**Oracle**
The App asks you a question and you need to answer directly on the app. The App then decides what happens based on that answer. It's different every game.

**Alien**
At night you wake up and look for other Aliens. After this, the App tells you to do an additional action that's different every game. Your role is to not get caught as an alien.

**Synthetic Alien**
You are an Alien and will wake up with the Aliens. However you realise you need to die in order to save humanity and the Aliens. You only win if you die.

**Groob (Alien)**
You are an Alien. Your role is merely to stay alive except if Zerb (Alien) is in the game because you hate that Alien with a passion and need that **** to die. In this case you only win if Zerb dies.

**Zerb (Alien)**
You are an Alien. Your role is merely to stay alive except if Groob (Alien) is in the game because you hate that Alien with a passion and need that **** to die. In this case you only win if Groob dies.

**Cow**
You put your fist whilst the Aliens are awake and if an Alien is sitting directly next to you, they must ‘tip’ you by tapping your fist. You are on the villager’s team.

**Leader**
You will know who the Aliens are but if all Aliens point to you to die, the Aliens win automatically. Your job is to play peacemaker between Groob & Zerb and help kill the Aliens as a villager.

**Psychic**
You as the Psychic get to look at cards. Which cards you can look at are different each game so listen to the App closely. You are on the villager team.

**Rascal**
You as the Rascal get to wake up and manipulate cards. Which cards you can move are different each game so listen to the App closely. You are on the villager team.

**Exposer**
The App will tell you whether you can view one, two or three center cards. You can then choose to leave them face up or face down. You are on the villager team.

**Blob**
You are on your own team. You as the Blob absorb players on your left, right or both and you must keep them and yourself alive in order to win.

**Mortician**
You are on your own team. You as the Mortician win if a player next to you gets killed and you’re still alive. This is your way of drumming up business.

**Body Snatcher**
You steal a card from a player and give them your card. The card you now have switches to the Alien version of the role throughout the game. You are on the Alien team unless your new card gets moved again.

**Nostradamus**
You as the Nostradamus pick a winner of the game before the game begins. You win if the team you predict wins. How you pick a winner is different each game so listen carefully.

**Empath**
When you wake up in the night, the App will call for players to indicate things to you with their eyes closed. You are the one who knows a lot. You are on the villager team.