugee is removed:

BROKER
IDENTITY
IDENTITY
IDENTITY
2 PLAYER